LITTLE JACK'S FATHER · A PLAYFUL MAKING PARTNER

Meet Dad.

The fun-maker.

A few cushions. A little imagination. A warm **"Show me your idea."** Dad helps Jack bring his ideas to life—and makes room for plenty of laughter along the way.

Jack brings the idea.
Dad helps make it possible.



HIS SPARK
Making an idea real

HIS LITTLE HABIT
Grand names for simple things

HIS INVITATION
"What could we try, Jack?"

01

THE HEART BEHIND THE FUN

Playful hands. An attentive heart.

Dad is inventive and funny, but he is also a dependable grown-up who notices what Jack needs.

01

Affectionate

Dad enjoys Jack's company. He makes time to listen, share his excitement and be beside him.

Jack's idea is worth hearing.

02

Inventive

Cushions, boxes and ordinary things hold possibilities. Dad helps turn a little idea into something they can make.

A cushion house. A cardboard car. A pretend shop.

03

Gently funny

He invites Jack into a joke or an imaginative game. Even a simple creation can earn a wonderfully grand name.

"The Magnificent Castle!"

04

Dependable

He keeps a promise and helps finish what they begin, from making something together to putting it away.

Their time together matters.

05

Attentive

He notices when Jack needs comfort or practical help. Sometimes the right next step is to stop and listen.

"I'm listening."

06

Open to learning

His enthusiasm can make a simple idea too complicated. He welcomes Jack's useful suggestion and simplifies the plan.

Jack's idea can change Dad's mind.

HIS WONDERFULLY BIG LITTLE HABIT

Big names. A cosy little idea.

Dad's enthusiasm can make a simple plan a little too grand. Jack helps bring it back to what matters.

DAD ANNOUNCES

"The Magnificent Castle!"

A grand name for their simple creation.

Jack chooses "Our cosy house." Dad smiles, adopts the name and simplifies the plan.

02

THE FAMILY CREATES TOGETHER

Everyone brings something.

A playful making partner, a curious child and a family with plenty to share.



A useful hand. A shared idea. Something made together.

Mum brings discovery

EXPLORATION & MUSIC

Mum shares exploration and musical discovery. Both parents listen, care and take part in everyday family tasks.

Dad brings making

MAKING & TESTING

Dad helps an idea take shape. He offers practical support and enjoys finding out what happens when they try it.

Jack brings his own ideas

QUESTIONS & CHOICES

Jack asks questions, makes choices and offers useful suggestions. His contribution helps shape the result.

Both parents share care, listening and everyday family tasks. Jack’s choices help shape the result.

03

A STORY TO EXPLORE TOGETHER

A little house. A door for Dad.

Jack has the idea. Dad lends a hand. Follow the proposed pilot, A Door for Dad, one little moment at a time.

1. **Jack has a plan**

   Jack wants a cosy blanket house. Dad listens to what he has in mind and joins his idea.
   What would make a pretend house feel cosy?

2. **They build together**

   Dad helps arrange the cushions. Jack takes part in making the house he imagined.
   Which part would you like to help with?

3. **The visitor arrives**

   Jack fits inside their house. But Dad is too tall for the doorway. Their plan needs a small change.
   What do you notice about the opening?

4. **Jack suggests a change**

   Jack has a suggestion. Dad pauses to hear it, and Jack's idea changes what they do next.
   Which part could they move?

5. **They try the new door**

   Dad helps with the change. Jack tests the new opening, and they look at what is different.
   How could they check whether their idea worked?

6. **Room for Dad**

   Jack invites Dad into their cosy house. They enjoy the place they made together, shaped by Jack's choice.
   Who would you invite into your pretend house?

A development story concept, not a released episode. Reading prompts are companion ideas for sharing the story.

THE MAKING RHYTHM

Listen first. Make it together.

A flexible way Dad joins Jack's play, with room for a different idea.

01

Listen

Find out what Jack wants to make or do.

02

Choose

Help him choose one idea to try.

03

Make

Work together and offer useful help.

04

Try again

Notice what happened and change one part.

05

Reflect

Describe Jack's choice and what changed.

WARM WORDS. ROOM TO ANSWER.

A voice that invites an idea.

Gentle comic timing makes play fun. A quieter voice lets Jack know he is being heard.

"Show me your idea."

Welcoming Jack's contribution

"That plan needs a change."

Meeting a setback calmly

"You made the door wider."

