

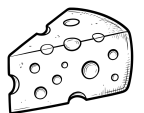
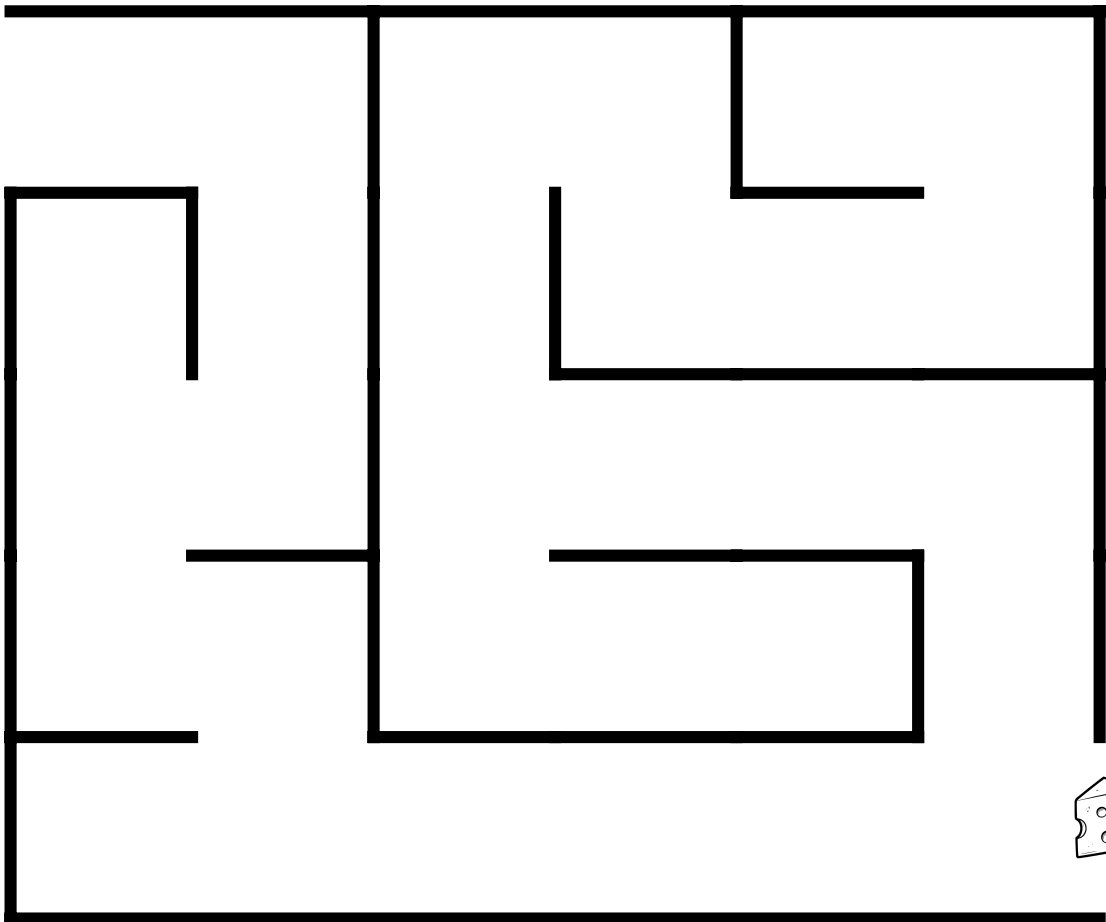
Maze: mouse and cheese

Help the mouse get to the cheese. Drive your pencil along the corridors and don't cross the black lines. If you hit a dead end, go back and try another way.

Recommended age: 4–5 years · puzzles

Name _____

Date _____



The mouse wants the cheese. Look with your eyes first, then draw.

Tip for parents: Praise the stopping itself ("good that you looked first"). Once through, offer to mark the path in another colour – the second run is usually quicker and that pleases the child.

Spot the difference and sudoku

1. The pictures differ in three things — find and circle them. 2. In the sudoku, draw the missing shapes: every row, column and box has each shape once.

