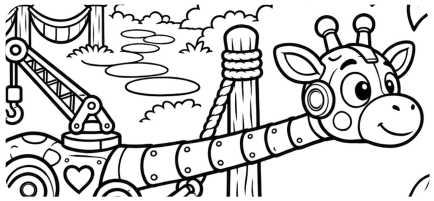
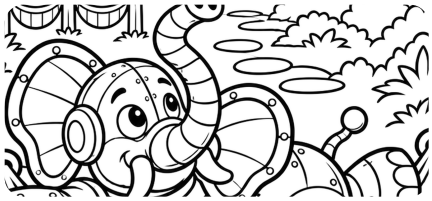
# Design a Nap Room

Help Bongo build a place where one guest can rest.

## 1 Circle a guest.



◯ **Crane**
Needs room to stretch.



◯ **Rumble**
Needs room for feet and trunk.



◯ **Stripe**
Needs a spot to follow the sun.

## 2 Draw a nap room.

Draw your guest in the room. Show how your design helps them rest.

## 3 Try it and change one thing.

Show where your guest fits. Change one thing and mark it with a star. Tell someone why.

I changed _____

because _____

# Try it with a grown-up

A 10- to 15-minute design challenge for ages 4-7.

## Read and notice

Read the hammock scene together. Ask, “What did Bongo notice about the way your guest likes to rest?” Looking at the pictures, pointing, and talking all count.

## Sketch a first idea

Use a pencil and the activity sheet. Let the child choose the guest and decide what to build. Ask them to show where the guest would rest. Write down their words if they want help.

## Try one test

Move a small paper guest around the drawing, or trace the guest's path with a finger. Read only the test for the guest they chose.

| | |
|---|---|
| **Crane** | Trace from feet to nose. Can Crane stretch his neck without bumping into a wall? |
| **Rumble** | Point to four spots for feet and one for the trunk. Can Rumble roll over and still fit? |
| **Stripe** | Use a scrap of paper as a patch of sunshine. Move it to a second spot. Can Stripe reach a warm resting place there? |

## Change it and try again

Ask, “What would make the room fit better?” Have the child mark one change and repeat the same test. Invite them to explain the change in words or pictures.

### What to listen for

“I noticed … so I changed …” The child can connect a feature of the room to a need of the guest and check whether the change helped.

Print page 1 at Actual Size on US Letter. Keep this page beside you as you read and build together. Artwork adapted from the Tinkerverse coloring edition.