The Great Sticker Swap



A playground discovery about swapping, value and thoughtful choices.

Read together. Notice the clues. Explain your choice.

STORY PAGE 1

A new favourite game



At Ashwika’s school, lunch and recess had a new favourite game: swapping. Lucky and Veer looked at each other’s lunches with curiosity.

STORY PAGE 2

A delicious question



One lunch smelled amazing. It was aloo paratha: flatbread stuffed with spiced potato. The friends were curious about the food each had brought.

STORY PAGE 3

Something new to try



The other lunch had pandesal, soft Filipino bread. The friends agreed to swap half a paratha for one pandesal. Each wanted to try something new.

STORY PAGE 4

A swap they both enjoyed

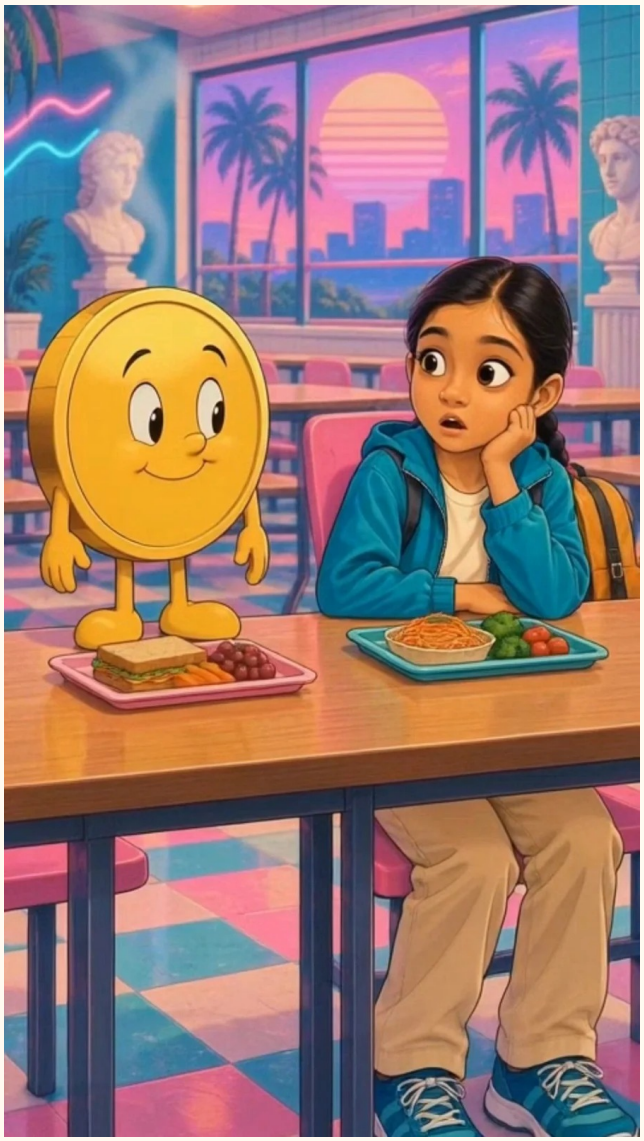


Both friends took a bite and smiled. Ashwika noticed that each had given something and received something they wanted to try.

Grown-up note: follow school rules before sharing food.

