

A way home

A small animal wants to get home. Pick three cards and tell a tiny story. How can a leaf, a cup or a key help?

Story game · **Age 5+** · **Players 1–4**

You need

The nine printed cards and scissors. Ask an adult to help with cutting. Print on A4 paper at 100%.

How to play

1. Make three piles. Put animals in one pile, places in one and things in one. Mix each pile.
2. Pick one card from each pile. Start with the animal. Say where it is and what it finds.
3. Tell how the thing helps the animal get home. Put the cards back and let someone else choose.

Another way to play

Use three voices. One person names the animal, one names the place and one tells the ending. You can say just one word or a whole sentence.

You can print the games for free for your family or the group you teach. To share a game, send a link to its page. Please ask us before selling copies or publishing the files elsewhere.

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✳ Animal	✳ Animal	✳ Animal
frog	mouse	bird
∩ Place	∩ Place	∩ Place
pond	bridge	tree
◇ Thing	◇ Thing	◇ Thing
leaf	cup	key