

The Journey

The fun has just begun!

Kids' stuff



Neil Griffiths


Illustrated by

Judith Blake



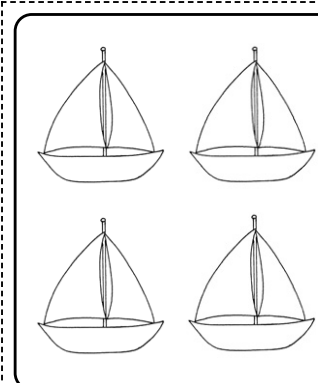
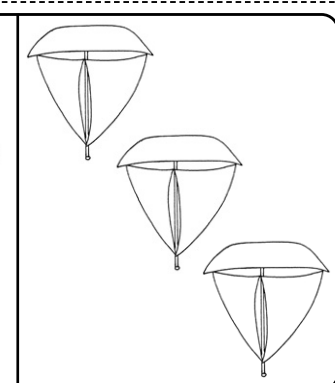
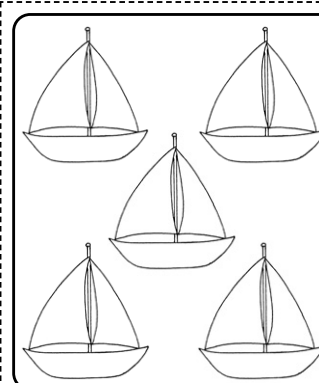
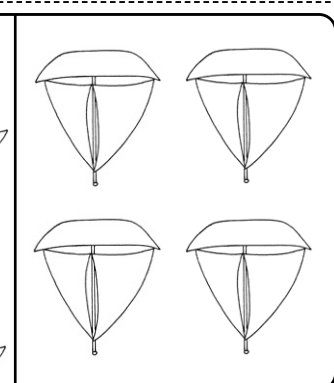
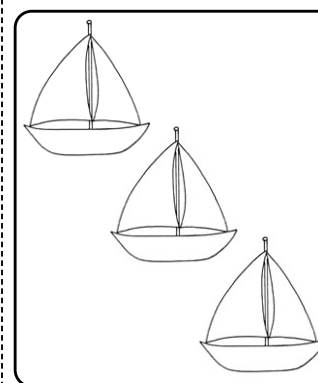
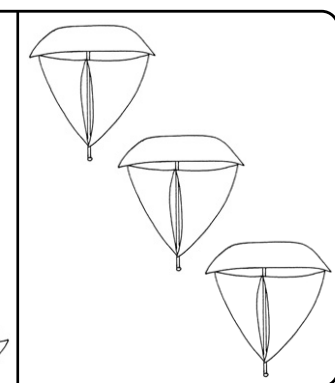
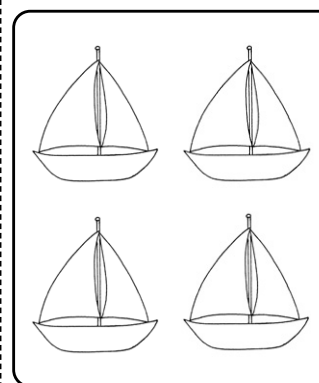
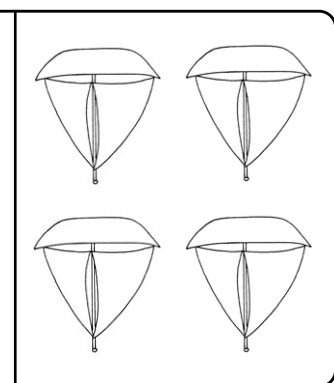
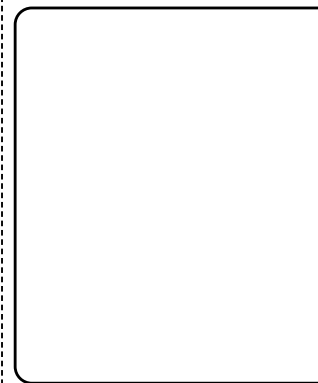
