

Maze 1: Busy Bee Garden

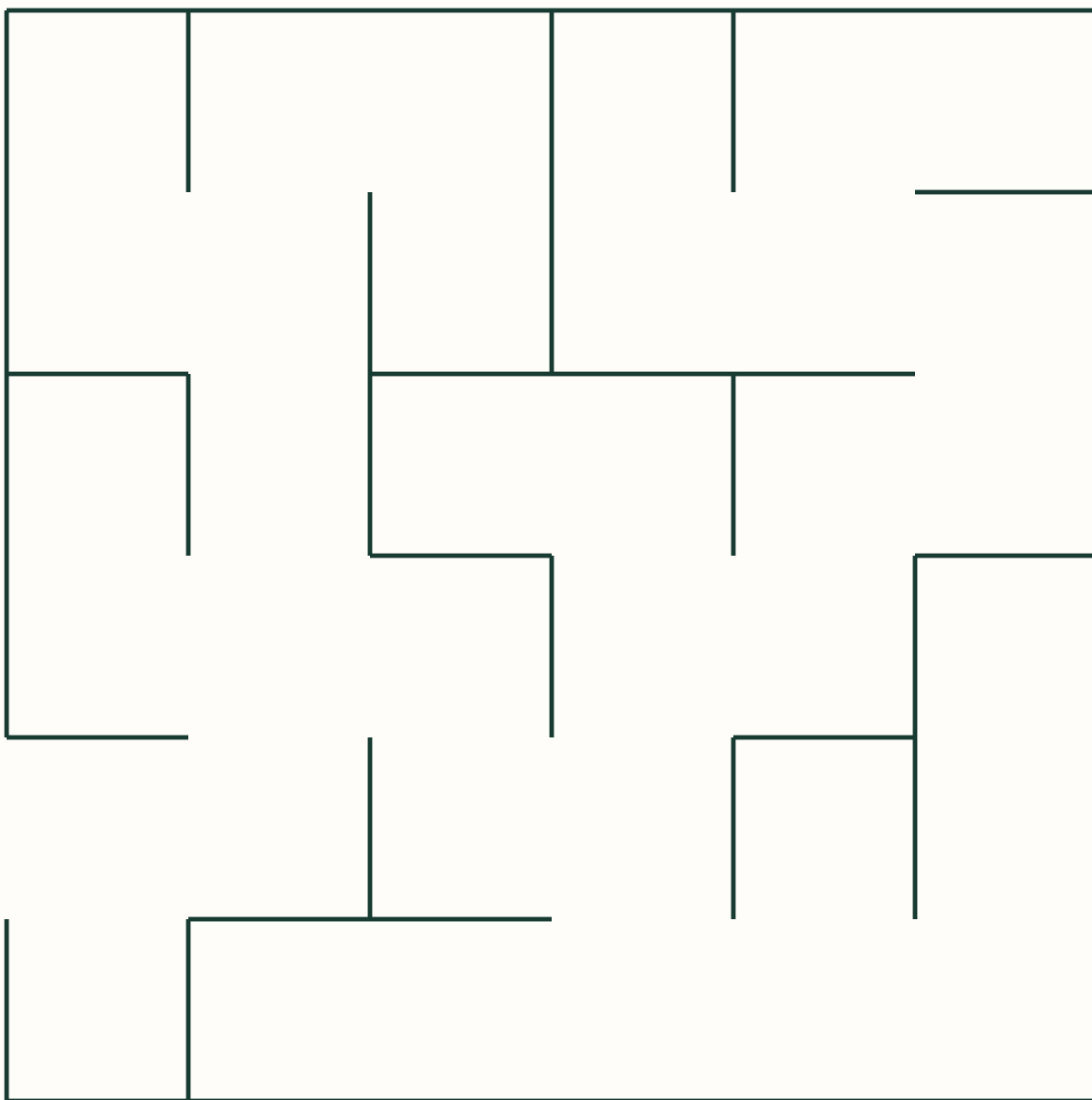
Help the bee reach the flower.

