

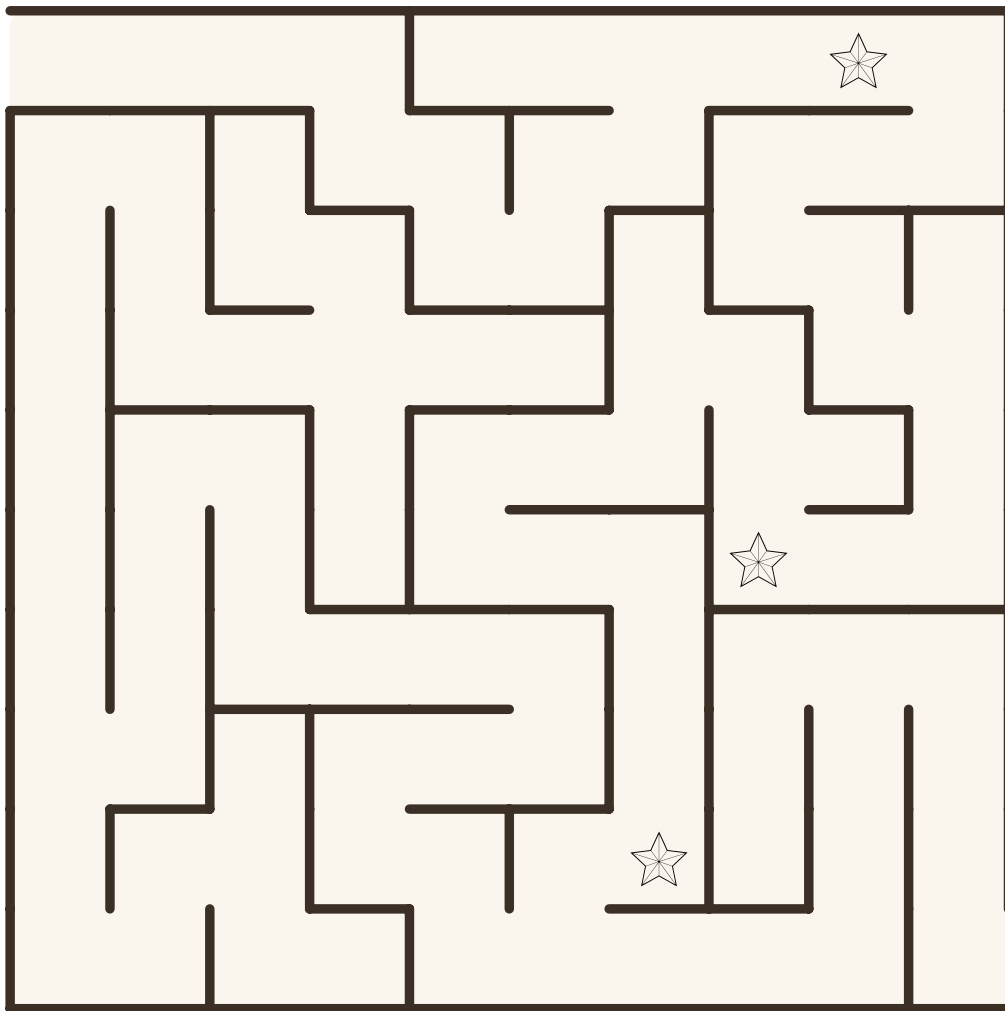
Maze: pirates and treasure

Take the pirate ship to the treasure chest. Collect three stars on the way. Find the way with your eyes first, then draw.

Recommended age: 5–6 years • mazes

Name _____

Date _____



The pirates sail to the treasure. Collect three stars on the way.

Tip for parents: The stars lie on the correct path, so they work as a check: whoever has collected all three is on the right track. If the child is stuck, point to the nearest star as the next goal.