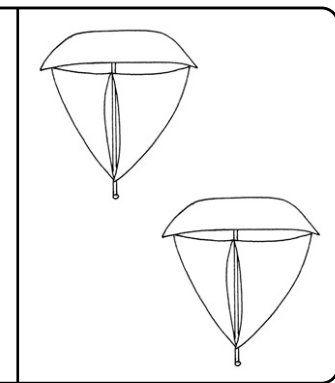
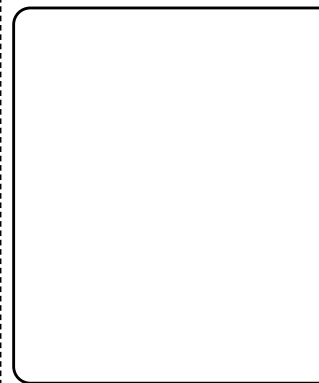
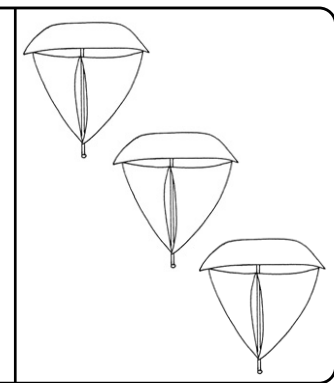
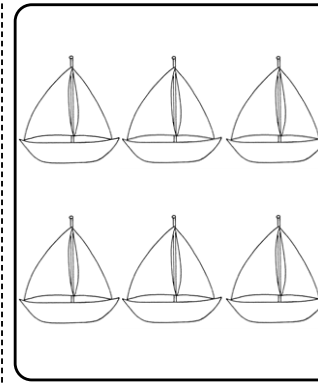
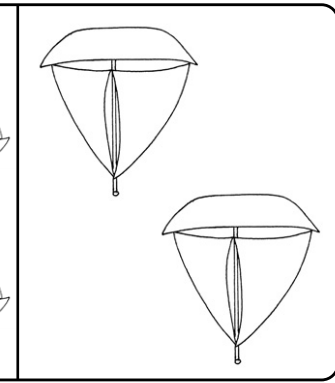
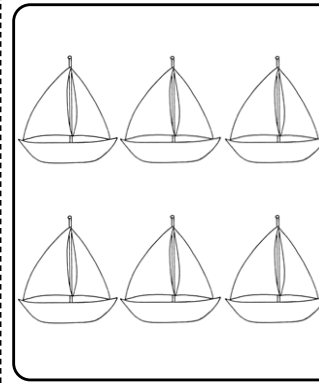
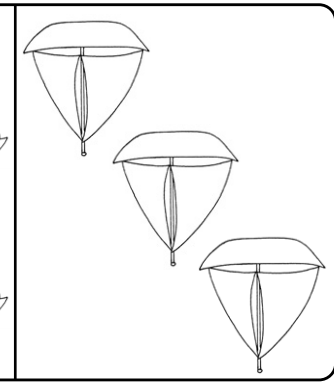
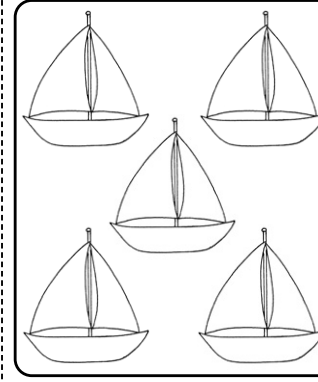
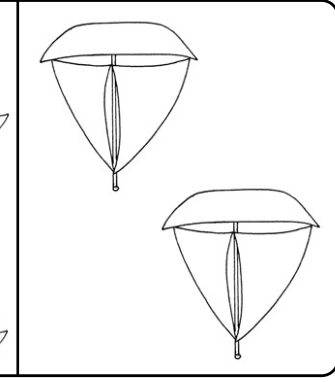
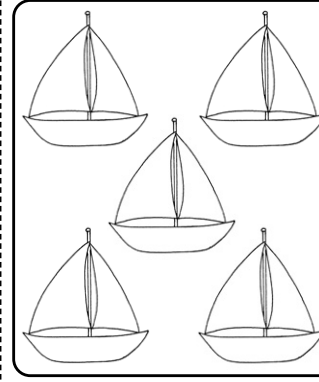
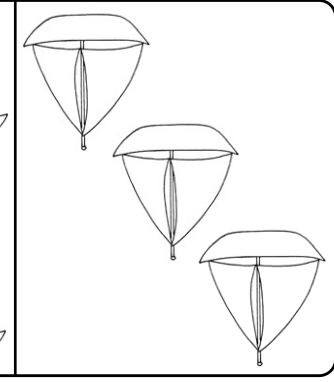
Journey dominoes! Cut out and play.