First Steps | 6 x 6 cells | 13 steps | answer on page 13

Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 2: Bunny Picnic

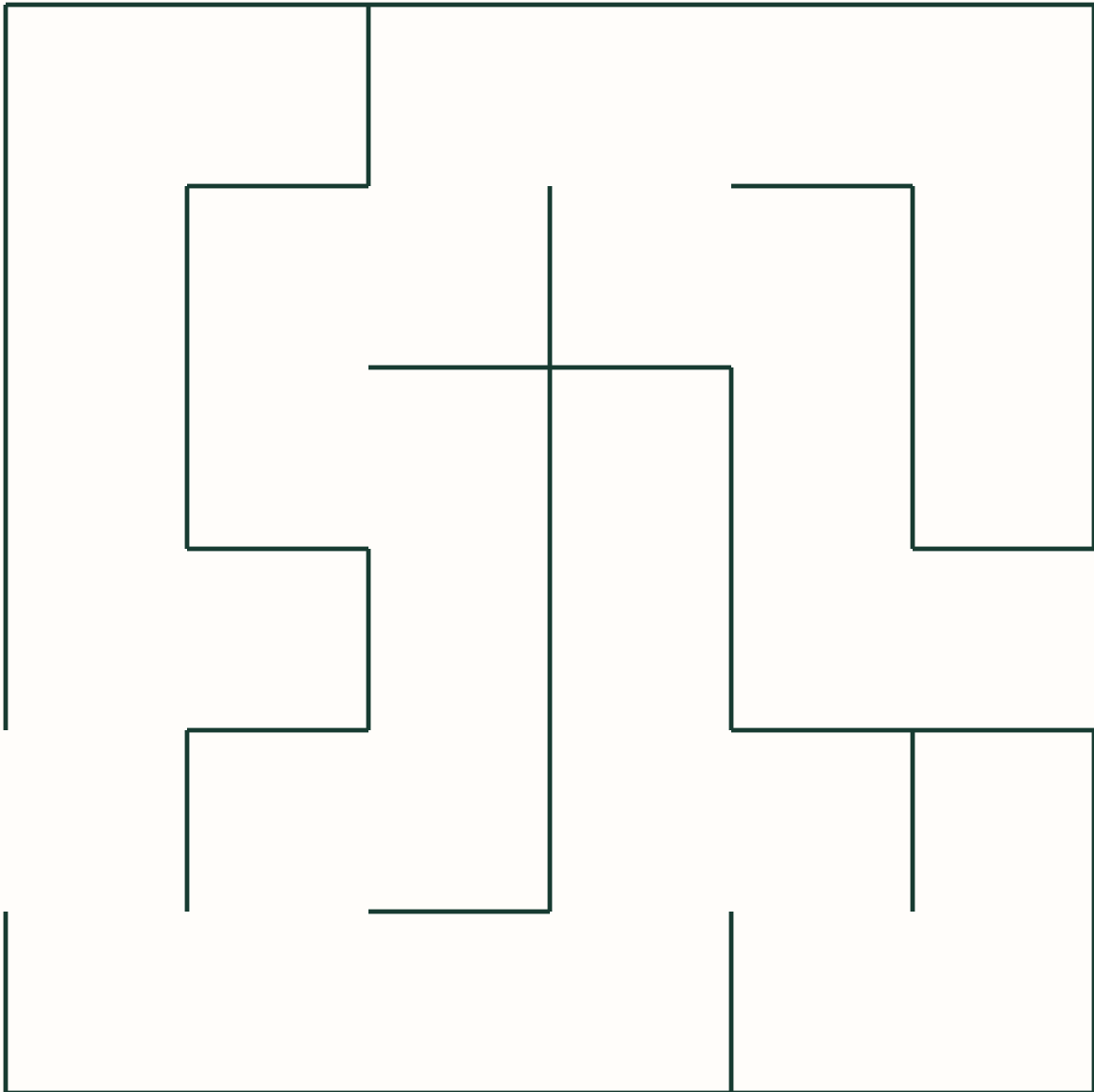
Help the bunny find the carrot.

