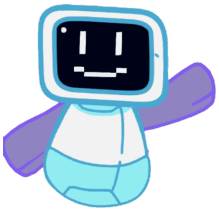
One story.
One money choice.



Try a pretend choice together. No real money, shopping trip or personal answer about home is needed.

Tap, Tap, Pause.

Take one breath, then ask,

“Do I need it, or do I want it?”

and “If I get it now, what can’t I get later?”

Then choose.

Can’t tap, or don’t want to? A breath works too.

Try a pretend shop

Draw three tokens for a pretend character. Draw a sticker costing 1 token and a toy kite costing 3. Use scrap paper.



3 tokens to choose with



Sticker · 1 token



Toy kite · 3 tokens

Sticker now: cover 1 token.
2 remain. That is not enough for the kite today.

Kite now: cover all 3.
None remain for the sticker. Reset the tokens to try another choice.

Keeping the tokens or buying nothing are choices too. Making or borrowing with permission may be another idea.

Ask: “What makes that choice work for the character?”
Speaking, pointing, drawing, signing and usual communication support all count. Passing is fine. A want is never a wrong answer.

Read the full practical guide

Save some. Spend some. Share some if you can.

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The Silverton City Code

Seven promises grown-ups keep, so children can stop and think.

Use the pretend shop on page 1. Model a choice, offer support, then invite a reason. No test, score or new record is needed.

Tap, Tap, Pause. Take one breath, then ask,
"Do I need it, or do I want it?"
and **"If I get it now, what can't I get later?"**
Then choose.

1 Ready when you are.

We give children time to think before anyone answers.

2 Show me first.

We show how, in small steps, before a child has a go.

3 Same words, every street.

We use the same words every time: at school, at the hub, and at home if it helps.

4 Every answer counts.

We accept pointing, signing, drawing, a symbol card, usual communication support or speech. Passing counts too.

5 Help still counts.

We help without lowering what a child is aiming for.

6 Help steps back, not away.

As a child does more on their own, we step back, and we stay close.

7 A want is never a wrong answer.

We never ask what a family has or can afford.

Three things we never do
Tap a child's wrist for them.
Use Tap, Tap, Pause as a warning, a calm-down order or a sanction.
Ask a child or a family about money at home.

Offer the routine, never demand it. No reward is needed. Children meet the promises through what adults do, not a list they have to learn.

Save some. Spend some. Share some if you can.

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Ready when you are.

Point to a card or keep it nearby as an optional cue. “Can’t tap, or don’t want to? A breath works too.” An adult cuts the cards along the dashed lines.

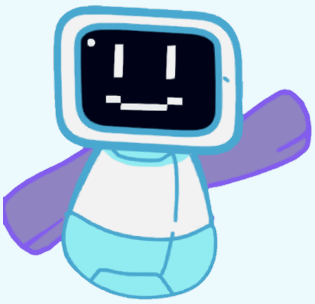
Zion



Tap, Tap, Pause.

A breath works too.

Walbot



Tap, Tap, Pause.

A breath works too.

Ava



Tap, Tap, Pause.

A breath works too.

Mum



Tap, Tap, Pause.

A breath works too.

Ava



Tap, Tap, Pause.

A breath works too.

Louis



Tap, Tap, Pause.

A breath works too.

Ava



Tap, Tap, Pause.

A breath works too.

Shopkeeper



Tap, Tap, Pause.

A breath works too.

Silverton



Tap, Tap, Pause.

A breath works too.

For grown-ups: a cue, not a test, warning or reward. Keep the full routine on the adult sheets.

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