



Hiccups Club Welcome Pack

Create a character, build a story, and earn an official club badge.



YOUR HICCUP MISSION

Complete 3 creative club missions

3 MISSION BADGES TO EARN



COLOR



DRAW



TALK



Hiccup is ready to begin.

WHY IT HELPS

Character play supports imagination, choice making, and storytelling.

TRY IT TOGETHER

Ask your child to explain one surprising design choice.

INSIDE THIS MINI PACK

Invent a Hiccup | Build a tiny story | Earn an official club badge

AGES 3-5 | SCREEN-FREE





Club Mission 1: Invent a Hiccup

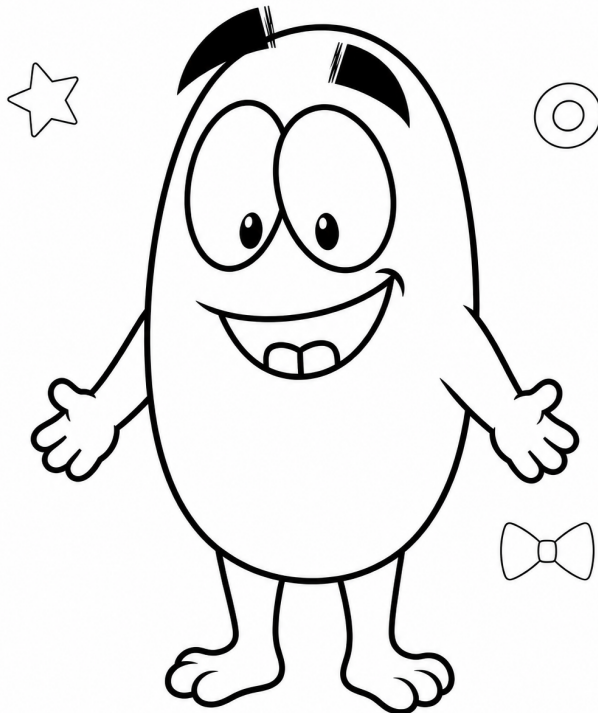
Turn this official Hiccups shape into a one-of-a-kind character.

MISSION TRAIL



CREATOR MISSION

Add eyes, a smile, hair, colors, clothes, and one silly surprise.



My Hiccup's name: _____

1 FACE

happy, curious, sleepy

2 STYLE

spots, stripes, swirls

3 POWER

helpful, brave, silly



Hiccup loves your idea!

WHY IT HELPS

Open-ended design builds fine-motor practice and creative choice making.

TRY IT TOGETHER

Ask: What makes your Hiccup special?





Club Mission 2: Build a tiny

Draw three moments from your Hiccup's very first adventure.

MISSION TRAIL



STORY MISSION

Draw where the story starts, what happens, and how your Hiccup helps.

1

WHERE?

Show the place.

2

UH-OH!

Show the silly problem.

3

HOORAY!

Show how Hiccup helps.

Tell it together: First... Then... At the end...

WHY IT HELPS

Three-part sequencing supports narrative language and memory.

TRY IT TOGETHER

Let your child tell the story; write down one sentence for them.





Club Mission 3: Earn your

Finish the trail and become an official Hiccups Club creator.

MISSION TRAIL



FINAL CLUB MISSION

Check each mission, add your name, and color the official badge.

OFFICIAL HICCUPS CLUB PASSPORT

☐

I invented a Hiccup.

☐

I built a tiny story.

☐

I shared my idea.



Official creator cheer!

Creator name: _____

Reader | Helper | Explorer | Creator



WHY IT HELPS

Completing a short sequence gives children a visible sense of accomplishment.

TRY IT TOGETHER

Celebrate one effort: drawing, talking, choosing, or trying.