Recommended age: 4–5 years • puzzles

Name _____

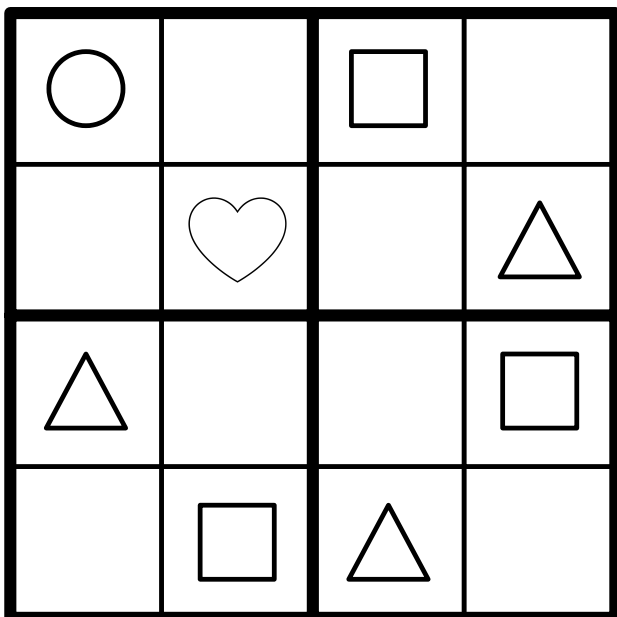
Date _____

1. Spot 3 differences



2. Picture sudoku

Every row, column and box has each shape once. Draw the missing ones.



circle



triangle



square



heart

Tip for parents: Teach the child to “walk” the picture top to bottom. For the sudoku, say the rule in one sentence and solve the first square together. The differences: window, bird, flower.

