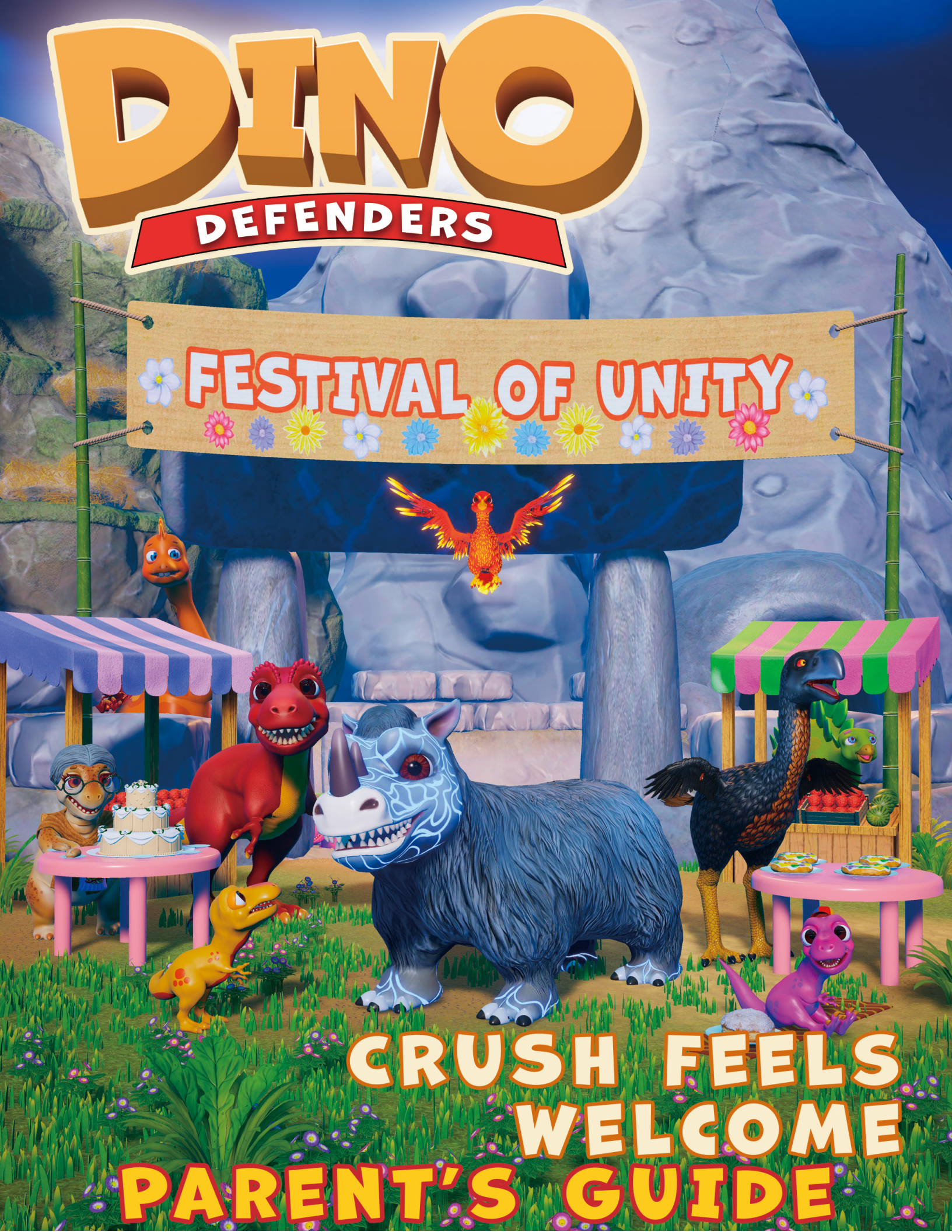

DINO
DEFENDERS
FESTIVAL OF UNITY
CRUSH FEELS WELCOME
PARENT'S GUIDE

Crush Feels Welcome

A Parent's Discussion & Feelings Guide



A Note for Grown-Ups

Crush watches a celebration from far away and wonders why he and his friends are never invited. When GrimLove brings an invitation, hope comes with a question: will they really be welcome? Crush Feels Welcome gives families a way to talk about belonging, hurtful labels, and the small choices that help someone feel included.

Enjoy the story together, then choose a few questions that interest your child. They can talk, point to a picture, act out a feeling, or draw. There's no need to complete everything at once. If a scene reminds them of being left out, listen before offering advice. You can return to the activities another day.