First Steps | 6 x 6 cells | 16 steps | answer on page 14

Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 3: Nest Finder

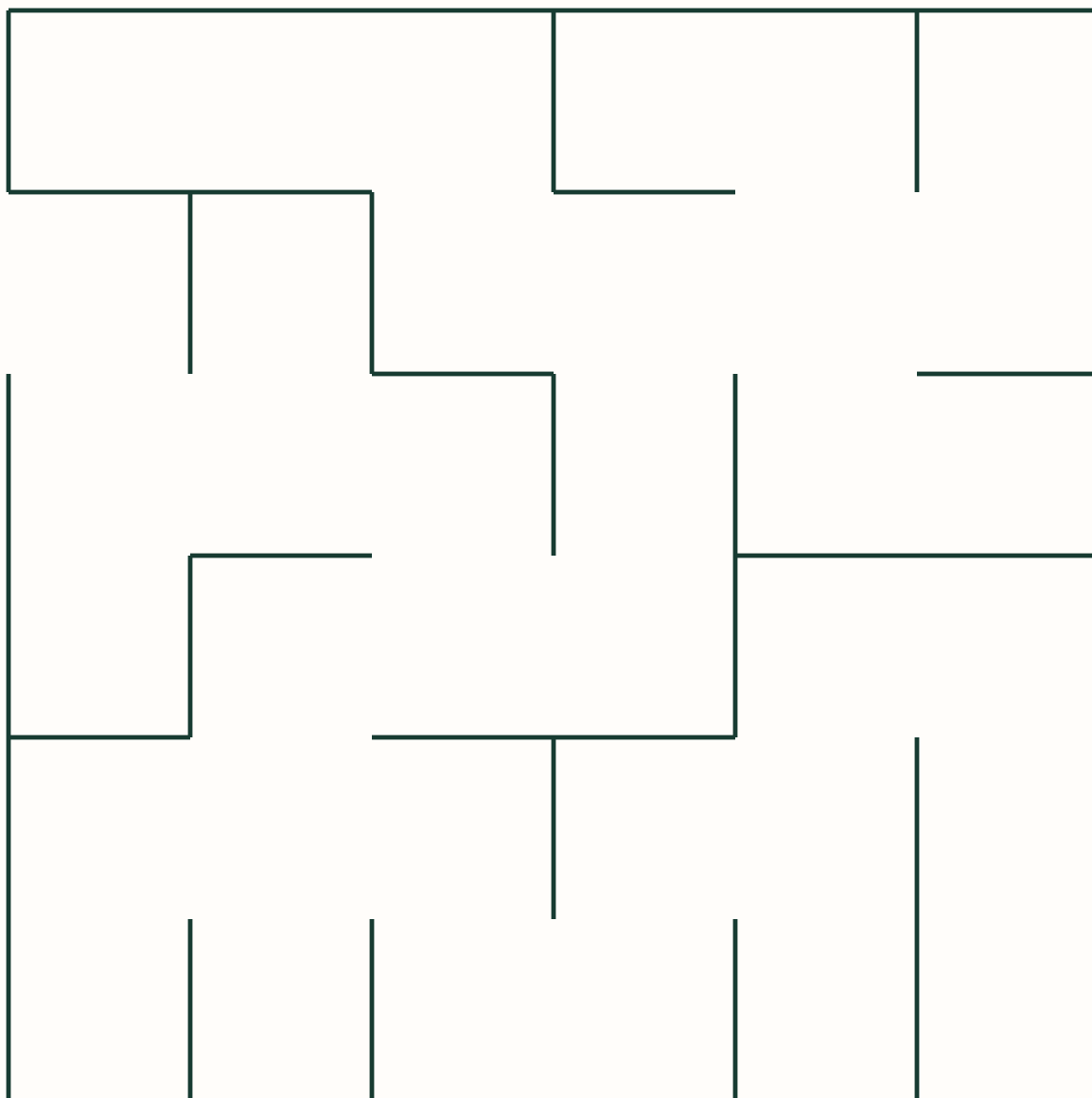
Guide the little bird back to its nest.