JOUR 5

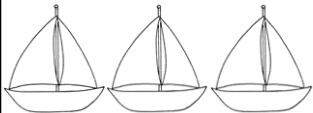


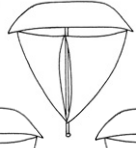
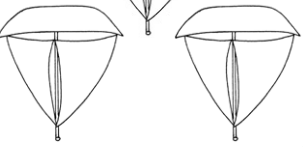




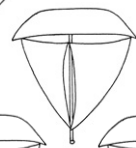
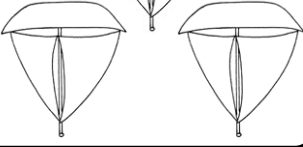
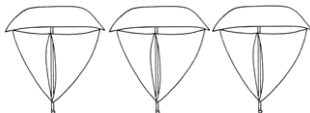
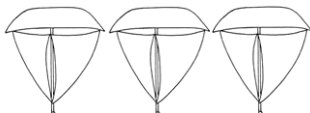
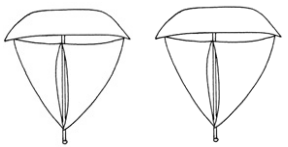
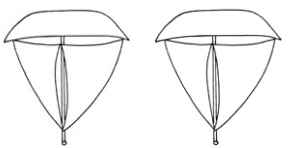


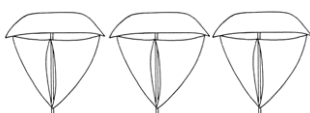
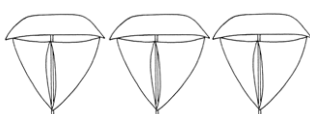


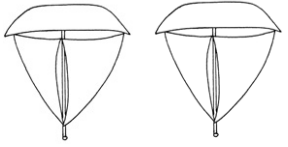
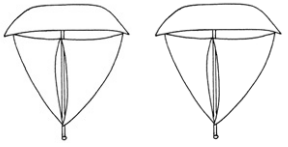


