

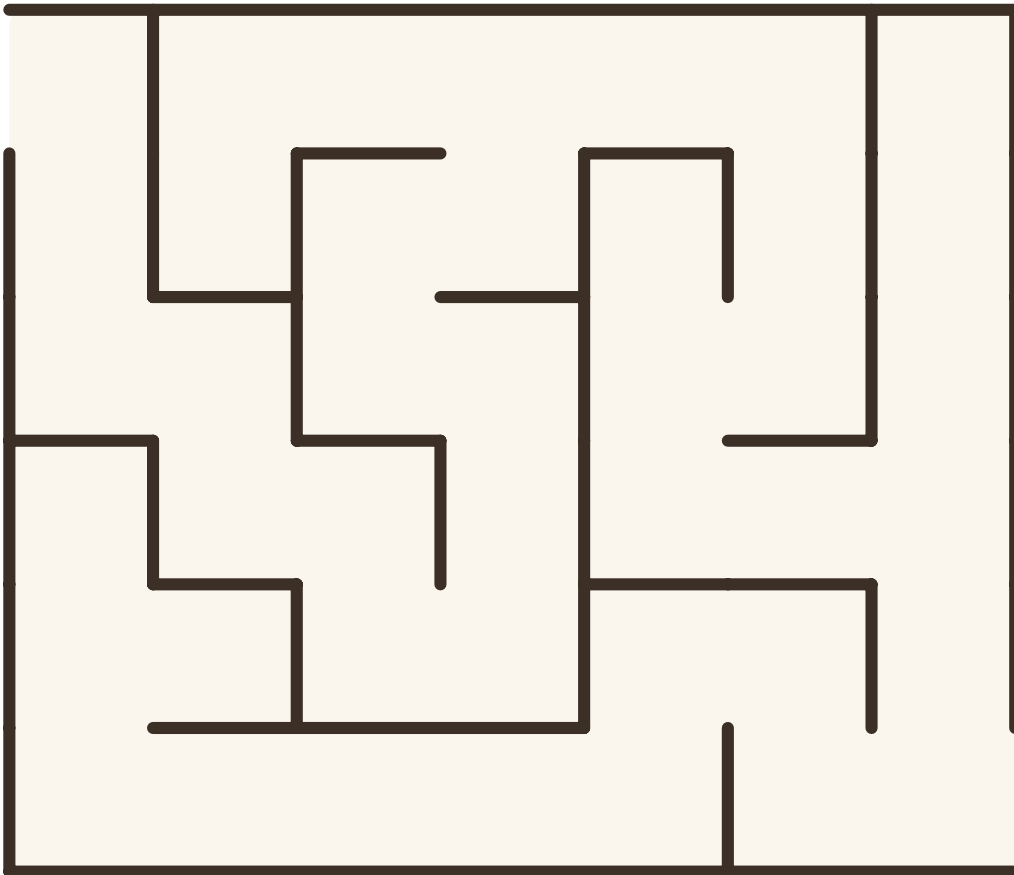
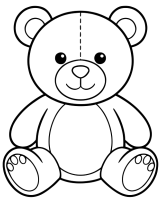
Maze: bear and honey

Help the bear get to the honey. Look first where the way goes, then draw. At a dead end, go back.

Recommended age: 4–5 years · mazes

Name _____

Date _____



Tip for parents: Praise the stopping and looking (“good that you looked first”), not the speed. When the child gets through, offer a second run in another colour – it is usually faster, and children enjoy that.