STORY PAGE 5

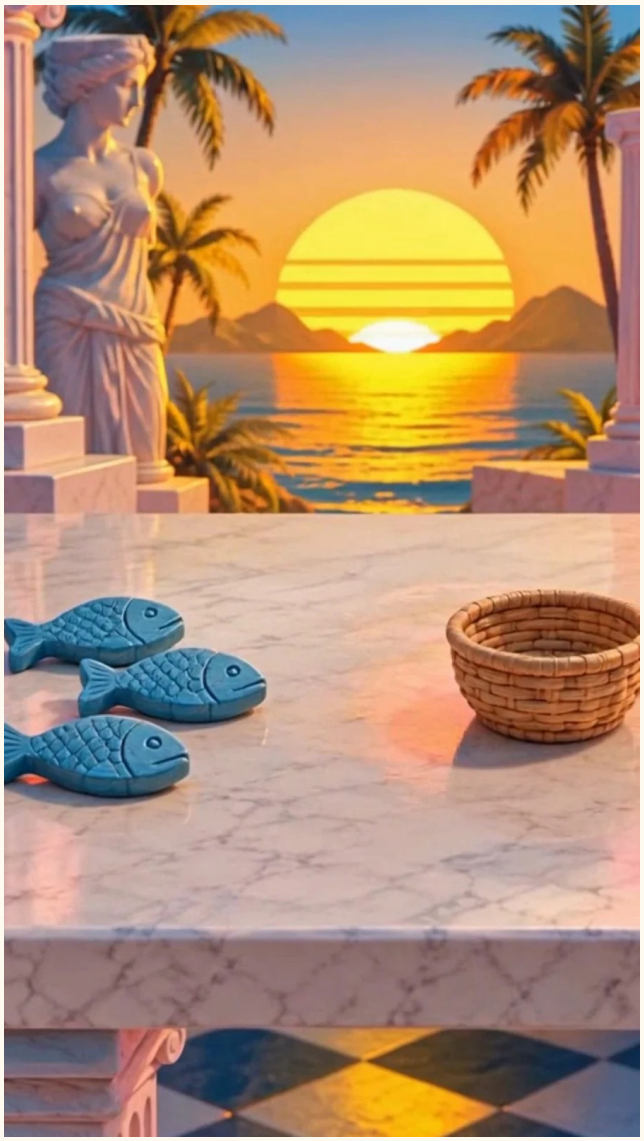
A talking coin’s clue



Their cheerful coin guide explained trading: swapping something you have for something you want. This kind of swap can happen without using money.

STORY PAGE 6

Fish for a basket



The coin recalled another example: three fish exchanged for one basket. Both people wanted what the other person offered.

STORY PAGE 7

Look at both sides



The coin explained why that example worked: both people gave something, and both received something they wanted. A thoughtful swap considers both people.

STORY PAGE 8

Ashwika’s sticker wish



At recess, Ashwika had a trade in mind. She had two rainbow-star stickers, but wanted a glow-in-the-dark moon for her book.

STORY PAGE 9

An extra rainbow star



Ashwika asked her best friend Leo whether he would swap a moon sticker for her extra rainbow star. She explained what she could offer.

STORY PAGE 10

A match for two collectors



Leo had been looking for a rainbow star. He agreed to the swap. Ashwika wanted the moon, and Leo wanted the star.