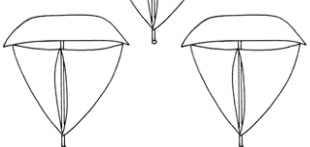
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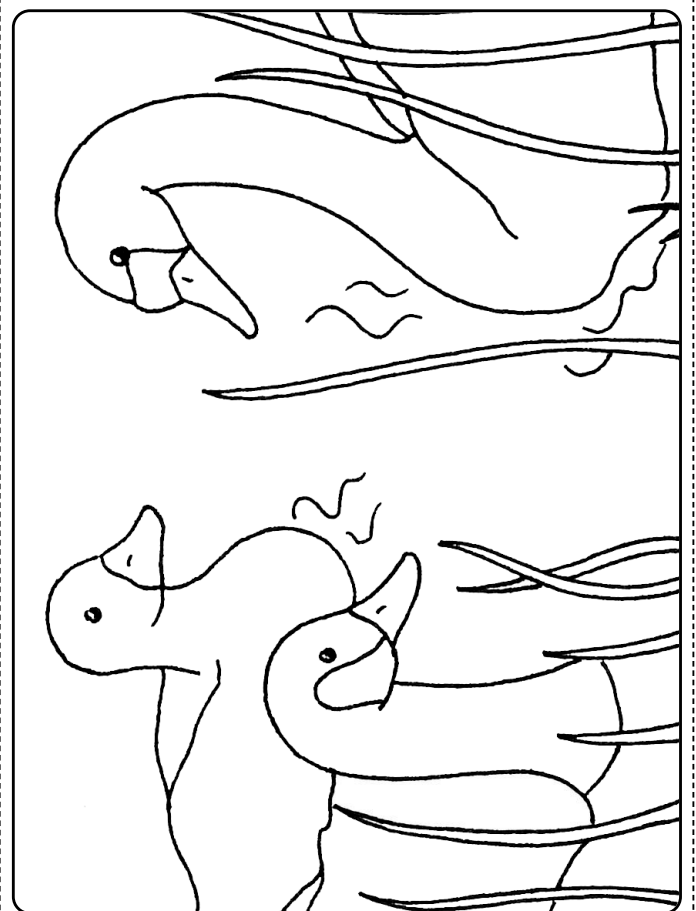
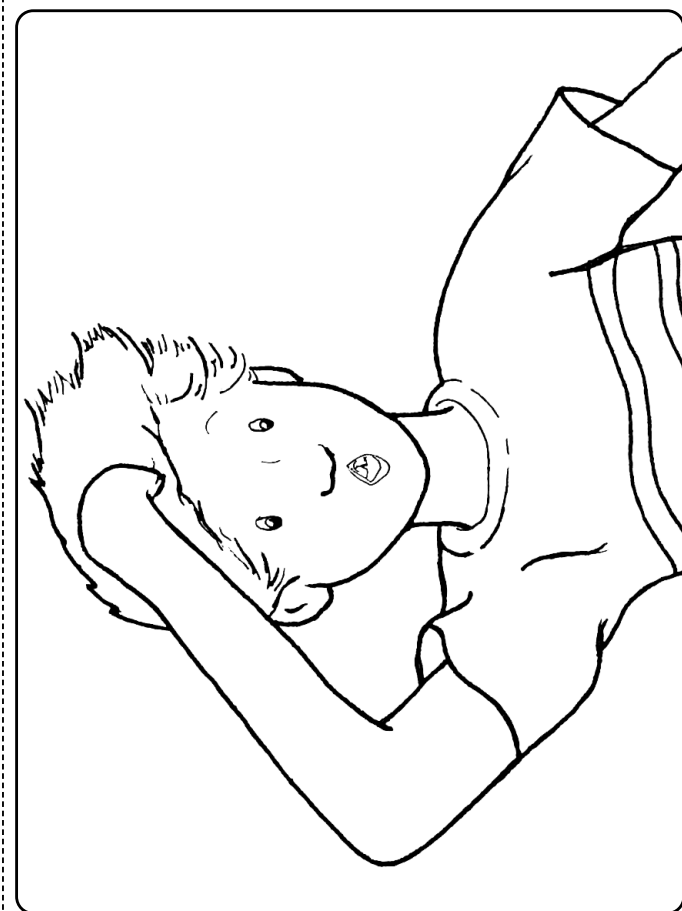