First Steps | 6 x 6 cells | 14 steps | answer on page 15

Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 4: Snail Snack

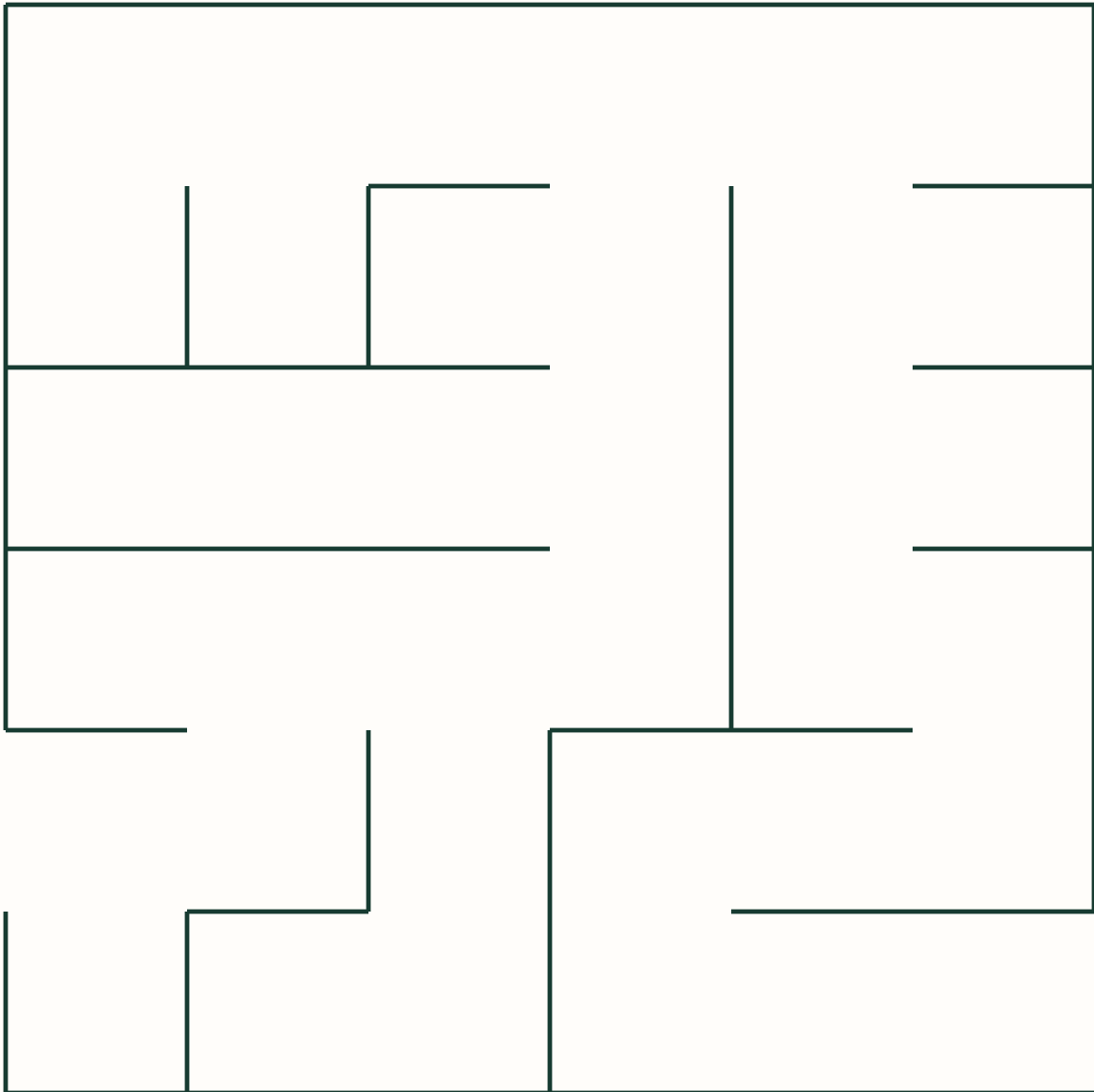
Help the snail reach the fresh leaf.