STORY PAGE 11

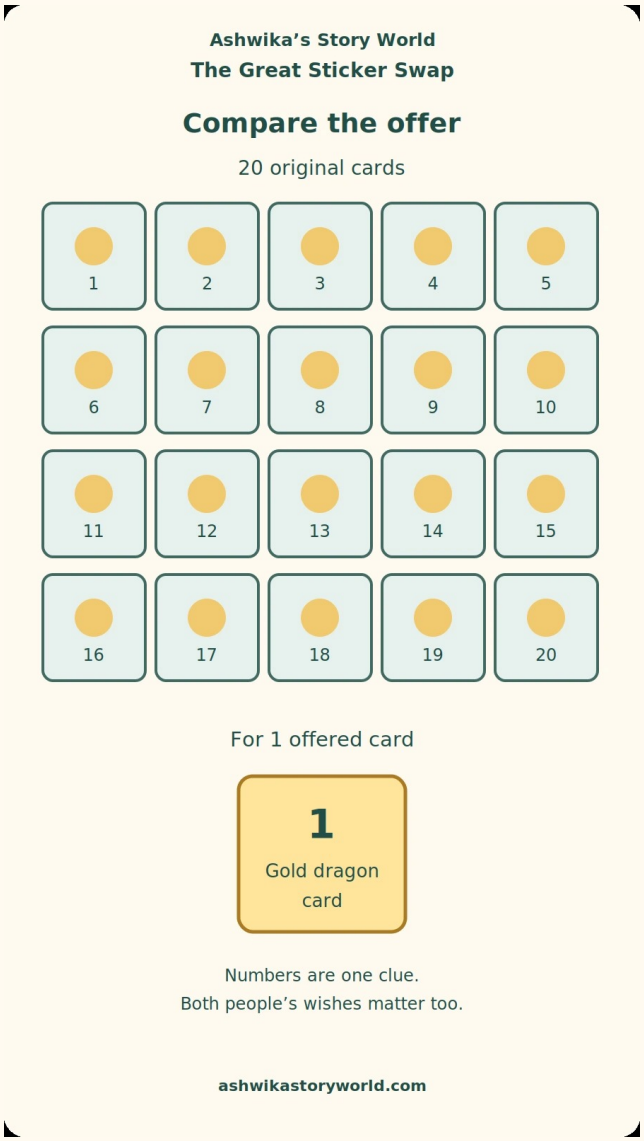
A very shiny offer



Across the playground, Dev had a problem. Jordan offered a super-shiny gold dragon card. Dev called Leo over to help him think about the offer.

STORY PAGE 12

Twenty cards for one



Jordan wanted all of Dev’s cards in return. Dev had 20 original cards. Was one shiny card something he wanted enough to give up his whole collection?

STORY PAGE 13

No time to think?



Jordan wanted an answer right away or the offer would end. That pressure gave Dev another reason to pause and think carefully.

STORY PAGE 14

Understand the exchange



The coin shared two checks: both people should understand what they are giving and getting, and both should feel happy with the exchange.

STORY PAGE 15

A choice without pressure



The third check was important too: nobody should feel rushed or pushed. Dev noticed that Jordan was rushing him.

STORY PAGE 16

Shiny is not the whole story



Dev did not really like dragons. He liked the shine. The coin asked which he would prefer: 20 cards he liked, or one shiny card he did not care about.

STORY PAGE 17

A different proposal



Dev chose to keep the cards he enjoyed. He offered two of his extra cards for one of Jordan’s space-robot cards instead.

STORY PAGE 18

A card he really wanted



Jordan agreed. Dev traded two extra cards and received a space-robot card that he really wanted. The new proposal suited both of them.

STORY PAGE 19

What stayed in the collection?



Dev still had 18 of his original cards, plus his new space-robot card. That made 19 cards altogether. He was happy with his thoughtful choice.

STORY PAGE 20

You can say no



The coin reminded Dev that saying no is always an option. A shiny card does not mean you have to accept a swap.

STORY PAGE 21

Ashwika’s money-smart moment



Ashwika brought the clues together. Trading means swapping what you have for what you want, without using money in these examples.

STORY PAGE 22

A fair-swap checklist



Think about what each person gives and gets. Check that both people want the exchange. Take your time, and remember that either person can say no.

STORY PAGE 23

Your turn to wonder



What might you enjoy sharing or swapping with a friend? Talk about your idea with a grown-up. For food, follow your school’s rules and ask a grown-up first.

STORY PAGE 24

Keep thinking, keep discovering



Tell a grown-up what you learned. Think carefully about your choices, and come back to Ashwika’s Story World for another discovery.

Your fair-swap discovery

Dev kept 18 of his 20 original cards and received 1 new card: 19 altogether. Before a real swap, ask a grown-up for help. Understand the offer, check what both people want and take your time. Either person can say no.

Draw two original pretend cards. What might each person enjoy? Your creative ideas are not scored.

Ask a grown-up to help with any real exchange.

Keep the wonder going



You’ve finished the story. Play the learning missions, colour a project, or notice a new clue with a grown-up.

Ask a grown-up to help you subscribe for Ashwika’s next adventure.