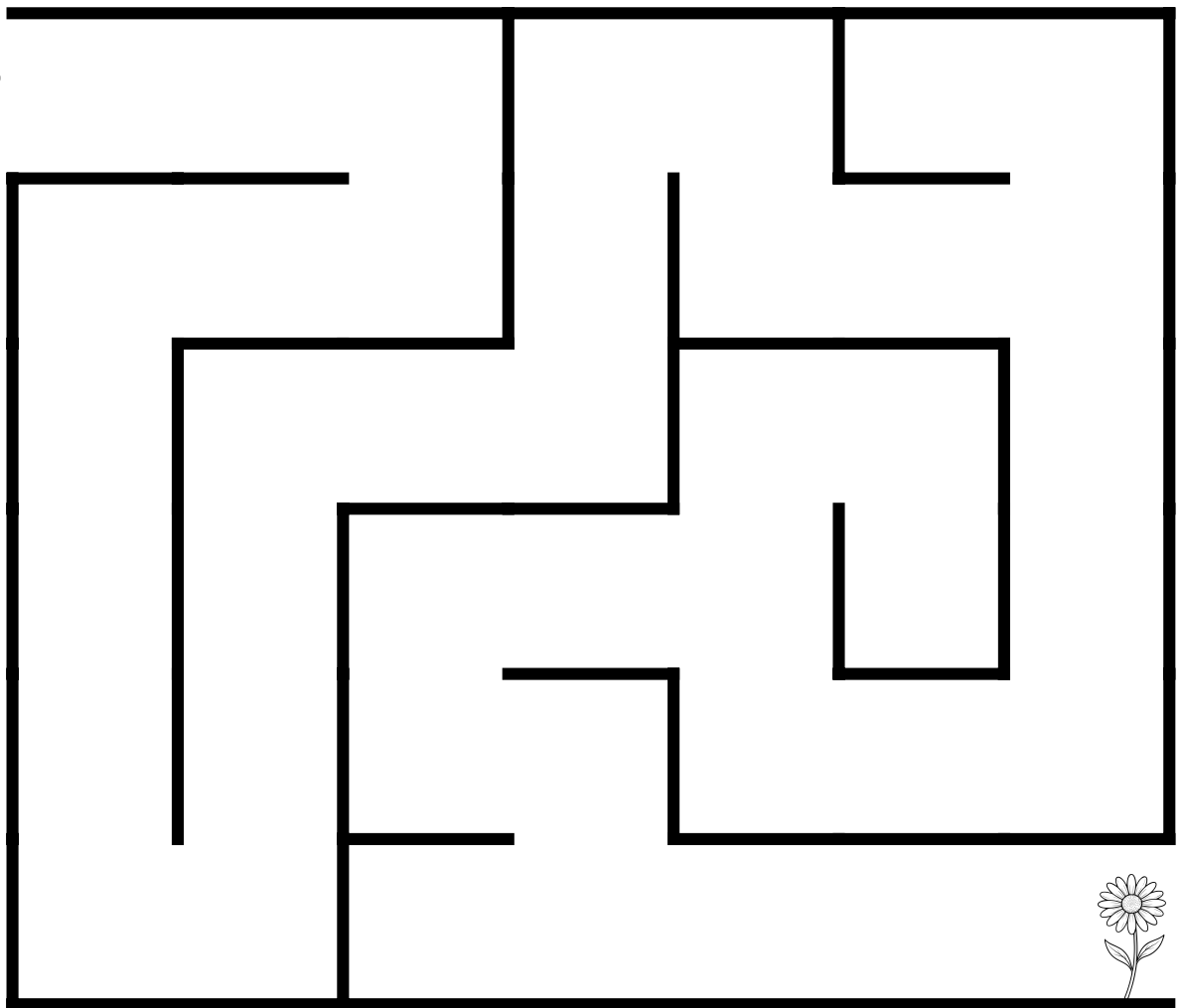
Maze: bee and flower

The bee flies to the flower. Drive your pencil along the corridors and don't cross the black lines.
Look first where the way goes, then draw.

Recommended age: 4–5 years • puzzles

Name _____

Date _____



The bee flies to the flower. Look first where the way goes, then draw.

Tip for parents: If the child wanders for long, suggest "let's start from the flower" – going backwards is often surprisingly easier and the child gets a success.

Animal sudoku and odd one out

1. Every row, column and box has each animal once — draw the missing ones. 2. In each row circle the picture that doesn't belong.

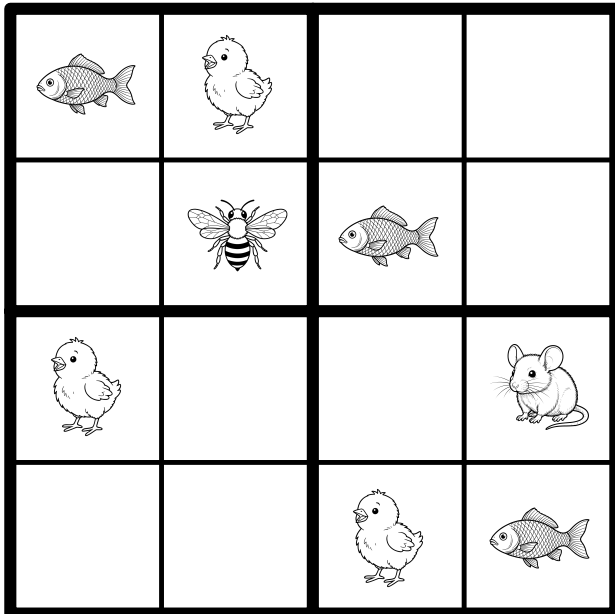
Recommended age: 4–5 years • puzzles

Name _____

Date _____

1. Animal sudoku

Every row, column and box has each animal once. Draw the missing ones.



fish



chick

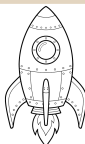
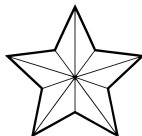
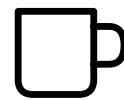


mouse



bee

2. Which one doesn't belong? Circle it.



Tip for parents: Let the child say why a picture doesn't belong – some rows allow more than one answer, and the “other” answer is right too if they can explain it.

