





# Classroom Discussion Cards

Printable prompts for all 36 Enchantably story themes

**How to use:** Print, cut along the dotted lines, and laminate for durability. Use during read-alouds, morning meetings, or counseling sessions to spark meaningful conversations. Each card has 5 open-ended questions tied to the specific story arc.

## Category Color Key

-  Growing Up (11 stories)
-  Adventure (8 stories)
-  Sports & Teamwork (4 stories)
-  Stories Together (3 stories)
-  Seasonal (2 stories)
-  Safety Magic (8 stories)



## BEDTIME BRAVERY

*Self-Management | Pre-K–1 | Growing Up*

1. What happens to scary things when you make them SILLY?
2. The hero gave shadows a top hat and polka-dot underpants. What silly costume would YOU put on a scary shadow?
3. The caregiver taught a trick: laugh at the thing that scares you. Why does that work?
4. The hero discovered the dark bedroom is a "secret room full of gentle magic." What magic might YOUR room have at night?
5. What would you say goodnight to in your room tonight?



## THE GROWING SEED

*Self-Management | Pre-K–2 | Growing Up*

1. What's something you can't do YET? How does adding "yet" change how it feels?
2. The hero noticed golden scuff marks on everyone who was good at something. What do those scuff marks mean?
3. Why did the hero want to quit? What changed their mind?
4. Who helped you keep going when something felt too hard?
5. If your effort turned into a constellation, what would the brightest stars be?



## THE QUIET SONG

*Self-Awareness | Pre-K–2 | Growing Up*

1. The hero discovered quiet isn't empty — it's where ideas grow. What's your favorite quiet thought?
2. Why did the hero need to step away from the noisy place? Is that okay to do?
3. The hero's quiet observation caught something no one else noticed. What have YOU noticed by being quiet?
4. Not everyone shows feelings the same way. How do quiet people show they care?
5. What's YOUR favorite quiet place, and what do you find there?



## THE TINY PROTECTORS

*Social Awareness | Pre-K–2 | Growing Up*

1. The hero learned that every tiny creature has an important job. What's the most surprising "job" a bug does?
2. Why did the hero start by being scared of bugs but end by protecting them?
3. How can WE be "guardians" instead of "monsters" to small creatures?
4. What would happen if all the bees disappeared? Why does that matter?
5. What's one thing you can do TODAY to help a tiny creature?



## ROOM FOR TWO

*Relationship Skills | Pre-K–1 | Growing Up*

1. The hero worried there wasn't enough room — or enough love. Has something new ever made you feel that way?
2. What does it mean that "hearts can grow"? Is love something that runs out?
3. The hero felt better when they became a HELPER. Why does helping change how you feel?
4. How can you be a "welcomer" to someone new in your life?
5. Finish this sentence: "My heart has room for..."



## THE FEELINGS RAINBOW

*Self-Awareness | Pre-K–2 | Growing Up*

1. Name as many feelings as you can! Which do you feel most often?
2. The hero learned that ALL feelings belong in the rainbow — even the dark ones. Are there any "bad" feelings?
3. Why is it helpful to have NAMES for our feelings? What happens when we can't name them?
4. What's in YOUR feelings toolkit? What do you do when a BIG feeling arrives?
5. If you could invent a brand-new feeling color, what would it be called?



## PLAN B ADVENTURE

*Self-Management | Pre-K–2 | Growing Up*

1. The hero's perfect plan fell apart. How did that FEEL? What happened next?
2. Why was Plan B actually MORE fun than Plan A?
3. Tell about a time YOUR plans changed. Did something good come from it?
4. The hero learned to say "Okay, what ELSE could we do?" Why is that a superpower?
5. If your weekend plans got cancelled right now, what could your Plan B be?



## MY VERY OWN WAY

*Self-Awareness | Pre-K–2 | Growing Up*

1. The hero tried doing things the "right way" but it didn't feel right. Why not?
2. What happened when the hero finally tried their OWN way?
3. Why is it hard sometimes to be different from everyone else?
4. What's something YOU do in your very own way that nobody else does quite like you?
5. How can you encourage a friend who's afraid to be different?



## THE WISHING TREE

*Self-Management | Pre-K–2 | Growing Up*

1. The hero learned that real wishes aren't granted — they're GROWN. What's the difference?
2. Why did the wish-seed need daily tending? What happens to wishes you forget about?
3. What's a wish you're growing right now? What does it need from you today?
4. The hero got impatient waiting. How do you handle waiting for something important?
5. If you planted a wish-seed, what would it grow into?



