

The Lantern in the Leaves

An adventure for Alex

Ages 9-11 | 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.

Each pair gives row, then column. Read the pairs from right to left, then find each letter in the grid.

3.1 / 1.3 / 3.5 / 4.4

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I	J
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W	X	Y
6	Z				

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

Codes use A-Z without spaces or accents.

Your notes: _____

2. Hedgehog’s path

A hedgehog has spotted something further along.

Work out each calculation. Read the results from right to left, then turn them into letters: A=1 to Z=26.

19 - 7 ; 18 / 2 ; 2 + 1 ; 21 - 7 ; 10 / 2 ; 8 x 2

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

Codes use A-Z without spaces or accents.

Your notes: _____