Meet Our Crew

Find these four characters in the pictures. Each brings a different voice to the visit to DinoTopia's Festival of Unity.



Crush the Coelodonta

Crush wants to join the fun, but worries that the invitation might not be sincere. He takes a deep breath and agrees to go. At the festival, unkind words hurt him even after he starts enjoying himself. With encouragement from GrimLove, he chooses to stay and share his favorite game.

Fun detail: *Crush's favorite game is Rhino Rush. When a young dinosaur asks how to play, Crush grins and offers to show everyone. Sharing something he enjoys gives them a way to connect.*



MirageBeak the Gastornis

MirageBeak wonders whether the dinosaurs are only pretending to be nice. When they arrive, he notices the stares and whispers. He joins the activities, wins a race, and helps decorate a banner.

Fun detail: *MirageBeak dips his beak into a paint bucket to decorate the festival banner. Look for the picture where GrimLove notices his work and praises him.*



Inferno the Idiornis

Inferno encourages the friends to accept GrimLove's invitation. At the festival, he celebrates MirageBeak's race win by launching fiery feathers into the sky. Later, he feels unwelcome too. His enthusiasm at the beginning doesn't mean that hurtful words cannot affect him. He feels everything at full volume, in both directions.

Fun detail: *When MirageBeak wins the race, Inferno's fireworks are for his friend, not for himself. That's worth pointing out.*



GrimLove the Tyrannosaurus Rex

GrimLove invites the mammals and speaks up when someone says they don't belong. He also remembers being feared when he was young. Sharing that experience helps him encourage his new friends when they are thinking about leaving.

Parent note: *Notice what GrimLove does after giving the invitation. Welcoming someone includes helping them join in and speaking up when they are treated unkindly. He never fixes anything for Crush. He gives Crush a reason to stay and fix it himself. That distinction is worth noticing with your child.*

What Is a Label and Why Does It Hurt?

Some dinosaurs use the name "Mean Mammals" to decide that Crush and his friends don't belong. A label can hurt when it reduces someone to a single idea and leaves no room to know them. Look together at what the friends actually say and do during the festival.

For Grown-Ups: Look Beyond the Label

The story shows the hurt caused by the label, but it doesn't explain everything that led people to use it. Keep the conversation with what your child can see: the visitors want to join in, and some dinosaurs judge them before getting to know them.

Children are just beginning to notice how words stick. You might say, "We can talk about a hurtful action without deciding that someone will always be mean." If your child has been called a name, ask what happened and how they felt. Help them name a trusted grown-up who can support them. They don't have to change another person's opinion by themselves.

- *What do Crush and his friends do at the festival that the label leaves out?*
- *How would you feel if someone decided who you were before getting to know you?*
- *Have you ever been called something that didn't feel true? What did it feel like?*
- *Crush uses the name for himself too. Why do you think he does that?*
- *What could you say if someone used an unkind name for your friend?*

The Hardest Moment: When They Almost Left

Crush is laughing and enjoying the festival when he overhears another hurtful comment. He suggests leaving, and Inferno says they aren't welcome. Pause here before reading on. Having fun earlier doesn't make the new words stop hurting. Notice how the friends' feelings change as the scene unfolds.

"Hey, you three!" GrimLove calls. There's a festival, and they're invited.	› *Why did Crush hesitate, even though he'd just said he wanted to go?*
Crush laughs and says, "This is kinda fun!"	› *What has happened at the festival to help him enjoy himself?*
He overhears a young dinosaur say they will always be Mean Mammals.	› *How might Crush feel just before those words, and after?*
Crush suggests leaving, and Inferno says they aren't welcome.	› *What would you want a friend to say or do for you at this moment?*
After GrimLove shares his story, Crush chooses to stay and introduces Rhino Rush.	› *How does sharing the game give the dinosaurs a chance to know Crush?*

GrimLove's Story: The Gift of "Me Too"

GrimLove remembers when other dinosaurs were afraid of him because he was big, strong, and loud. He tells the visitors how he kept showing who he was. His memory gives them a personal example of someone who understands being judged. Crush then decides to stay, takes another breath, and shares something he loves.

For Grown-Ups: Encouragement and Choice

GrimLove doesn't reassure the mammals, "They didn't mean it" or "Don't let it bother you". He says it happened to him, that it happened to him, and that he turned things around. That is honesty instead of comfort and is much stronger.