## FEELINGS EXPLORER

*Self-Awareness | Pre-K–2 | Growing Up*

1. The hero discovered that feelings are like landscapes — some are sunny meadows, some are stormy seas. Where are YOU right now?
2. Why is it important to EXPLORE a feeling instead of running away from it?
3. The hero found something beautiful inside a sad feeling. What might be hiding inside YOUR hardest emotion?
4. How do you know what someone ELSE is feeling, even if they don't tell you?
5. What's a feeling you'd like to understand better? How could you explore it?



## TWO HOMES, ONE HEART

*Self-Awareness | Pre-K–2 | Growing Up*

1. The hero has two homes. What makes a place feel like HOME?
2. Love doesn't divide when homes multiply — it grows in both directions. What does that mean?
3. The hero carries favorite things between houses. What would YOU bring to feel at home?
4. How is having two homes like having two adventures?
5. What would you say to a friend who just found out they'll have two homes?



## BLAST OFF!

*Responsible Decision-Making | Pre-K–2 | Adventure*

1. The hero asked "What's out there?" and went to find out. What question would launch YOUR adventure?
2. Why is asking questions the first step of every discovery?
3. The hero found something in space they didn't expect. What might YOU find if you explored somewhere new?
4. Curiosity is the fuel that launches rockets. What are you most curious about RIGHT NOW?
5. If you could explore one place in the universe, where would you go and why?



## DEEP DIVE

*Responsible Decision-Making | Pre-K–2 | Adventure*

1. The hero had to go slowly to see the deep wonders. Why do you miss things when you rush?
2. What's something you discovered by looking more carefully?
3. The ocean got darker and stranger as they went deeper. Would you keep going? Why or why not?
4. The hero found that the bravest thing was going UNDER, not staying on top. What does that mean for life?
5. If you could dive to the bottom of any ocean, what do you think you'd find?



## DINOSAUR DISCOVERY

*Responsible Decision-Making | Pre-K–2 | Adventure*

1. The hero was scared of dinosaurs at first. What changed when they LEARNED about them?
2. Why does learning about something make it less scary?
3. The hero found that the biggest dinosaurs were gentle plant-eaters. What's something big that turned out to be gentle?
4. What's something you were afraid of until you learned more about it?
5. If you could ask a dinosaur one question, what would it be?



## JUNGLE EXPEDITION

*Responsible Decision-Making | Pre-K–2 | Adventure*

1. Every layer of the jungle held different wonders. What did the hero find by looking UP vs. looking DOWN?
2. The hero had to figure things out when the path disappeared. How do you handle it when you don't know the way?
3. What's the difference between saying "I can't" and saying "I'll figure it out"?
4. The hero used what was already around them to solve problems. What's a time you were resourceful?
5. If you were lost in a jungle, what's the first thing you'd do?



## PIRATE TREASURE

*Relationship Skills | Pre-K-2 | Adventure*

1. The hero thought treasure meant gold. What did they discover the REAL treasure was?
2. Why was the journey more valuable than what was in the chest?
3. The hero had to share and cooperate to find the treasure. Why is that part of the adventure?
4. What's YOUR most valuable treasure that isn't something you can buy?
5. If you drew a treasure map of your life, what would the "X" mark?



## ARCTIC EXPLORER

*Self-Management | Pre-K-2 | Adventure*

1. The Arctic was cold and empty and the hero wanted to turn back. What made them keep going?
2. The hero found extraordinary things hiding in the emptiest-looking place. Where have YOU found something amazing in an unexpected spot?
3. What's the hardest thing you've kept going with, even when you wanted to quit?
4. The hero had to listen carefully in the silence. What can you learn from being still?
5. If you could explore one extreme place (Arctic, desert, deep cave), which would you choose and why?



## ENCHANTED FOREST

*Responsible Decision-Making | Pre-K-2 | Adventure*

1. The forest had its own rules. Why was it important for the hero to follow them?
2. The hero met creatures that were strange and different. What happened when they showed RESPECT instead of fear?
3. Have you ever been somewhere with different rules than what you're used to? How did you feel?
4. The forest gave gifts to those who were patient and kind. What does that teach us about how we treat others?
5. If you entered an enchanted forest, what rule would you hope to find?



