

Hyderabad at Home

Three little adventures. One very big imagination.



An imaginary home-built city, inspired by Hyderabad. Illustration is not an architectural guide.

Your entire packing list

Paper, a pencil or crayons, and a grown-up to play along. No special kit, printer, water, food, scissors or tiny craft pieces required.

English stories with short optional Hinglish prompts. Choose the quiet option when a baby is asleep. Every mission can be played seated.

Read a little. Put the page down. Follow your child.

The four-colour post office

Now, make it yours.

Two whole sheets of paper and crayons. No printer? Draw the four door boxes on one sheet and use your fingertip as the letter.

01 Make four doors

Use the play sheet or draw four big boxes on a whole sheet. Colour the boxes red, blue, yellow and green, or label them with four different marks if you have one pencil. Count the four corners of your paper and connect the idea to Charminar's four towers.

02 Meet the neighbours

Let your child invent someone behind each door. A sleepy cat, a kite-maker or a talking tree can all live here. A grown-up writes or draws one tiny reminder beside each door. Nothing needs to be realistic.

03 Deliver a letter

Read one of Piku's four letters from the story. Your child chooses which neighbour should receive it and why. Slide a fingertip from the post office to that door; no cutting or small tokens are needed. Any thoughtful reason works.

04 Solve the fifth-letter problem

Read the twist. Ask where the uncoloured letter could go. Could two neighbours share it? Could you add a door? Could someone write back? Let the child change the rules of the pretend city.

05 Keep a city memory

On another sheet, draw a postcard from one neighbour to another. A grown-up can take dictation. Read the ending together and add a mark to the explorer passport.

AGES 3-4: For ages 3-4, start with two doors and add the others if your child wants. Let pointing and scribbles do the storytelling. You do the reading and writing.

AGES 5-7: For ages 5-7, let your child invent a delivery rule: kite pictures go to the kite-maker, invitations go to a friend, and mystery letters need a question. Invite them to change a rule and explain what happens.

QUIET PLAY: Keep the entire town on the table or floor. Deliver letters with a fingertip and give each neighbour a silent wave.

Four doors. Many friends.

Colour or label the doors. Invent a neighbour for each. Trace each delivery with a fingertip. Leave the page whole.

RED DOOR

Who lives here? Draw or tell a grown-up.

BLUE DOOR

Who lives here? Draw or tell a grown-up.

YELLOW DOOR

Who lives here? Draw or tell a grown-up.

GREEN DOOR

Who lives here? Draw or tell a grown-up.

The fifth letter has no colour.

Where will it go? Tell the story or draw another door below.