

The Tale Trail Adventure

By Nelson Goose

Your mission, young explorer, is to journey through the enchanted woods of Imaginaria. **But beware!**

To get through each part of the forest, you'll need to read clues, solve puzzles, and write magical sentences that unlock hidden doors and treasures.

Ready to start the adventure? **Let's go!**



Game setup

1. Grab a notebook or some paper
2. You'll need your favorite pen or pencil (or a quill, if you fancy going old-school wizard on us).
3. You, my dear adventurer, will be the hero of the story!

Feel free to draw and colour along the way!



Level 1: The Forest of Words

Task: Read & Write Sentences

You stumble upon a sign in the forest that says:
“Beware! Only the sentences of power can open the gate.”

Read this clue:

The cow jumps over the

What does the cow jump over?”

1. Fill in the blank with your imagination (e.g., “The cow jumps over the moon”).
2. Now, write a new sentence with your word (e.g., “The moon was shining, and the cow felt brave enough to leap over it!”). Once they’ve written the sentence, shout: “**Magic Unlocked!**” and move to the next level.



Level 2: The River of Riddles

Task: Solve & Write a Riddle

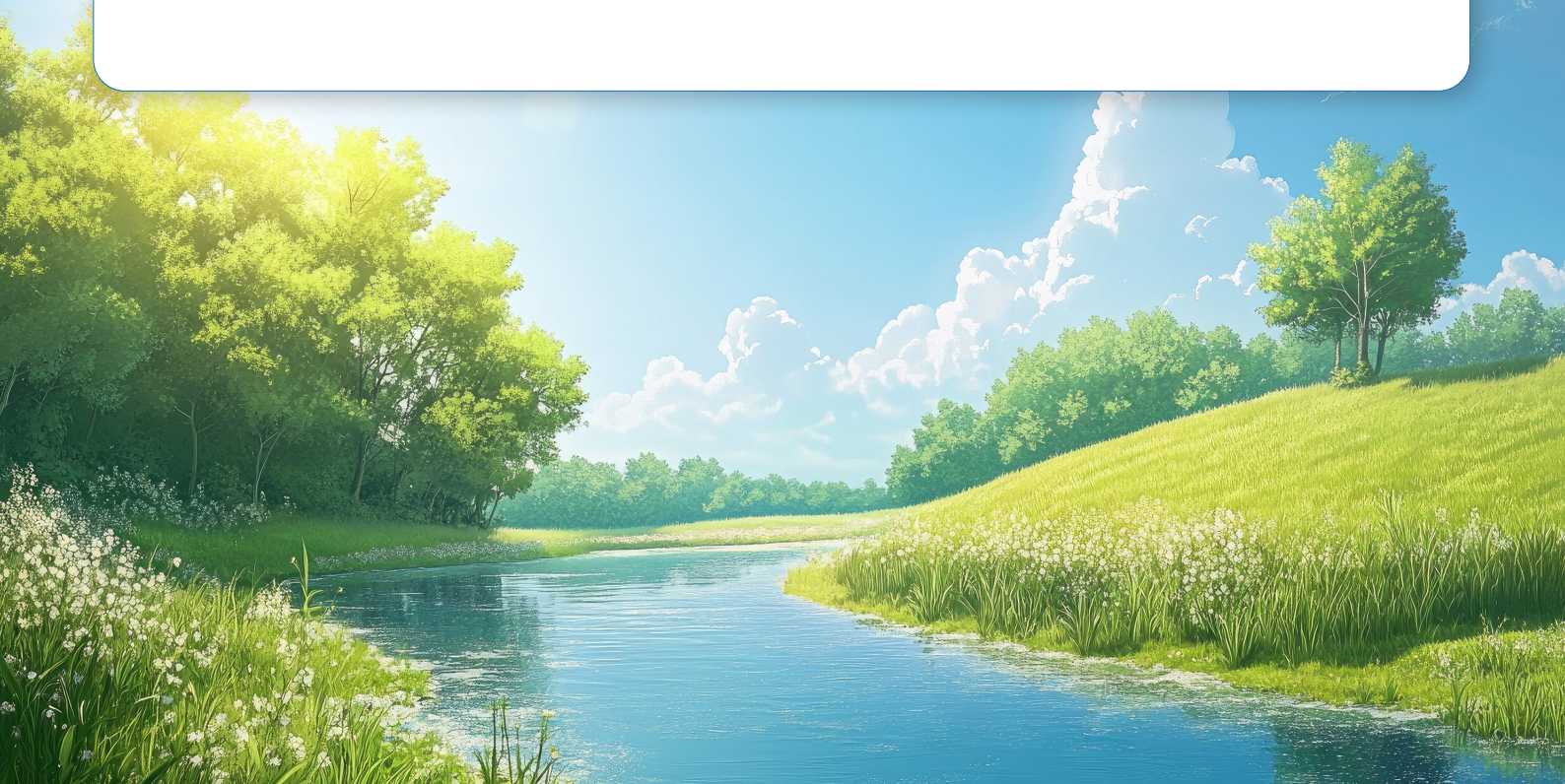
You reach a sparkling river, but there's no bridge.
A riddle is carved into a nearby rock:

Riddle:

I have pictures but no screens. I have pages but no
sounds. I can take you anywhere. **What am I?"**

Hint: It's something you can hold in your hands, and it has stories inside!