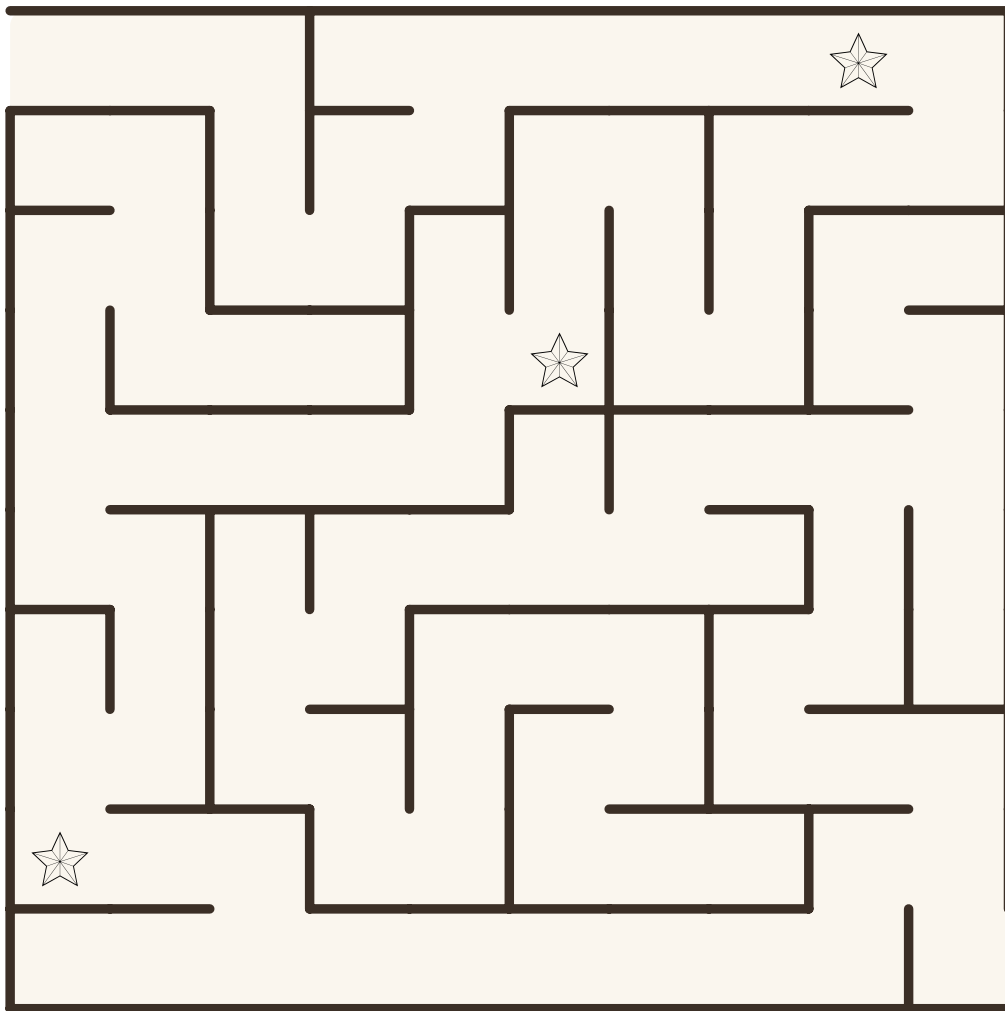
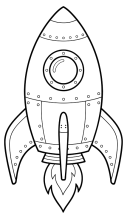
Maze: rocket and planet

Take the rocket to the ringed planet. Collect three stars on the way. Find the way with your eyes first, then draw.

Recommended age: 5–6 years • mazes

Name _____

Date _____



The rocket flies to the planet. Collect three stars on the way.

Tip for parents: Break a big maze into stretches: from the rocket to the first star, then the second, the third and the planet. Four short trips are easier for a five-year-old than one long one.