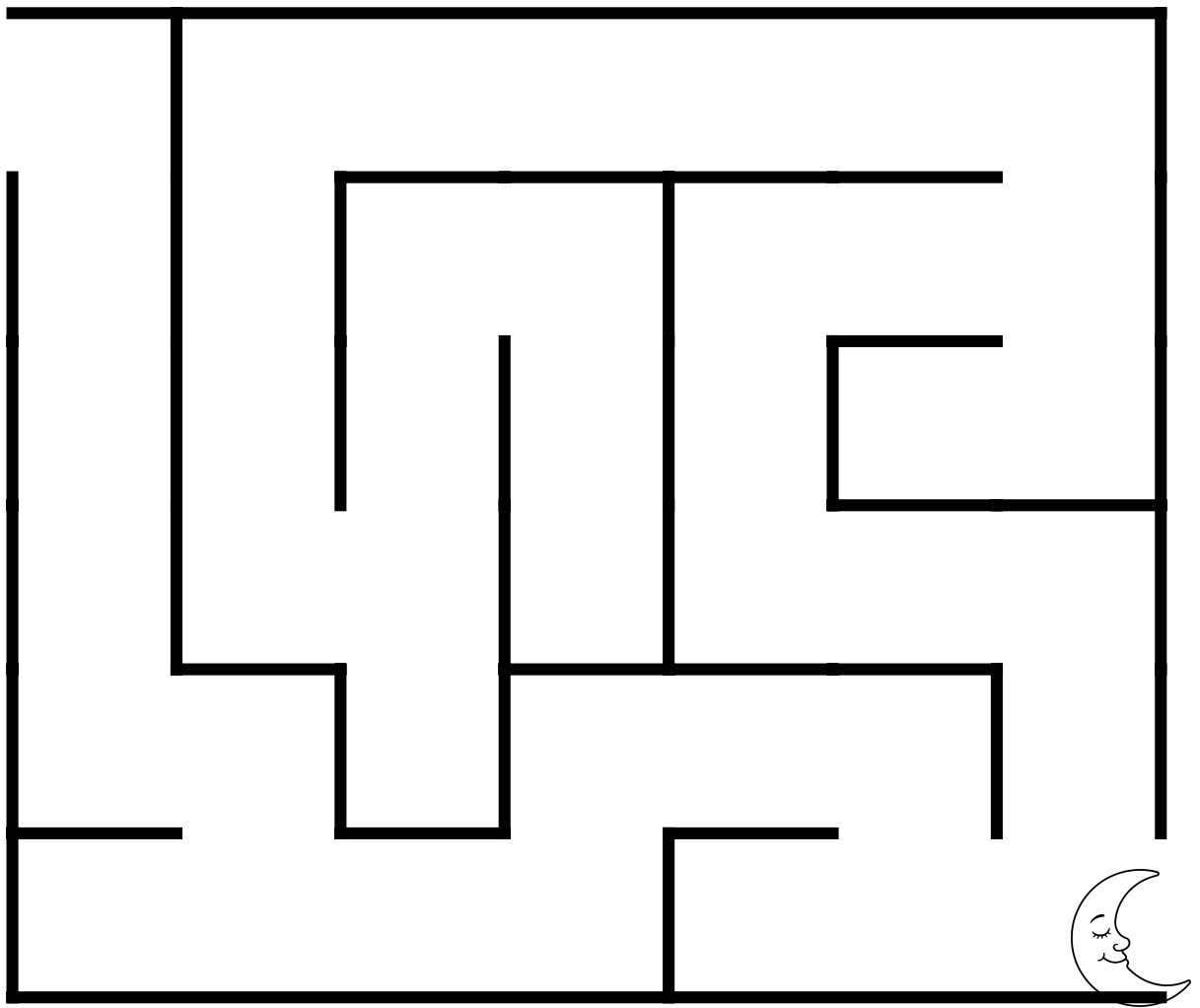
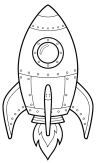
Maze: rocket and Moon

The rocket flies to the Moon. Draw along the corridors without crossing the black lines. Look first where the way goes, then draw.

Recommended age: 4–5 years • puzzles

Name _____

Date _____



The rocket flies to the Moon. Look first where the way goes, then draw.

Tip for parents: If the child gets stuck, suggest “let’s go back to the last crossing” – that is exactly the skill a maze teaches.

Shape sudoku and tangled lines

1. Every row, column and box has each shape once – draw the missing ones. 2. Follow the line with a finger: who gets what?