If you're comfortable, share a short memory of feeling left out. Describe how you felt and who helped. Then return to your child: "Does any part of that feel familiar?" Your experience can open a conversation without deciding what their experience must be like.

- *Who could you talk to if you felt left out or unsure about joining in?*
- *What do GrimLove and Crush have in common in this part of the story?*
- *Why did Crush teaching the young dinosaurs his favorite game work?*
- *A young dinosaur apologizes to Crush later. What could that dinosaur do next to keep being welcoming?*

Feelings Check-In

Point to a face, make an expression, or choose another feeling. More than one answer can fit. Ask what in the words or pictures helped your child decide.

😊 **HAPPY** 😕 **WORRIED** 😡 **FRUSTRATED** 😮 **SURPRISED** 😢 **SAD**

- *How might Crush feel while watching the celebration from far away?*
- *How might Crush feel when GrimLove says that all three friends are invited?*
- *How might Crush feel when someone whispers that they don't belong?*
- *How did the young dinosaur feel when he came back to say sorry?*
- *How might Crush feel when the young dinosaur apologizes and agrees to be friends?*
- *How do YOU feel when Crush wants to make Mammal Metropolis more welcoming?*

Getting to Know Crush

10 Things Crush Wants You to Know About Him

1. Rhino Rush is his own invention. He made up the rules and everything.
2. He takes one deep breath before anything frightening. He's done it so long he doesn't notice anymore.
3. He had been watching DinoTopia's parties from Lookout Tower for a very long time before anyone waved him over.
4. He practiced saying "we can have fun too" before he said it out loud to his friends.
5. "Mr. Crush" is the first time anybody called him that. He liked it more than he let on.
6. He was more frightened walking through the festival gate than he has ever been.
7. He noticed the young dinosaur who apologized was shaking a little. He decided not to mention it.
8. He is not actually sure he was ever mean. He thinks he was mostly just loud.
9. The cleanup at the end was his favorite part, and he can't fully explain why.
10. He is already planning the Mammal Metropolis festival. He has a list.

Crush's Welcome Plan

Sometimes we need help joining in. Sometimes we are the ones who can make room for someone else. Use this page to practice both sides of a welcome, with a grown-up nearby to help.

For Grown-Ups: How to Use This Page

Fill in the plan together, or let your child tell you their answers. Try the sentences with toys before a new class or playdate. An invitation is an offer: give the other person time to answer. If your child is being excluded, listen and help address what happened. The plan gives them choices; it doesn't make them responsible for fixing unkind behavior.

Crush's Welcome Plan

I can ask for support and help others feel included.

When I feel left out…

1. My feeling is: _____

☐ Sad ☐ Worried ☐ Mad ☐ Unsure

2. A grown-up I can talk to: _____

☐ I can say, "I feel left out. Can you help?"

☐ I can ask, "Can I play too?"

☐ I can take a break with someone I trust.

3. One brave thing I can do first is:

☐ Say hello to one person.

☐ Ask if I can join in.

☐ Show somebody a game I like.

When somebody else is the new one…

I can help them belong by…

☐ Inviting them by name, the way GrimLove does.

☐ Asking them to show me something they're good at.

☐ Going back to say sorry if I got it wrong at first.

Draw it: Draw yourself welcoming someone into a game or activity. Add a speech bubble showing what you could say.

Bring DinoTopia Into Your Day

- **Invent a family game.** Like Crush sharing Rhino Rush, let your child teach everyone a game they make up. Choose simple rules and enough space to play. Ask how a new player could join and how you could help them learn.
- **Make an invitation.** Draw a card inviting someone to build, draw, or play together. Practice a friendly greeting and offer two activities to choose from. After they arrive, help your child explain where things are and invite their ideas.
- **Practice making things right.** Use toys to act out someone being left out of a game. Help the toy offer an apology and a concrete welcome: "I'm sorry I left you out. Would you like a turn?" Switch roles and try another kind response.
- **Notice a welcome.** At dinner or bedtime, ask who helped someone feel included today. Name small actions, such as making space at a table or explaining a game. Choose one welcoming thing your family would like to try tomorrow.

Thank you for reading Crush Feels Welcome!

Crush returns home wanting to share the welcome, and Mammal Metropolis plans to host the next festival. Carry that idea into your day: make room, listen, and help someone feel glad they came.