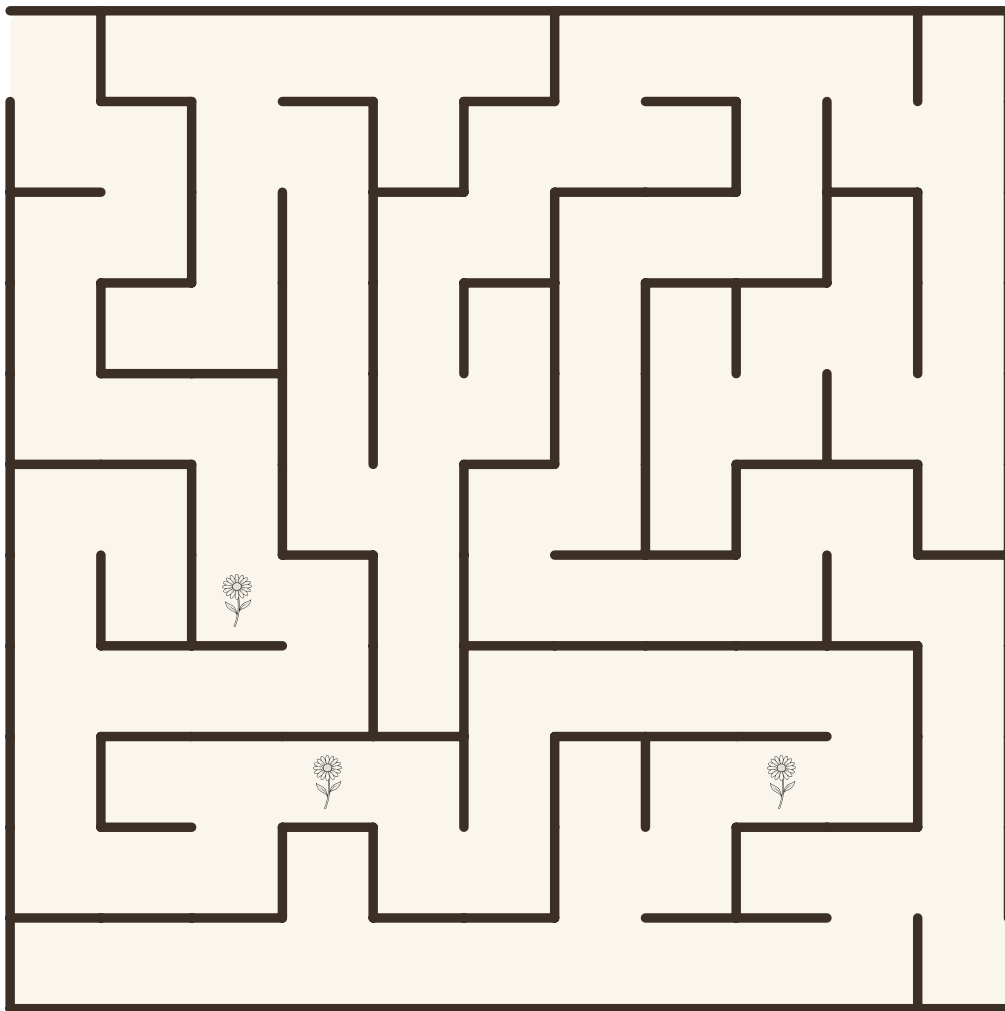
Maze: bee and beehive

Take the bee to the hive. Visit three flowers on the way. Find the way with your eyes first, then draw.

Recommended age: 5–6 years • mazes

Name _____

Date _____



The bee flies to the hive. Visit three flowers on the way.

Tip for parents: The 11×11 grid is the hardest in the set. Keep it short: if attention runs out halfway, put the sheet away and finish tomorrow from the last flower.

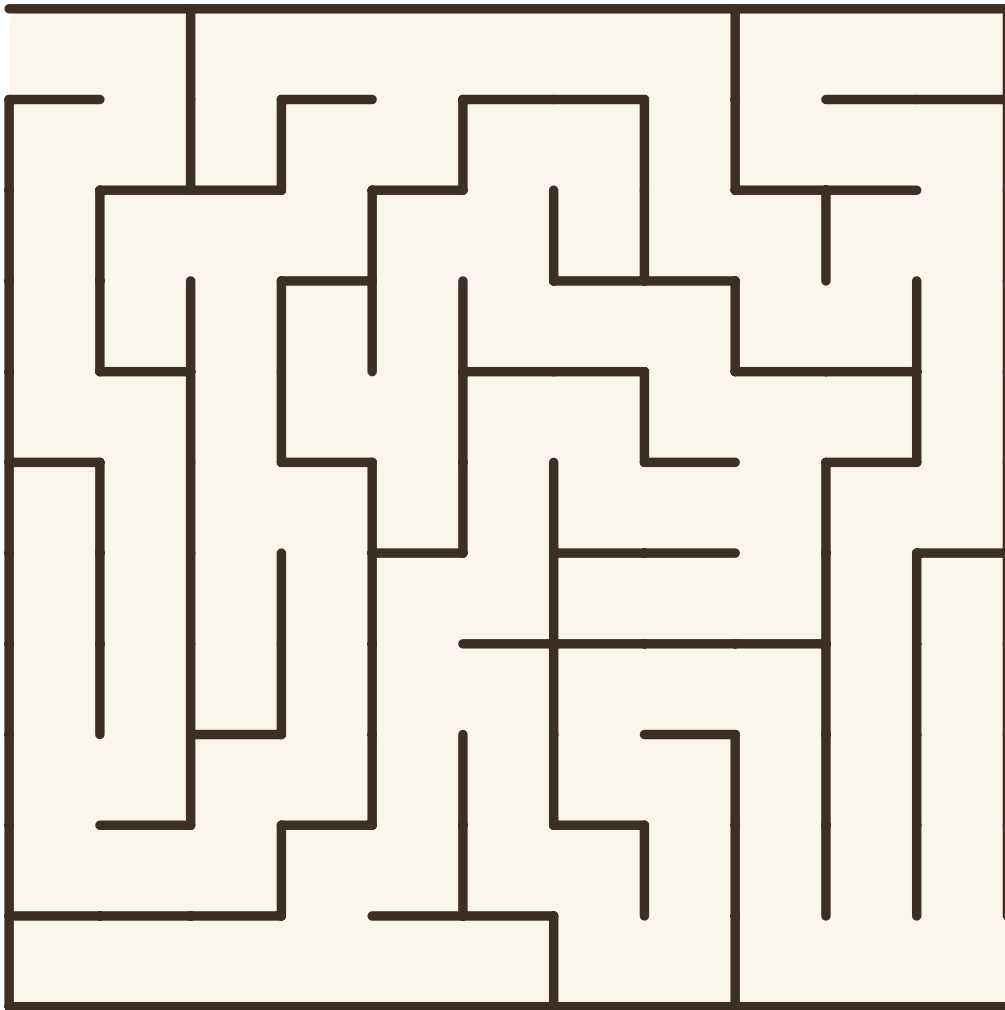
Maze: fire truck and fire

Take the fire truck to the fire. Find the whole way with your eyes first, then draw it in one go.

Recommended age: 5–6 years · mazes

Name _____

Date _____



Tip for parents: This maze has no hints along the way. Let the child show the whole route with a finger in the air above the paper first; they start drawing once they can see all of it.