Rhea and the Three Promises

A kind yes still needs enough time.



AGES 4-7 | AN ORIGINAL MIMOMANGO STORY



Rhea promised to help Teo decorate a den on Saturday morning. Then she promised to visit Gran at the same time. Finally, she agreed to join a park game.



All three promises felt warm when she made them. On Friday, she laid the three cards on the table. Saturday morning suddenly looked much smaller than it had before.



"I can hurry," she told Dad. He asked her to show him where each place was. The den, Gran's flat and the park sat far apart on their map.



Rhea could not be in three places together. She wanted Dad to choose which friend to disappoint. Instead, he helped her think about what she had already agreed.



"I told Teo first," she said. "And he needs help carrying the cushions." Rhea decided to keep that promise. The other two still needed an honest answer.



She called Gran with Dad. "I said yes before checking my plan. Could we visit on Sunday?" Gran checked her own calendar. Sunday afternoon would work for them both.



The park game could not move. Rhea told her friend she would miss it. Her friend was disappointed. Rhea listened without pretending that missing it was wonderful.



On Saturday, she helped Teo carry cushions and hang paper decorations. Her mind stayed with the den because she was not secretly planning to rush away halfway through.



Afterwards, Teo asked her to help again next weekend. Rhea nearly said yes at once. Then she paused. "Let me check with Dad and look at our calendar."



On Sunday, she visited Gran. They made a paper bookmark together. Rhea enjoyed the visit more when it had its own space, instead of being squeezed between two journeys.



That evening, she added a small question mark beside a new invitation. It meant she had not agreed yet. A question mark could be useful before a promise.



Rhea still liked saying yes. Now she wanted her yes to be something people could rely on. Sometimes that meant checking first, and sometimes it meant a gentle no.

The End

A little story. A moment to share.

Why could Rhea not keep all three promises?

What could she say before agreeing to a new plan?

Choose a favourite moment and draw what happened next.

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