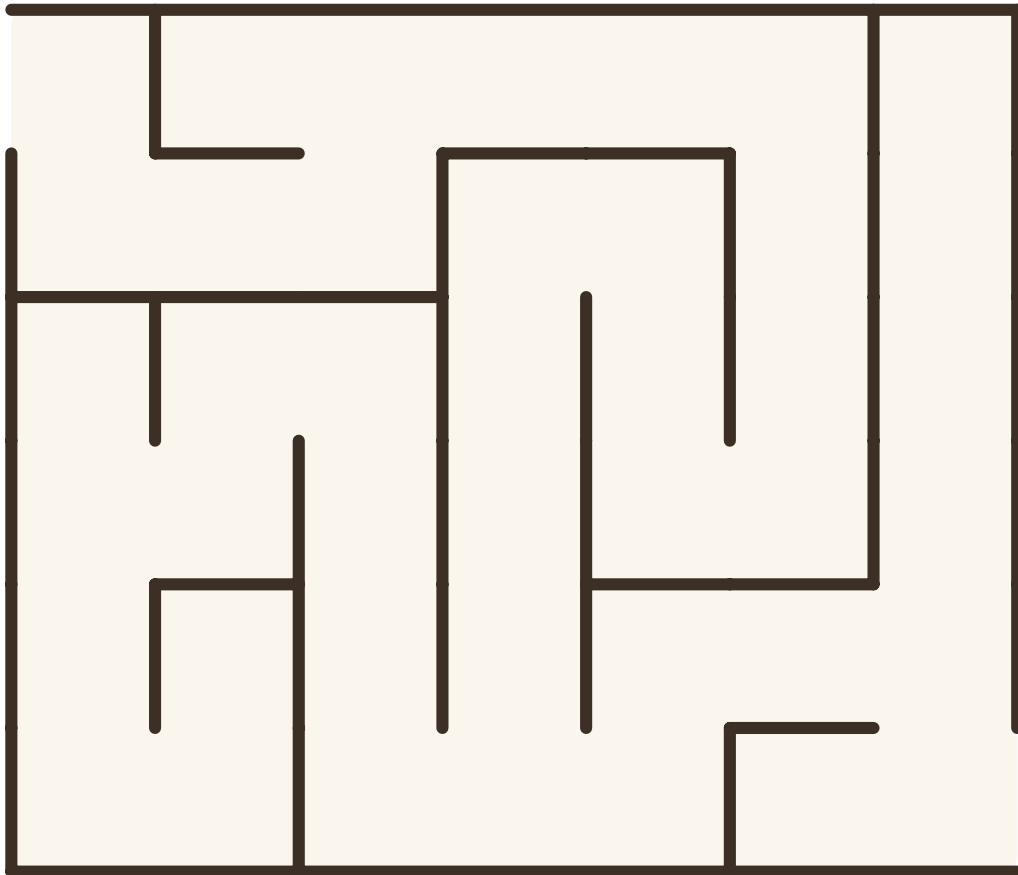
Maze: boat and island

Take the boat to the island. Look first where the way goes, then draw. At a dead end, go back.

Recommended age: 4–5 years · mazes

Name _____

Date _____



Tip for parents: If the child wanders for long, suggest starting from the island. Going backwards is often surprisingly easier, and the child gets a success.