Noticing a useful action

"I'm listening."

Making room for care

THE SOCK PUPPET WAITS · A STORY IDEA

Sometimes the puppet can wait.

Dad's usual joke does not cheer Jack up. He stops and listens. Jack shows him a twisted sock, and Dad helps straighten it. Jack chooses when their puppet game starts again.

"Something feels wrong. Show me."

A quieter voice. A real pause.

YOUR OWN LITTLE MAKING MOMENT

What could you try together?

Three companion ideas for a child and a grown-up. Pick one small thing and enjoy finding out together.

- [ ] **Make a doorway for a toy**

  With a grown-up, place two cushions on the floor. Choose a large soft toy and see whether it fits between them. Change the gap and try again.

- [ ] **Give your creation a name**

  Make up a grand, silly name for something you built. Then let your child choose their own name. Enjoy the idea together.

- [ ] **Pause and hear the idea**

  Before offering a solution, try “Show me your idea.” Give your child time to show or tell you, then choose one thing to try together.

04

FROM THE DEVELOPMENT GUIDE

Six ideas. So much to make.

Proposed stories, each with one main activity intention. These are development concepts, not released episodes.

01 A Door for Dad

THE ACTIVITY

Compare size and adjust a shared creation.

Making room together

02 Teddy’s Little Car

THE ACTIVITY

Make something that fits a simple purpose.

An idea with a job to do

03 The Sock Puppet Waits

THE ACTIVITY

Express a need and respond with care.

Listening comes first

04 The Box Shop

THE ACTIVITY

Use pretend play to communicate choices.

A little shop of possibilities

05 A Gentle Ride

THE ACTIVITY

Change a low ramp and compare what happens.

Change one part and look again

06 A Home for Every Toy

THE ACTIVITY

Group toys and finish tidying together.

Finishing as a team

05

A CLOSER LOOK FOR GROWN-UPS AND CREATORS

The Little Jack’s Father guide.

His personality, his making moments and the care behind the fun, in one place.

Let Jack shape the result

Dad’s job is to help Jack bring his idea to life. Listen, choose a manageable idea, make together, try a change and describe what Jack contributed. Keep the child meaningfully involved.

Let the joke follow the feeling

In The Sock Puppet Waits, Dad’s joke does not cheer Jack up. Dad stops, notices the twisted sock and helps straighten it. Jack chooses when the puppet game begins again. Care comes before continuing the joke.

Show attention in the performance

Get beside Jack, look at what he is making, pause for his suggestion and notice when his mood changes. Use warm adult speech, gentle comic timing and quieter listening when he needs care.

Keep Dad’s familiar identity

The guide calls for the original character model and colours, preserved asymmetric details and no added tail. “Dad” is the proposed consistent dialogue name in the English pilot. Props begin with cushions, boxes and large play objects.

Making at different stages of early childhood

The source guide suggests these editorial starting points to try with families. Ages 2–5 describes the intended audience. Each story keeps one main activity intention.

Suggested activity treatments from the Father team guide

Audience	Activity emphasis	Making example
Ages 2–3	One clear action and a simple choice.	Choose a cushion for the doorway.
Ages 3–4	Compare two approaches.	Try a wider opening.
Ages 4–5	Predict, revise and explain an idea.	Suggest a change, then test it.

For the creative team: from idea to pilot

The proposed first pilot is A Door for Dad. An animatic of around 2–4 minutes is a production starting point, with the final pace to be explored in the animatic.

Suggested first deliverables and review focus

Team	First deliverable	Review focus
Writing	Pilot, naming joke and a quiet care scene	Jack shapes the result
Character art	Approved model and expression references	Existing identity
Animation	Making, waiting and listening tests	Readable actions
Voice	Playful dialogue and a quiet listening scene	Warmth and timing
Music & sound	Light cues with space for dialogue	Clarity and restraint
Production	One animatic of A Door for Dad	Pacing and continuity

Three moments to look for

- Jack's idea changes the doorway.
- Dad accepts Jack's simpler name.
- Dad stops joking and listens when Jack needs him.

Does Dad feel capable and caring? Does Jack influence what happens? Is the activity easy to follow? Do voice and movement feel natural, and does their time together feel enjoyable?

Adapted from Moo Family: Little Jack's Father — Character & Team Guide, development proposal v1.0, 25 October 2026. The personality additions and episode concepts are creative proposals. This companion adds reading prompts and activities inspired by the guide.