Answer: A book! Bonus Task: Write your own riddle—make it
tricky or silly! Once they solve it, say: "Bridge Built!" and carry on!



Level 3: The Cave of Characters

Task: Create a Character

Deep in the cave, you meet a friendly talking squirrel named Professor Nutters. He asks, "I'm not alone down here. Who else lives in this cave?"

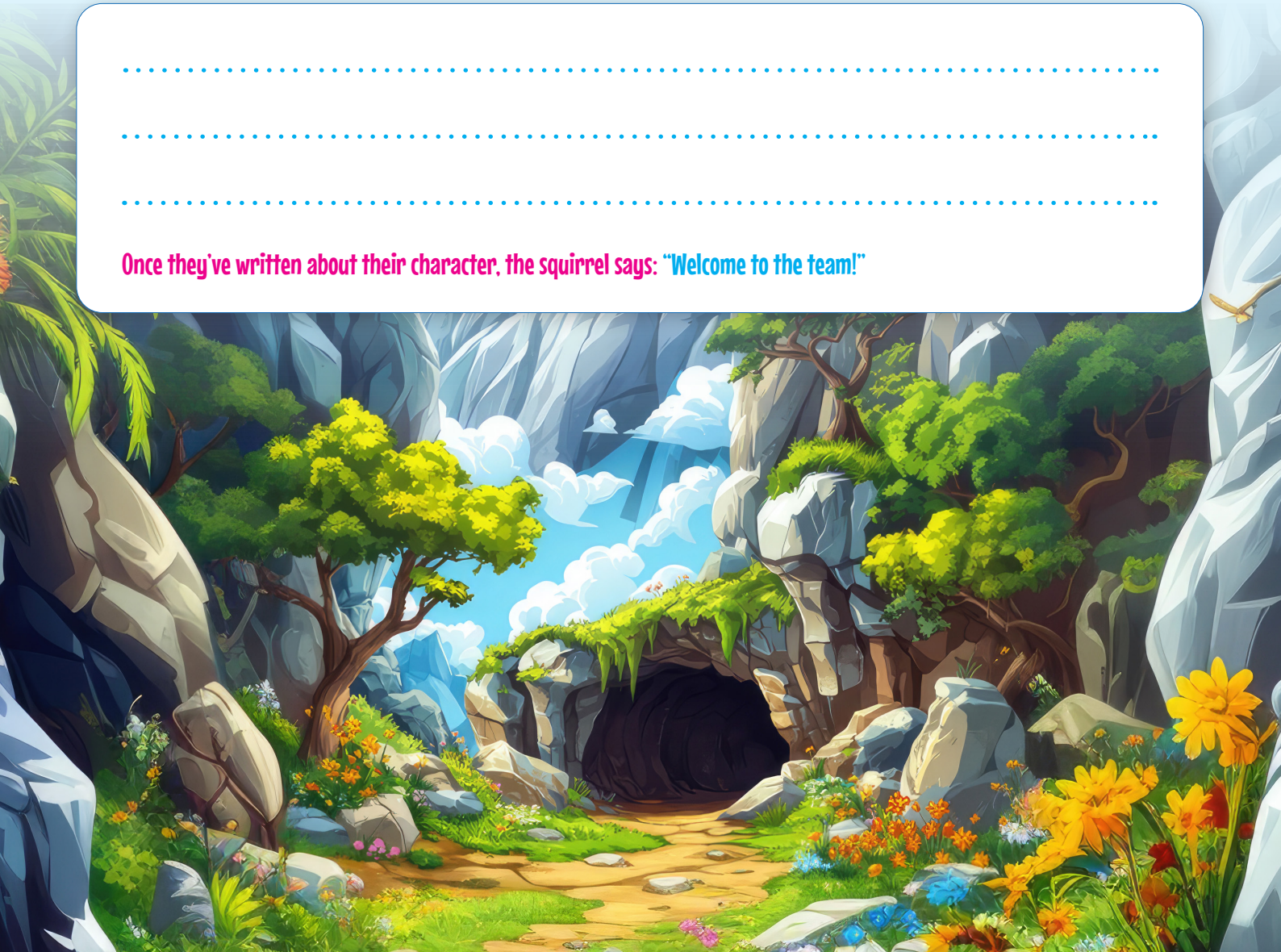
Activity: Invent a new character and write a few sentences about them! What's their name? What do they look like? Do they have any magical powers? (Maybe a rabbit with rainbow ears or a singing bat?)

.....

.....

.....

Once they've written about their character, the squirrel says: "Welcome to the team!"



Level 4: The Castle of Imagination

Task: Write Your Own Story Ending

You've reached the Castle of Imagination, but to enter, you need to finish the story! Ask your adventurer to write the ending to their grand adventure. They can decide how they save the day, what treasures they find, or even if there's a party with cake at the end (because every good adventure needs cake).

.....

.....

.....

.....

When complete, declare: "The Castle Gates Open! Victory!"



Bonus Points:

Illustrate the story:

After writing each sentence or paragraph, ask them to draw a little picture to go with it!

Character voices:

While reading aloud, you can create different voices for the characters (I'm thinking a squeaky Professor Nutters and a mysterious Cave Dweller!).

And there you have it! The Tale Trail Adventure is complete, and your young explorer has journeyed through reading and writing with flying colours.

Maybe now they can write the sequel and save the world too (I'm still working on that one myself, no rush).