

Kernel's Playhouse
Pause. Plan. Play!

CHART FOR GROWN-UPS

How a Kernel story goes

Excitement, a mix-up, and a better plan.

1. **Excitement**
   Kernel has a plan. A big one.
2. **A mix-up**
   The plan isn't working for everyone.
3. **Pause**
   Kernel notices. Nobody is the bad kid.
4. **Listen**
   "What would you like to do?"
5. **Repair**
   Take turns, ask for help, make a quieter option.
6. **Shared fun**
   Everyone picks how to join.

For grown-ups: Every episode runs this same loop. The mistake is always understandable, and the fix is something a young child could try tomorrow. Use it to talk through a real mix-up at home. Print at home on US Letter paper. No sign-up, no email, and nothing on this page collects information.

DRAFT – not approved – BUS-11