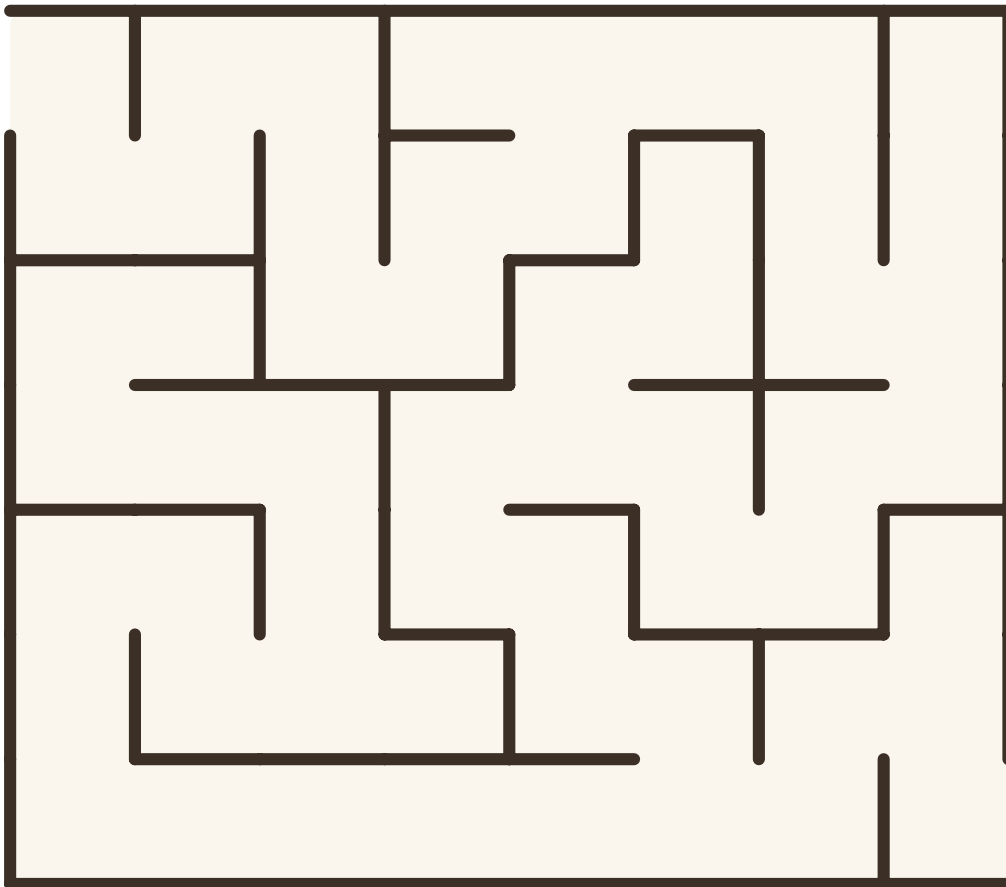
Maze: snowman and carrot

The snowman has lost his nose. Find the way to the carrot without crossing the black lines. Then draw his nose.

Recommended age: 4–5 years · mazes

Name _____

Date _____



Tip for parents: A winter sheet for a day with no snow outside. After the maze let the child draw the snowman's carrot nose and colour it – a small task at the end keeps attention all the way to the finish.

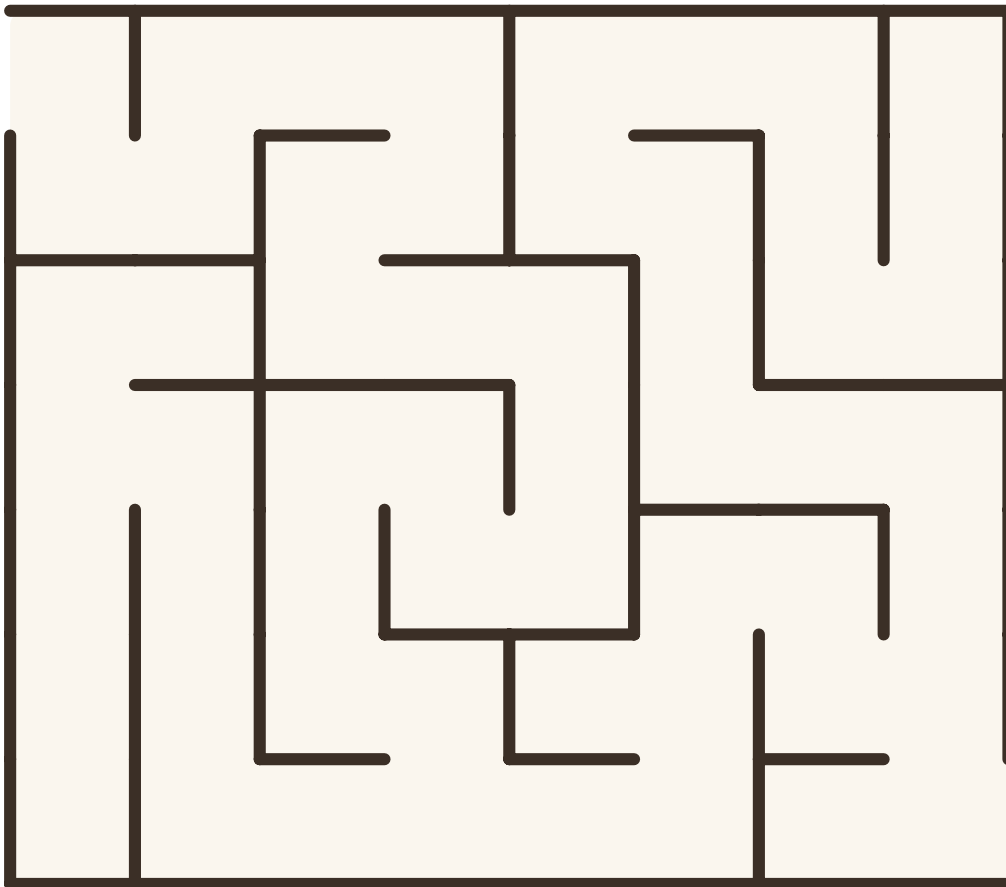
Maze: present and Christmas tree

Take the present to the Christmas tree. At a dead end, go back and try another turn. Then colour the present and the tree.

Recommended age: 4–5 years · mazes

Name _____

Date _____



Tip for parents: A Christmas sheet for an Advent afternoon. Let the child guess what is inside the present, and after the maze decorate the tree: baubles are small circles, so the fingers get one more exercise.