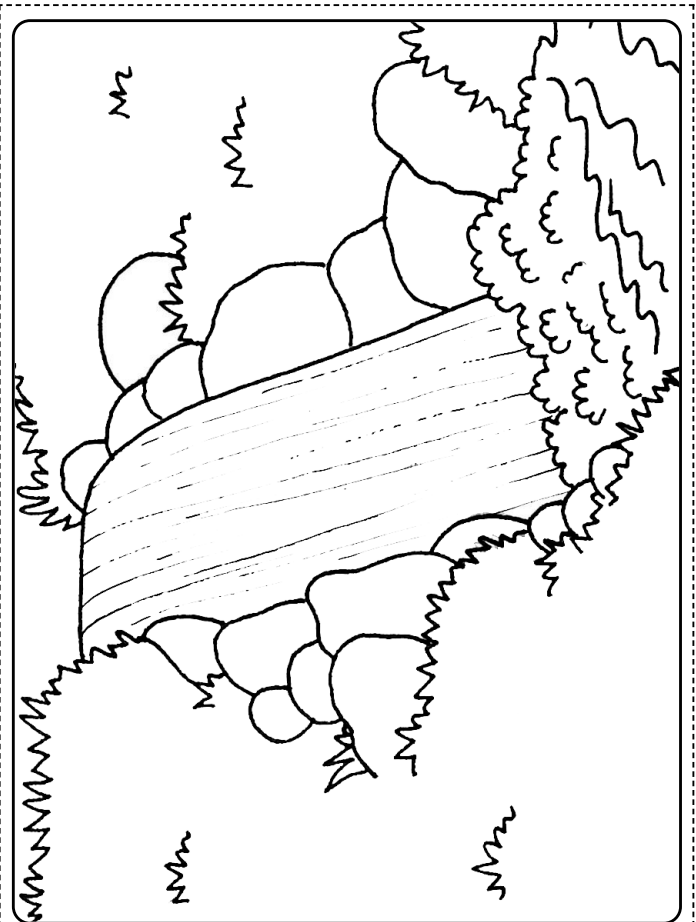
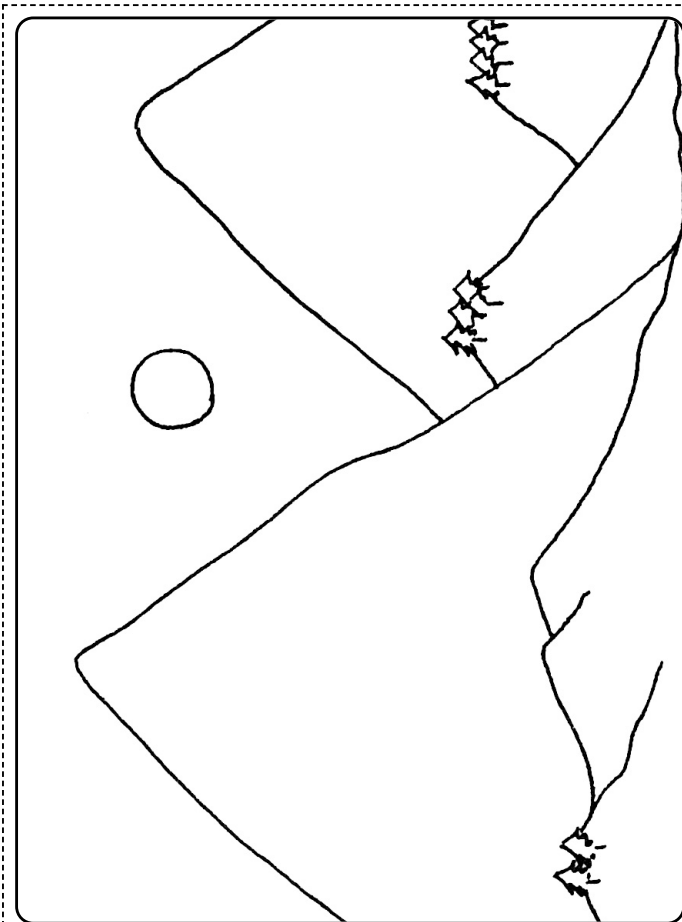
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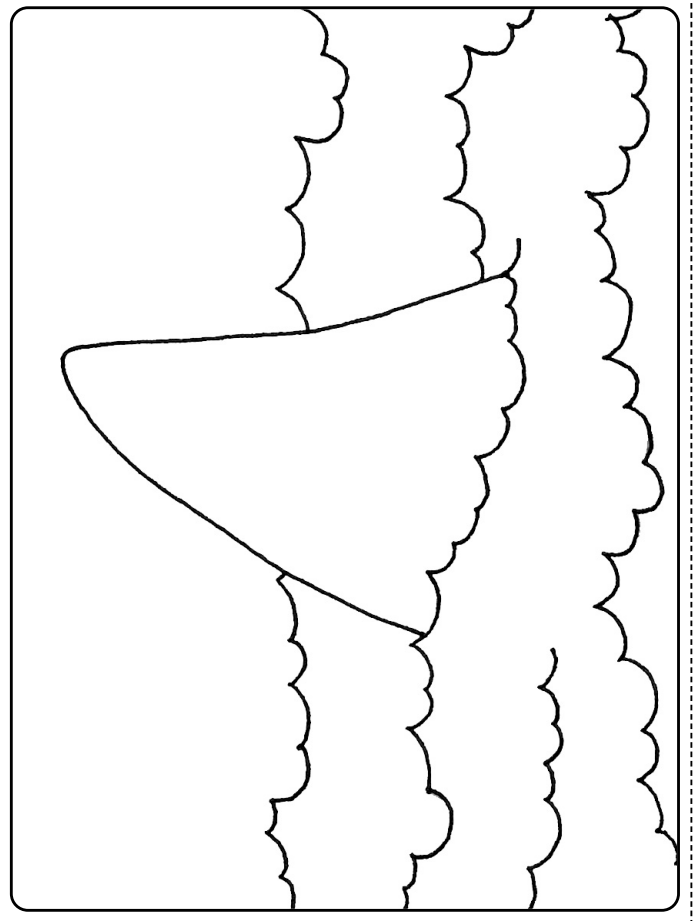
