

The Lantern in the Leaves

An adventure for Alex

Ages 6-8 | 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.

Codes use A-Z without spaces or accents.

2. Hedgehog's path

A hedgehog has spotted something further along.

Put these letters in order. Then solve the riddle to check your word.

E C L P N I

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.

Codes use A-Z without spaces or accents.