First Steps | 6 x 6 cells | 18 steps | answer on page 16

Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 5: Moon Mission

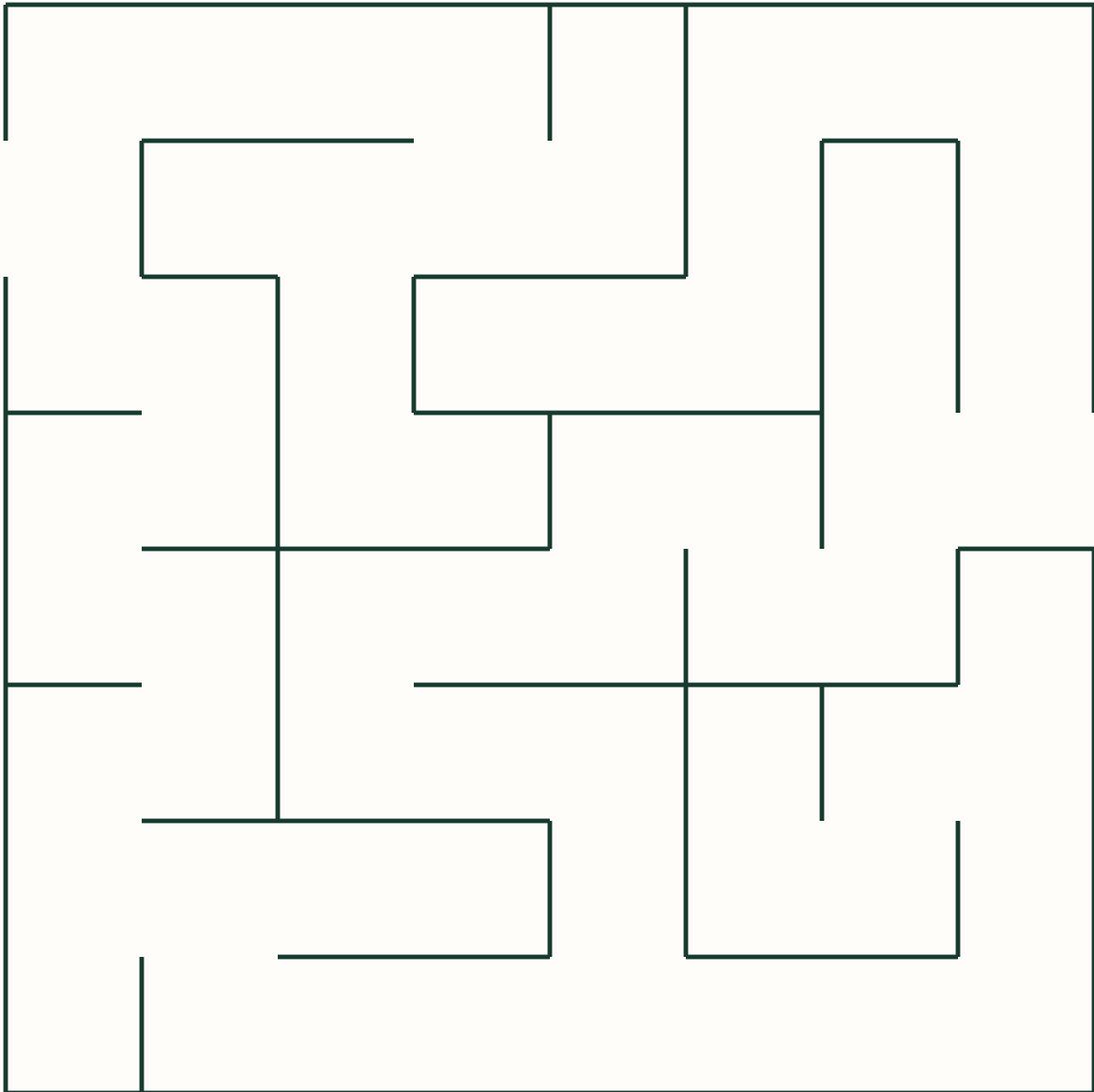
Fly the rocket safely to the moon.