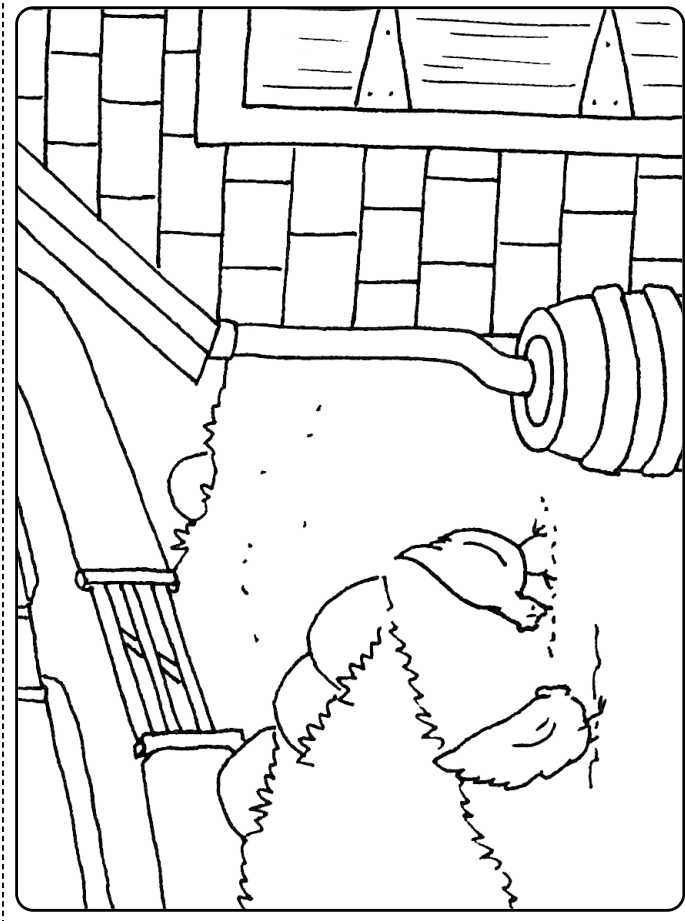
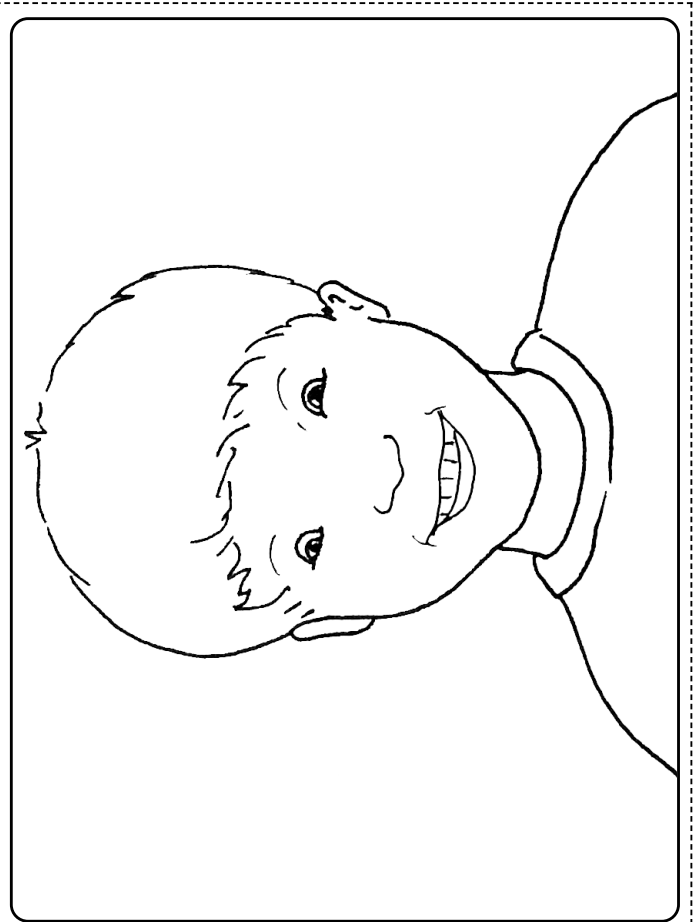
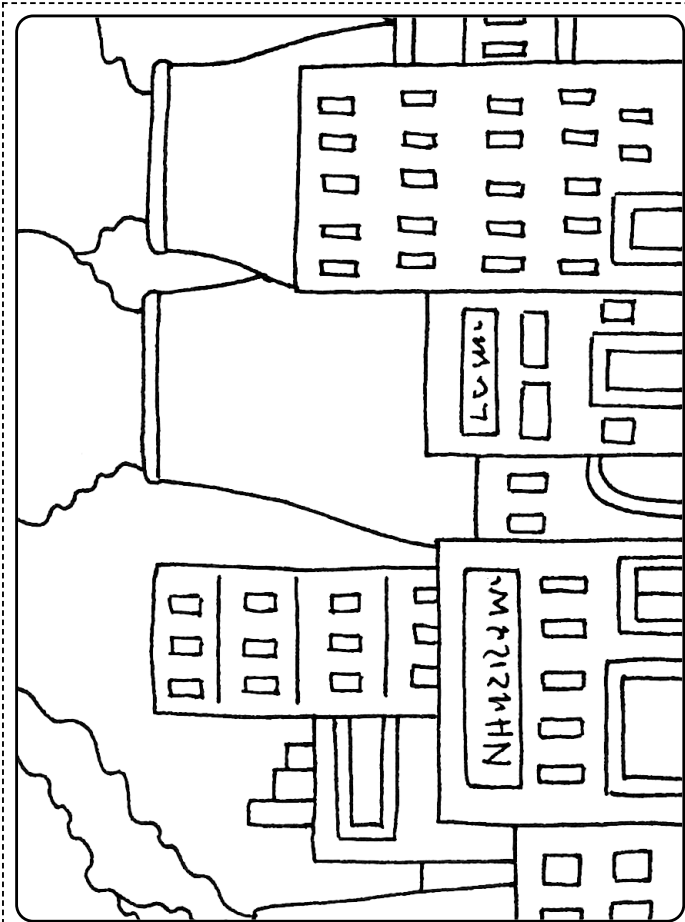
Sequencing fun!

