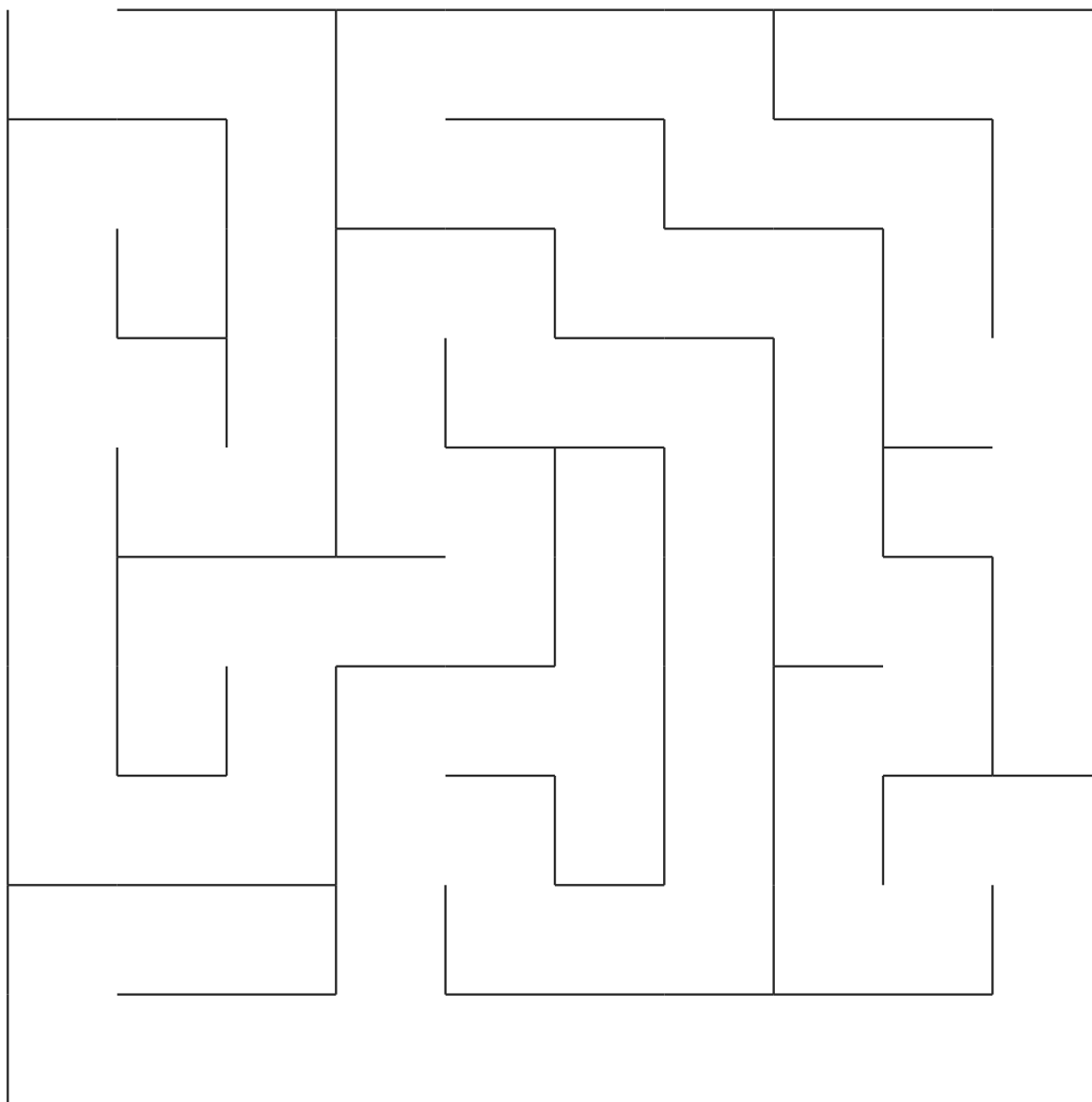


Maze

Start at the top. Follow the open paths to FINISH at the bottom.

START



FINISH

Try it with a finger, then a pencil

Trace an open route. Pencil lets you erase a wrong turn and keep exploring.

Draw an adventure

Read together if needed. Use the clues to make your own picture.

A friendly new invention

Design something with wheels, a window, and a useful extra.



Add one more detail

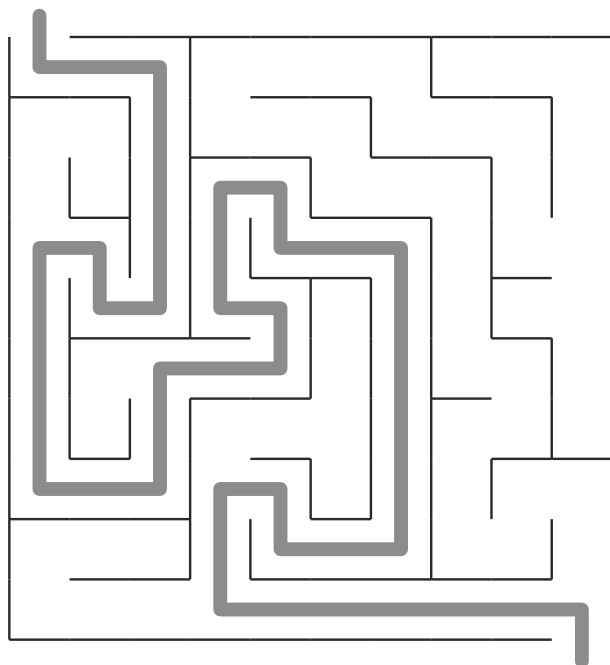
Show how it helps someone, then add a playful detail.

Point to your favourite detail and tell someone what it is.

Answers 1

For activities 1. This is the same pack; set these pages aside.

ACTIVITY 1: MAZE



Answers 2

For activities 2. This is the same pack; set these pages aside.

ACTIVITY 2: DRAWING - YOUR OWN ANSWER

Look for the requested details, then share one favourite part of your drawing.

There is no single correct picture. The clues are starting points for your ideas.