

Piku's missing postcard

A little Charminar adventure, right where you are.



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.

Help Piku make a postcard

01 A very small emergency

Piku the pigeon landed on the windowsill with a crumpled envelope. 'I promised to send my cousin a postcard of Hyderabad. But the wind has carried my picture away! Captain, will you help me make a new one?'

Read the invitation, then let your child choose Piku's voice. A pigeon can sound however you like.

02 The clue with four corners

'I remember FOUR towers,' said Piku. 'One, two, three... oh, I keep forgetting the last one!' Piku needs a very good four-finder.

Find the four corners of your sheet. Touch each corner once while counting together. Keep the sheet whole.

03 A postcard needs a little life

Piku tilted his head. 'My picture is still looking rather... paper-coloured. Could we borrow a colour from your room? Only borrow it with our eyes. Nothing needs to leave its home!'

Choose a colour you can see nearby. Put that colour somewhere on the postcard, or tell the grown-up where it belongs.

04 Your Hyderabad, on paper

'Four towers, a borrowed colour, and something only you could imagine,' cooed Piku. 'That is exactly the kind of postcard I was hoping for.'

Make four tall marks for towers, add your colour, then draw one wonderfully made-up thing. A giant mango? A flying bus? This is your story-city.

05 A very important delivery

Piku admired the new postcard. 'This has something my old one didn't: YOUR imagination.' He tucked the picture under a pretend wing. 'Next time you see a tower, think of me. And remember to count all four!'

Give your postcard a name. Pretend to deliver it to a family member, or keep it somewhere your child chooses. The real picture stays with you.

Make it fit your child

Meet Piku

3-4: Ask: 'Shall we help Piku?' A nod, a point, or a funny pigeon face all count.

5-7: Ask: 'If you sent someone a picture of our city, what would you want them to remember?'

Find four

3-4: You point, your child follows. Count slowly to four; starting again is part of the game.

5-7: Ask your child to show four another way: four fingers, four dots, or two pairs of marks.

Borrow a colour

3-4: Offer two colours you can already see. Let your child point, choose, or scribble.

5-7: Choose two colours and invent a city detail for each: a shop sign, a kite, a doorway, or anything imagined.

Make the postcard

3-4: A grown-up can make four tall marks first. Your child adds any marks they like. No tracing or neatness needed.

5-7: Add a doorway and invent what Piku might see through it. Tell a one-sentence story about your picture.

Send Piku home

3-4: Ask: 'Which part do you want to show me?' Let your child point or explain in any way.

5-7: Ask: 'What was real about our city, and what did we make up?' Both belong in a story, but they are different.

QUIET WAY: whisper, point, or draw together. A nod or a silent wave can stand in for speaking. Every stage works seated.

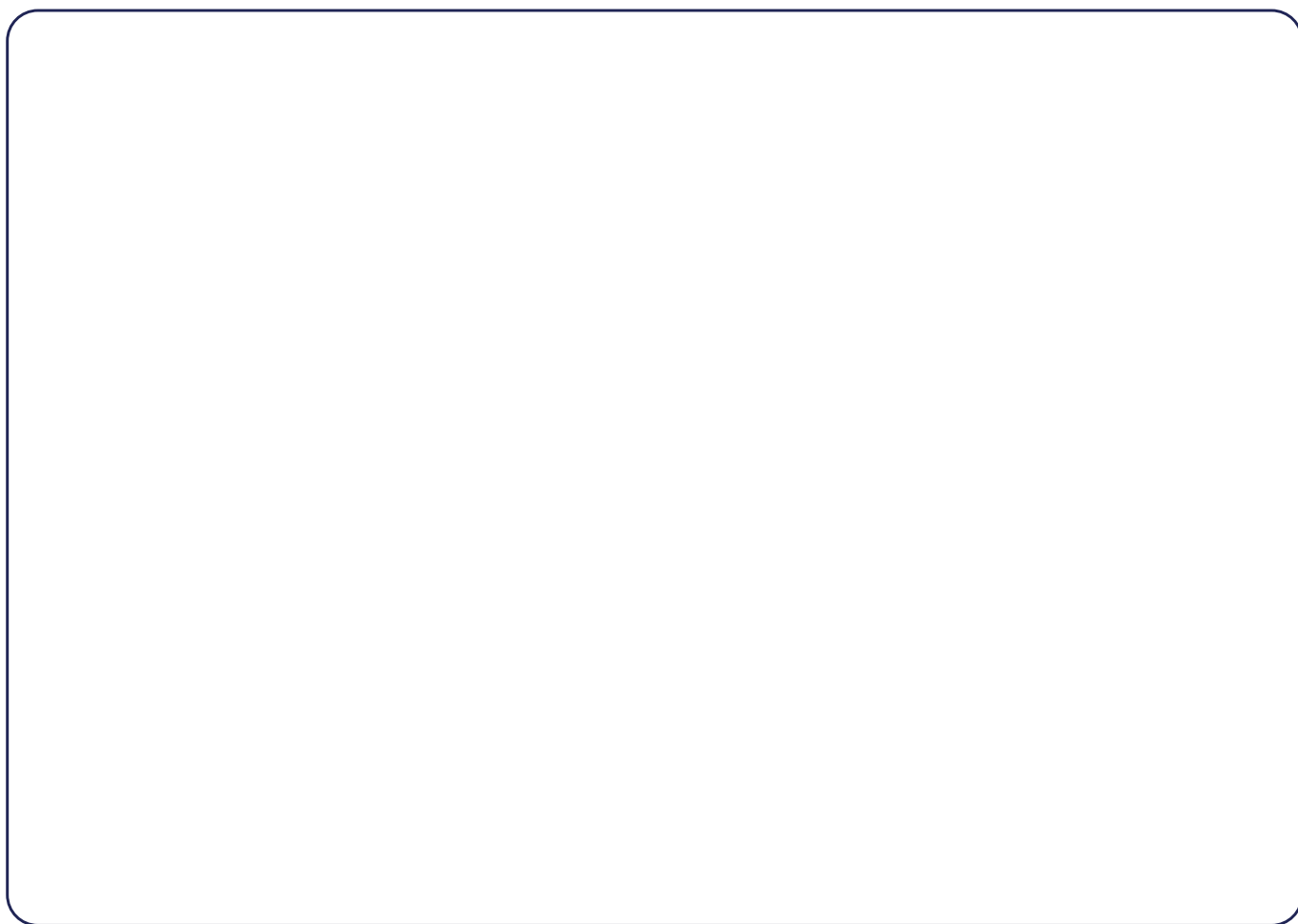
A LITTLE HINGLISH: Piku ko Hyderabad ka postcard banana hai. Captain, kya tum uski madad karoge?

Charminar is a Hyderabad landmark with four minarets (towers). Piku and the missing postcard are make-believe. The landmark is real.

<https://hyderabad.telangana.gov.in/tourist-place/charminar/>

Greetings from my Hyderabad!

Make four tall marks, borrow a colour, and add one wonderfully made-up thing. A grown-up can draw while you tell the story.



My picture is called: _____

A postcard for: _____

Made by: _____

Piku says: a lopsided postcard can hold a very good story.