

The two-map adventure

**I can see the village.
You know the way.**



Work together to follow a little journey using clues. The guide keeps the route card hidden; the explorer follows the paths on the village map.

1 Set up two sides of the table

Print pages 2 and 3. Give the village to the child; the grown-up chooses a secret card. Move with a finger. Cutting out the cards is optional.

2 Describe each stop in order

Start with the first picture. For card A: "A big tree with lots of leaves." Then describe each next stop. The child finds it and follows the path. Naming the place is fine if it helps.

3 Compare, then swap roles

Show the card and follow the route together. Whenever the child wants, let them be the guide. Use page 4 to invent a new journey.

Begin with two places and keep the card visible. Then try three hidden stops, or four. Unsure? Try another clue. No score and no race.

EXPLORER'S SIDE

Here is your village.

Listen to the clue, then move with your finger.



the oak tree



the pond



the windmill



the flowers



the bridge



the tree house



the mushroom house



the apple tree



the little cottage

Paths connect neighbouring places. You can try the journey together again.

GUIDE'S SIDE

Keep the route a secret.

Read the pictures from left to right. The first picture is the starting point.

A

SECRET CARD



1

2

3

B

SECRET CARD



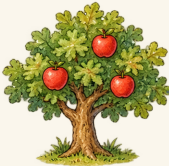
1

2

3

C

SECRET CARD



1

2

3

D

SECRET CARD



1

2

3

4

E

SECRET CARD



1

2

3

4

F

SECRET CARD



1

2

3

4

All six routes follow the village paths. One journey can be plenty.

OPTIONAL EXTRA

Invent the next adventure.

A grown-up cuts out the nine cards. Choose neighbouring places on the village map.



the oak tree



the pond



the windmill



the flowers



the bridge



the tree house



the mushroom house



the apple tree



the little cottage

Place 2, 3 or 4 cards here, then give clues.

1

2

3

4