Growing Solvers | 8 x 8 cells | 27 steps | answer on page 17

Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 6: Turtle Pond

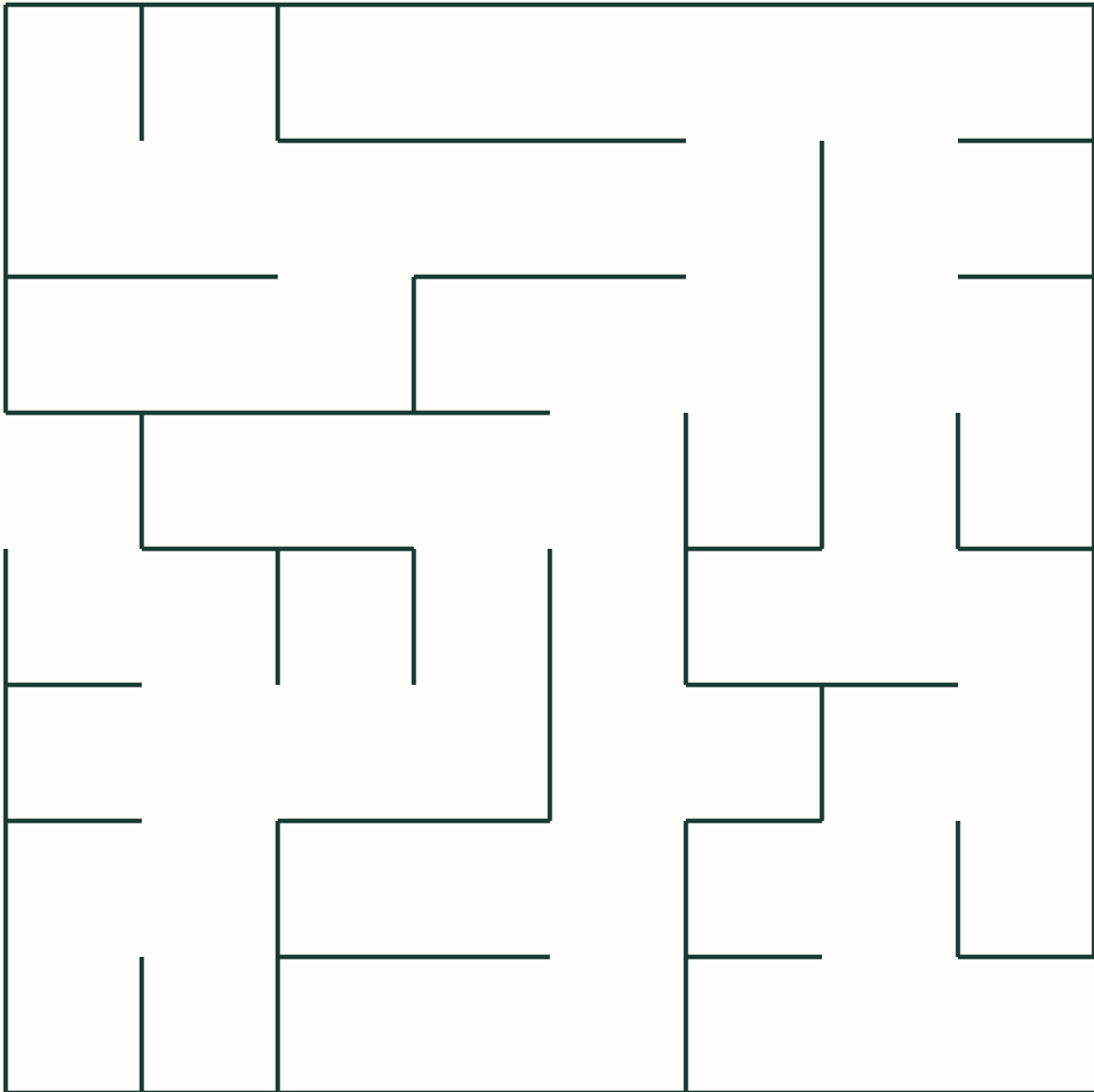
Help the turtle find the pond.

