LITTLE JACK'S GRANDFATHER · STORIES TO SHARE

Meet Grandpa.

The curious storyteller.

A little memory. An unexpected idea. A warm **"And then...?"** Grandpa shares the wonder of a story and leaves room for Jack to tell it his way.

His invitation opens the story.
Jack's ideas help it grow.



HIS SPARK
Stories in little things

HIS WISH
To see the world Jack's way

HIS INVITATION
"And then...?"

01

A CURIOUS HEART AND A LISTENING EAR

So many stories. Room for yours.

Grandpa enjoys shared memories, funny voices and surprising ideas. What he loves most is discovering how Jack sees things.

01

Affectionate

Grandpa welcomes Jack beside him and enjoys the little routines they share.

There is always room for Jack.

02

Observant

A small detail catches his eye. He invites Jack to look, then listens to what Jack notices.

One little observation can begin a story.

03

Imaginative

He can turn Jack's suggestion into a pretend adventure and enjoy discovering where it goes.

Jack's idea changes what happens next.

04

Patient

He waits for a word, a gesture, a sound or an idea. A pause gives Jack a turn of his own.

An open hand. An inviting "And then...?"

05

Mischievous

Funny voices and unexpected endings bring a little playful surprise to their time together.

A familiar story can take a funny turn.

06

Still curious

He does not need to know every answer. There are things he and Jack can wonder about together.

"I wonder too. Let's find out."

HIS LOVABLE LITTLE DETOUR

Sometimes a story gets a little long.

Grandpa loves telling a tale so much that he adds too many details. Jack's question brings him back to the part Jack wants to hear.

> **"What happened to the sandwich?"**
>
> **Jack brings the story back.**
> **Grandpa follows his lead.**

02

A FAMILY FULL OF LITTLE ADVENTURES

Everyone has a part to share.

An outing, something they made, a favourite sound: the whole family brings something to the story.



Shared memories. Different little points of view.

Mum

EXPLORATION & MUSIC

An outing or a musical discovery gives the family a new experience to share.

Dad

MAKING & TESTING

Making something together creates its own little story of trying and changing an idea.

Grandpa

STORIES & MEMORIES

He welcomes the parts that matter to Jack and makes room for his way of telling.

Little Jack

QUESTIONS & CHOICES

An unexpected detail, a sound or a choice can change the whole shared story.

Care, curiosity and humour belong to the whole family. Jack's view helps shape the shared story.

03

A SHARED MEMORY, TOLD JACK'S WAY

A little walk. A great big splash.

Explore Jack's Little Story, the proposed pilot from the Grandfather guide. The smallest detail can be the one that matters most.

1. **A walk to remember**

   The family comes home from an outing. They have a little adventure to remember together.
   What is one thing you remember from a walk or outing?

2. **Grandpa begins**

   Grandpa begins retelling the outing. He enjoys the story so much that he adds lots of details.
   Which part would you want to hear about?

3. **Jack remembers**

   "SPLASH!" Jack remembers the puddle. That was the part of the outing that mattered most to him.
   Can a sound help you share a memory?

4. **Grandpa invites**

   Grandpa stops to listen and invites Jack to show the family what happened.
   How could you invite someone else to take a turn?

5. **Jack tells it**

   A big step and a splash sound bring Jack's memory to life. His movement is part of the telling.
   What could you show with a gesture or a movement?

6. **Grandpa follows**

   Grandpa listens and joins in when Jack invites him. Jack's favourite detail has changed the retelling.
   Would you like a listener, or someone to join in?

A development story concept, not a released episode. The reading prompts are new companion ideas.

HIS STORYTELLING RHYTHM

Begin a little. Leave a little room.

A flexible pattern for observation, conversation and pretend play.

01

Notice

Follow what Jack sees, remembers or feels.

02

Invite

Ask him to share or imagine one small detail.

03

Begin

Offer a short opening he can build on.

04

Pause

Wait for a word, gesture, sound or idea.

05

Follow

Include his contribution and enjoy the result.

WARM WORDS. AN UNHURRIED PAUSE.

A voice that makes space.

Expressive storytelling opens a door. Listening lets Jack decide what comes through it.

“What do you remember?”

Welcoming Jack’s own view

“Shall we make up a story?”

Clearly inviting pretend play

“Show me what happened.”

Leaving room for actions and sounds

“Tell it your way.”

Following Jack’s contribution

Being together is enough.

After a busy afternoon, Jack sits quietly and shakes his head. Grandpa makes room beside him. Later, Jack can choose whether to point, talk or begin a story.