## THE CASTLE & THE DRAGON

*Social Awareness | Pre-K–2 | Adventure*

1. Everyone said the dragon was dangerous. What did the hero discover when they actually TALKED to it?
2. Why did the hero choose kindness instead of a sword?
3. The dragon was scared too! Why do we sometimes assume the other side is the "bad guy"?
4. How is making a friend out of an "enemy" braver than fighting?
5. What's a time when getting to know someone changed how you felt about them?



## THE BIG GAME

*Relationship Skills | Pre-K–4 | Sports & Teamwork*

1. The team fell behind and made mistakes. Does that mean the game is over? Why or why not?
2. The coach said "play TOGETHER, have FUN" — not "try harder." Why is that better advice?
3. The hero passed to a teammate instead of scoring alone. Why was that the bravest play?
4. Is fun part of winning? Can you have fun even if you lose?
5. What would YOUR halftime speech sound like?



## PRACTICE MAKES PROGRESS

*Self-Management | Pre-K–4 | Sports & Teamwork*

1. The hero wasn't good at first and wanted to quit. What changed when they kept practicing?
2. Why is "progress" a better word than "perfect"? What's the difference?
3. The hero noticed tiny improvements no one else saw. What small progress have YOU made recently?
4. Who in your life kept practicing something until they got good? What was their secret?
5. If practice makes progress, what's one thing you'd like to practice more?





## THE NEW PLAYER

*Relationship Skills | Pre-K–4 | Sports & Teamwork*

1. The team didn't want a new player at first. Why does change feel threatening?
2. The new player saw the game differently and that helped the whole team. How can "fresh eyes" be a gift?
3. How did it feel when YOU were the "new player" somewhere?
4. What's one thing you can do to make a new person feel welcome?
5. Why does a team get STRONGER when it includes different types of people?



## WIN OR LEARN

*Self-Management | Pre-K–4 | Sports & Teamwork*

1. The hero lost the big game. What did they find when they stopped calling it "losing"?
2. "You never really lose — you either win or you learn." What's a time you LEARNED from losing?
3. Why is the "game film" (looking back at what happened) so important?
4. The hero's comeback wasn't about winning next time — it was about playing differently. What does that mean?
5. If you could go back to a time you "lost," what lesson would you find?



## OUR GRAND ADVENTURE

*Relationship Skills | Pre-K–3 | Stories Together*

1. The grandparent and child planned the adventure TOGETHER. What do different ages bring to a team?
2. The grandparent shared stories from long ago. Why are old stories important?
3. The child taught the grandparent something new! What could YOU teach an older person?
4. They realized the best part wasn't WHERE they went — but WHO they were with. Do you agree?
5. What adventure would you take with a grandparent or older person you love?



## THE STORY GARDEN

*Social Awareness | Pre-K–3 | Stories Together*

1. Every family grows a garden of stories. What's one story YOUR family tells again and again?
2. Why do some stories get better every time they're told?
3. The hero planted a NEW story in the garden. What story would YOU plant?
4. How does sharing stories bring people closer together?
5. Who is the best storyteller you know? What makes them so good at it?



## WHEN YOU WERE LITTLE

*Social Awareness | Pre-K–3 | Stories Together*

1. The hero looked back at who they USED to be. What's different about you now vs. when you were little?
2. Why is it fun to hear stories about what you did as a baby or toddler?
3. The past looks a LOT like the present. What stays the same about you even as you grow?
4. What would you tell your past self if you could send a message back in time?
5. What do you think FUTURE you will remember about right now?



## THE MIDNIGHT WISH

*Self-Management | Pre-K–2 | Seasonal*

1. What's the difference between wishing for something and GROWING something?
2. The hero looked back before looking forward. What's something you learned to do THIS year?
3. A wish-seed needs daily tending. What does that mean for YOUR wishes?
4. What's a "becoming" wish — not about things to GET, but who you want to BE?
5. If you planted a wish-seed today, what would you grow?



## BEFORE YOU WERE YOU

*Self-Awareness | Pre-K-1 | Seasonal*

1. The hero learned they were wished for and waited for before they even arrived. How does that make you feel?
2. Everyone who loved you imagined what you'd be like. What do you think they imagined?
3. The hero's arrival was "wildly celebrated." What does YOUR family celebrate about you?
4. Why is it important to know you were WANTED?
5. What's one thing about you that makes you glad to be exactly who you are?