Growing Solvers | 8 x 8 cells | 23 steps | answer on page 18

Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 7: Puppy Playtime

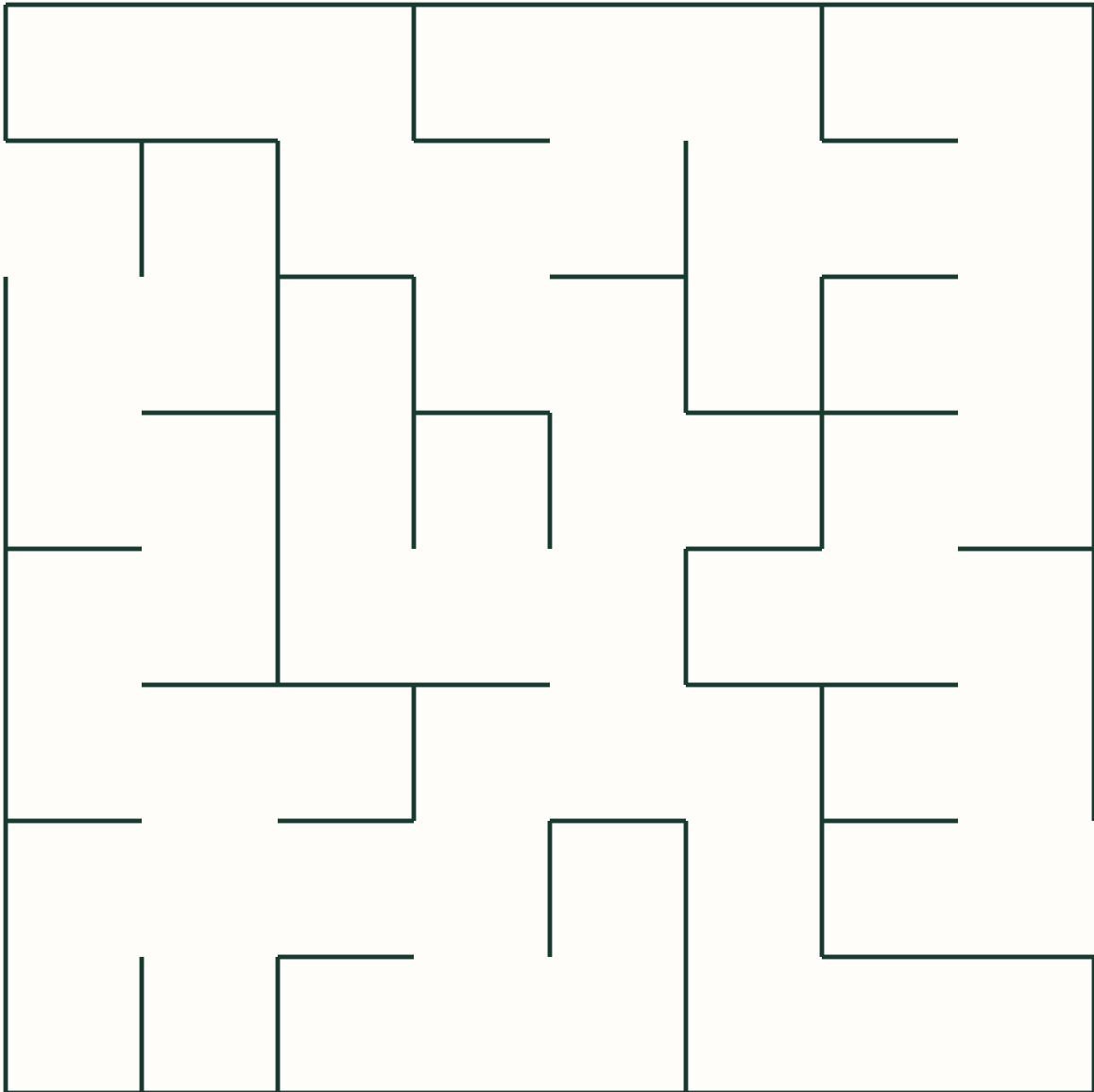
Lead the puppy to its favorite ball.