“We can just sit together.”

A LITTLE MOMENT OF YOUR OWN

What would you like to share?

Three companion invitations for a child and a grown-up. A memory, an imagined adventure or quiet company: let the child choose.

A REAL MEMORY

Tell me your favourite little part.

“What do you remember?”

Think of something you did together. Let your child choose the detail that matters to them: a sound, a place, a feeling or a funny moment.

A LITTLE INVITATION

Share it with a word, a sound or a gesture.

FOR THE GROWN-UP

Follow their version of the experience. You can listen without filling every pause.

A PRETEND TALE

Where could our imagination go?

“Shall we make up a story?”

Make it clear that this is pretend. Begin with a small idea: “Imagine our cushion is a little boat…” Then leave the next part open.

A LITTLE INVITATION

Choose who comes along, where you go or what happens next.

FOR THE GROWN-UP

Include the suggestion. Enjoy an unexpected ending together.

A QUIET MOMENT

A story can wait.

“We can just sit together.”

After a busy afternoon, a child may want company without a story. Make a comfortable space beside you and follow their lead.

A LITTLE INVITATION

Enjoy sitting together. There is no need to start talking.

FOR THE GROWN-UP

Let the child choose whether to point, speak or begin a story later.

04

FROM THE DEVELOPMENT GUIDE

Six stories waiting for a little voice.

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

01 Jack’s Little Story

THE ACTIVITY

Share a meaningful family experience.

A memory in Jack’s own way

02 Big Shadow, Little Jack

THE ACTIVITY

Observe a shadow, then imagine a story.

A real observation, a pretend adventure

03 A Story for Grandpa

THE ACTIVITY

Take turns as storyteller and listener.

Grandpa gets a story, too

04 Three Little Pictures

THE ACTIVITY

Arrange a familiar event in a simple sequence.

A beginning, then another little moment

05 The Story with Two Endings

THE ACTIVITY

Imagine how a choice changes the ending.

One story, another possibility

06 A Seat in the Story

THE ACTIVITY

Consider how to welcome another character.

Making room for someone new

05

FOR FAMILIES AND THE PEOPLE CREATING HIS WORLD

Little Jack’s Grandfather: the guide.

His personality, his storytelling and the care behind the pause, gathered into one companion.

Let Jack shape the telling

Grandpa’s motivation is to discover how Jack sees the world. Begin briefly, invite a contribution and include it. In the pilot, Jack’s splash changes the family’s retelling.

Make the pause visible

Get beside Jack, follow what he points to, open a hand for his turn and react to his idea before speaking. Warm, expressive speech needs natural pauses for Jack’s words, movements and sounds.

Keep memory and pretend play clear

A remembered family experience and an imagined adventure offer different starting points. Use clear invitations such as “What do you remember?” and “Shall we make up a story?” so the audience can follow which kind of story is being shared.

Keep his familiar identity

The guide calls for the original model and colours, preserved asymmetric details and no added tail. “Grandpa” is the proposed consistent dialogue name in the English pilot. Begin with familiar objects and large family pictures as story props.

Storytelling at different stages of early childhood

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

Suggested activity treatments from the Grandfather team guide

Audience	Activity emphasis	Story example
Ages 2–3	One familiar action, sound or choice.	Make the puddle splash sound.
Ages 3–4	Choose what happens next.	Choose who joins the picnic.
Ages 4–5	Retell, sequence or suggest an ending.	Tell a moment in Jack’s own way.

For the creative team: from story to pilot

The proposed first pilot is Jack's Little Story. Around 2–4 minutes is a production test; refine its flow and opportunities for Jack's participation in the animatic.

Suggested first deliverables and review focus

Team	First deliverable	Review focus
Writing	Pilot, story-pause exchange and a quiet scene	Jack shapes the story
Character art	Approved model and expression references	Existing identity
Animation	Listening, inviting and reacting tests	A readable story pause
Voice	Story opening, Jack's turn and quiet dialogue	Warmth and pacing
Music & sound	Light effects with room for Jack's voice	Clear speech
Production	One animatic of Jack's Little Story	Flow and participation

Three moments to look for

- Jack's splash changes a shared memory's retelling.
- His suggestion changes a pretend adventure.
- Grandpa enjoys being beside him in a quiet moment.

Does Grandpa feel warm and curious? Does Jack influence the telling? Are memory and pretend play clear? Does the pause leave room for Jack? Is their time together enjoyable?

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