## I KNOW WHAT TO DO!

*Responsible Decision-Making | Pre-K-2 | Safety Magic*

1. The hero got separated from their grown-up. What was the FIRST thing they did?
2. Stop, stay where you are, look for a helper. Why is STAYING important?
3. Who are safe helpers in a store or park? How do you know?
4. Practice saying: "My name is \_\_\_\_\_. I'm lost. Can you help me find my grown-up?"
5. What's YOUR family's meeting-up plan if you ever get separated?



## SAFE AND SPLASHY!

*Responsible Decision-Making | Pre-K-2 | Safety Magic*

1. What's the #1 water rule? (Never go near water without a grown-up!)
2. The hero learned the difference between safe splashing and dangerous splashing. What's the difference?
3. Why do we walk, not run, near a pool?
4. What should you do if you see someone struggling in water?
5. Water is fun when you know the rules. What's your favorite safe water activity?



## SAFE STEPS OUT!

*Responsible Decision-Making | Pre-K–2 | Safety Magic*

1. The hero practiced the escape plan BEFORE there was an emergency. Why does practice matter?
2. When the smoke alarm beeps, what's the very first thing you do?
3. Get low, get out, stay out. Why do we get LOW when there's smoke?
4. Where is YOUR family's meeting spot outside? Do you have one?
5. Why should you NEVER go back inside a building during a fire?



## MY VOICE IS STRONG!

*Responsible Decision-Making | Pre-K–2 | Safety Magic*

1. The hero learned to trust their "uh-oh feeling." What does YOUR uh-oh feeling feel like in your body?
2. Why is your voice your most powerful tool? Practice saying "NO!" in a strong voice.
3. What's the difference between a safe secret and an unsafe secret?
4. Who are your "safe circle" grown-ups you can ALWAYS tell anything to?
5. The hero learned: No one has the right to make you feel unsafe. Why is that important to remember?



## SUPER STREET CROSSER!

*Responsible Decision-Making | Pre-K–2 | Safety Magic*

1. What are the FIVE steps to cross any street safely?
2. Stop at the edge! Why should you NEVER step into the street without stopping first?
3. Look left, look right, look left again. Why do we look left TWICE?
4. The hero became a "Super Street Crosser." What does that title mean?
5. What's the most important street safety rule YOU follow every day?



## I'VE GOT THE HOUSE!

*Responsible Decision-Making | 1st–4th | Safety Magic*

1. The hero had rules for being home alone. What's the MOST important one?
2. Someone knocks on the door. What do you do? (Hint: you do NOT open it!)
3. Who do you call if something feels wrong? Do you know the number?
4. The hero realized being responsible felt GOOD. Why does following rules help you feel safe?
5. What's your "home alone" checklist? What would be on it?



## GENTLE HANDS, HAPPY TAILS!

*Responsible Decision-Making | Pre-K–2 | Safety Magic*

1. What are the THREE steps to safely meet a new dog?
2. The hero learned to read a dog's body language. What does a wagging tail mean? What about a stiff body?
3. Why should you ALWAYS ask the owner before petting a dog?
4. How are "gentle hands" good for both you AND the dog?
5. If a dog you don't know runs toward you, what should you do? (Be a tree!)



## ASK BEFORE YOU TASTE!

*Responsible Decision-Making | Pre-K–2 | Safety Magic*

1. Some things LOOK like candy but aren't. Can you always tell the difference? Why is that scary?
2. What's the ONE rule the hero learned? (If you didn't put it there — ASK!)
3. What's the Poison Control number? (1-800-222-1222) Can you memorize it?
4. Why should medicine ONLY come from a grown-up who takes care of you?
5. What should you do if you find something you don't recognize?

# Tips for Using Discussion Cards

## **During Read-Alouds:**

Draw a card at pause points in the story to deepen engagement. Let children see you picking the card — it adds anticipation.

## **Morning Meetings:**

Start the day with one question related to your current SEL focus. Rotate through categories weekly.

## **Think-Pair-Share:**

Have students discuss with a partner before sharing with the class. This gives quieter students a voice.

## **Counseling Sessions:**

Use as conversation starters for individual or small group work. The Safety Magic cards are especially useful for guidance counselors.

## **Writing Prompts:**

Have older students respond to a question in their journals. One card can fuel a week of writing.

## **Take-Home:**

Send a card home for family dinner conversation. Parents love having a ready-made discussion starter.

## **Safety Card Drills:**

Use the Safety Magic cards for monthly safety refreshers. Practice phone numbers, escape plans, and safety rules together.

***Remember:*** *There are no wrong answers! The goal is to help children connect the story to their own lives and build social-emotional awareness through meaningful conversation.*