

The Lantern in the Leaves

An adventure for Alex

Ages 4-5 | English | Six clues



Read this story aloud

Milo the dormouse has promised to light the path for the woodland picnic. A gust of wind has carried his paper lantern away. Follow six messages through the leaves and bring its warm light back.

This preview is a sample, not a complete game. Ask an adult to prepare the full route before playing.

1. The windy clearing

Alex, Milo finds the lantern's ribbon caught on a twig.

Wiggle your toes. What soft clothing goes on before your shoe?

Find this object. The next card is there; the last answer leads to your prize.

2. Hedgehog's path

A hedgehog has spotted something further along.

Pretend to draw. What makes a grey line that you can erase?

Find this object. The next card is there; the last answer leads to your prize.