



On a rainy day, I was repairing clothes, my 6-year-old granddaughter was constantly coming to see me and wanted to know what I was doing. While observing her curiosity, I explained to her by showing my sewing box. I was afraid she might get hurt, but I was pleased by her interest in sewing. So, she and I made a list of interesting activities to explore for «this adventurous game», sewing. To support her interest, we decided to research it on the Internet. Then she chose to make a dice cube with the goal of throwing it to move and jump while making fun games.

The little girl looked scared when she manipulated the sewing needle, she asked me if she was going to prick her fingers and hurt herself. First to reassure her, I started to teach her the right technique to develop to avoid accidents. Then I started using my needle. Meanwhile, she watched the way I was doing it without pricking my fingers. Afterwards, she began to gain confidence and gently she managed to make a few stitches at the end of the fabric without really pricking herself.

The result, we sewed together a dice cube that could be used to organize several other types of activities. At the end of this activity, she took it upon herself to invent a list of games she can do while using the dice cube in the coming weeks. In addition, by discovering a multitude of sides that the dice cube will allow her to have fun when she is with me.

Reflections on The Experience:

- 1) I am questioning if the fact that I participated in this activity, helped her gain self-confidence?
- 2) I am wondering if she hadn't had this experience with me, at what age would she have started learning to sew?
- 3) I am questioning myself if she will play with the dice cube when she comes to my house?