Cut out the cards and use them to sequence the story of *The Journey*!



Sequencing fun!

Cut out the cards and use them to sequence the story of *The Journey*!



Boat race game!

JOUR 7

Instructions sheet

For 2 to 4 players

You will need:

- 1 gameboard
- 4 sets of game cards, one for each player. Print off and cut out.
- 4 different coloured counters (not provided)
- 1 dice (not provided)

Starting the game

- All the players take it in turns to throw the dice. The player with the highest score starts the game.
- Each player has their own set of game cards placed in front of them.

Playing the game

- All the players place their counters on a **Start** space.
- The first player throws the dice and moves their counter forward the number of spaces indicated by the number on the dice.
- If a player lands on a space with words on it, e.g. waterfall, then they must find the appropriate matching card in the pack in front of them and follow the instructions given on the card.
- When a player nears their **Finish** space, they must throw the appropriate number to ensure they land on the finish box, e.g. if they are two spaces from the finish they must throw a two, three spaces a three, etc.

Boat race gameboard

JOUR 7

Finish	Finish	Finish	Finish
12 shore	12 shore	12 shore	12 shore
11	11	11	11
10 storm	10 storm	10 storm	10 storm
9 shark	9 shark	9 shark	9 shark
8 busy town	8 busy town	8 busy town	8 busy town
7	7	7	7
6 calm water	6 calm water	6 calm water	6 calm water
5	5	5	5
4 bumped and bashed	4 bumped and bashed	4 bumped and bashed	4 bumped and bashed
3 waterfall	3 waterfall	3 waterfall	3 waterfall
2 lake	2 lake	2 lake	2 lake
1 windy day	1 windy day	1 windy day	1 windy day
Start	Start	Start	Start

Boat race game cards

JOUR 7

Cut out one set of the cards for each player.

1

windy day

Sail on
3 spaces.

2

lake

Very slow, throw a
1 to move on.

3

waterfall

Rush forward
2 spaces.

4

**bumped
and bashed**

Miss a turn.

6

calm water

Drift back
1 space.

8

busy town

Stuck in mud, throw
a 3 to move on.

9

shark

Hurry on
1 space.

10

storm

Wind blows you
back to number 5.

12

shore

Caught in seaweed,
miss a turn.

Bookmark and badge!

JOUR 8

Colour in and cut out!