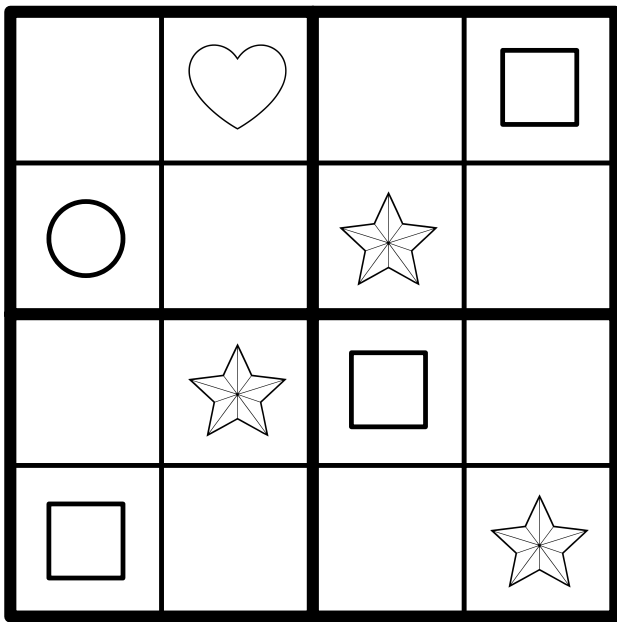
Recommended age: 4–5 years • puzzles

Name _____

Date _____

1. Shape sudoku

Every row, column and box has each shape once. Draw the missing ones.



star



heart

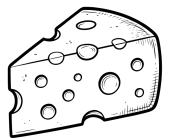


circle



square

2. Who gets what? Follow the line with a finger.



Tip for parents: Start the sudoku with a box where only one shape is missing – solve it together. For the lines, let the child follow with a finger and say out loud whose line it is before answering.

Spot 5 differences: house

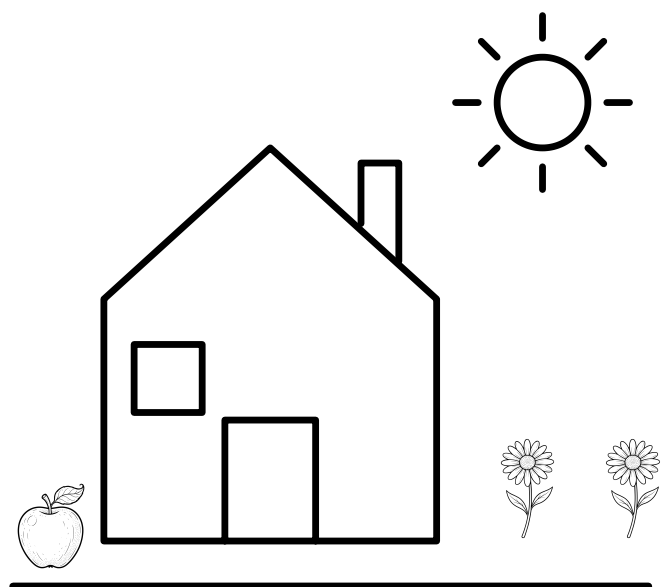
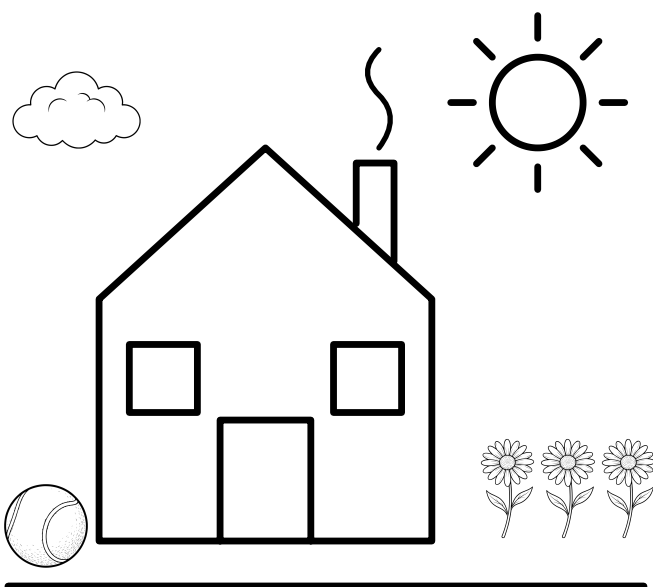
Find 5 differences and circle them on the right-hand picture. Tick one box for every difference you find.

Recommended age: 4–5 years • puzzles

Name _____

Date _____

Find 5 differences and circle them on the right-hand picture.



How many did you find? Tick one box per difference:

☐

☐

☐

☐

☐

Tip for parents: If the child finds three and gets stuck, hint at an area (“look at the roof”), not the difference itself. Let them tick the boxes themselves – it is their score.