Growing Solvers | 8 x 8 cells | 30 steps | answer on page 19

Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 8: Harbor Light

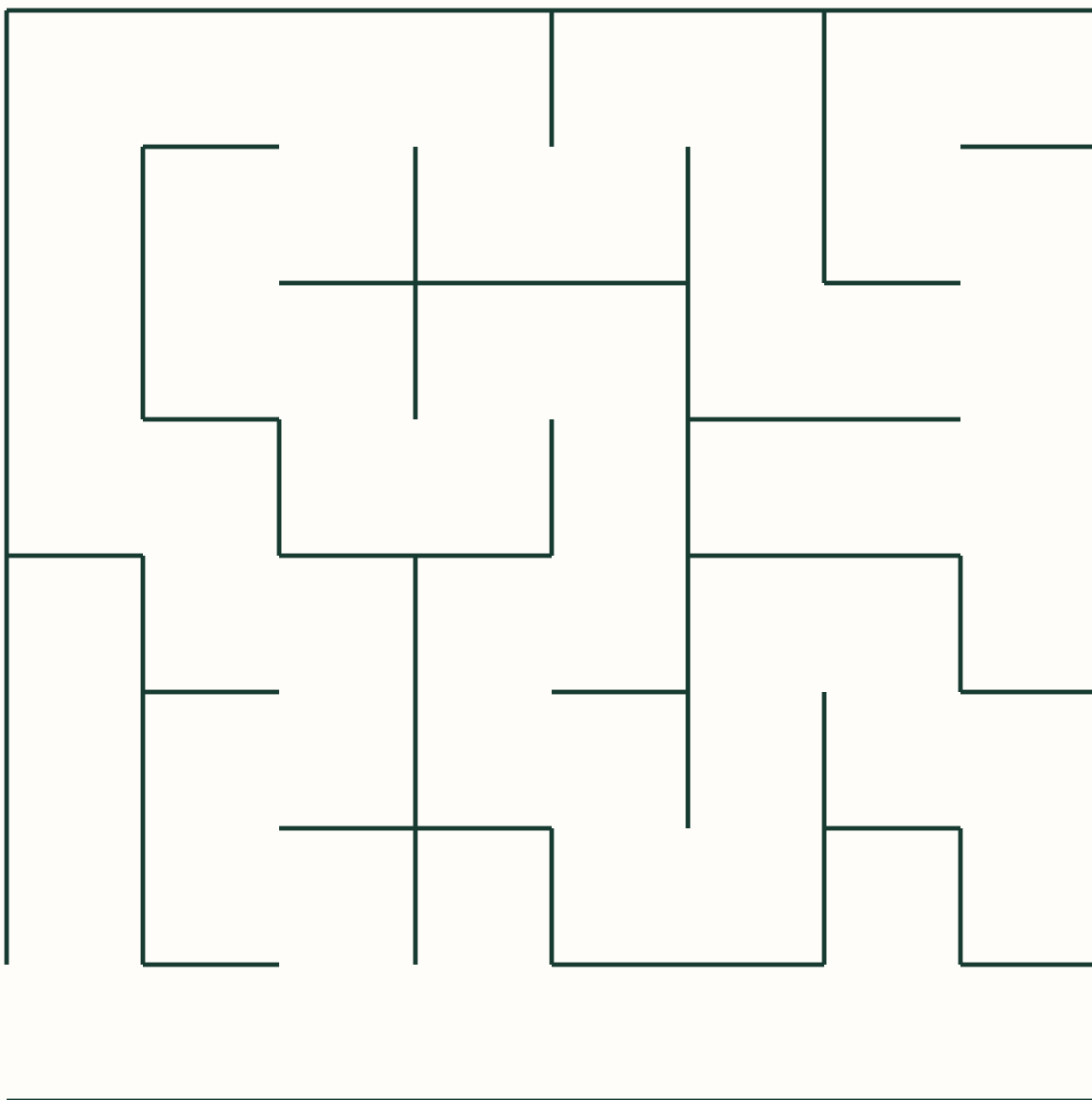
Sail the little boat to the lighthouse.

Growing Solvers | 8 x 8 cells | 35 steps | answer on page 20

Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 9: Planet Visit

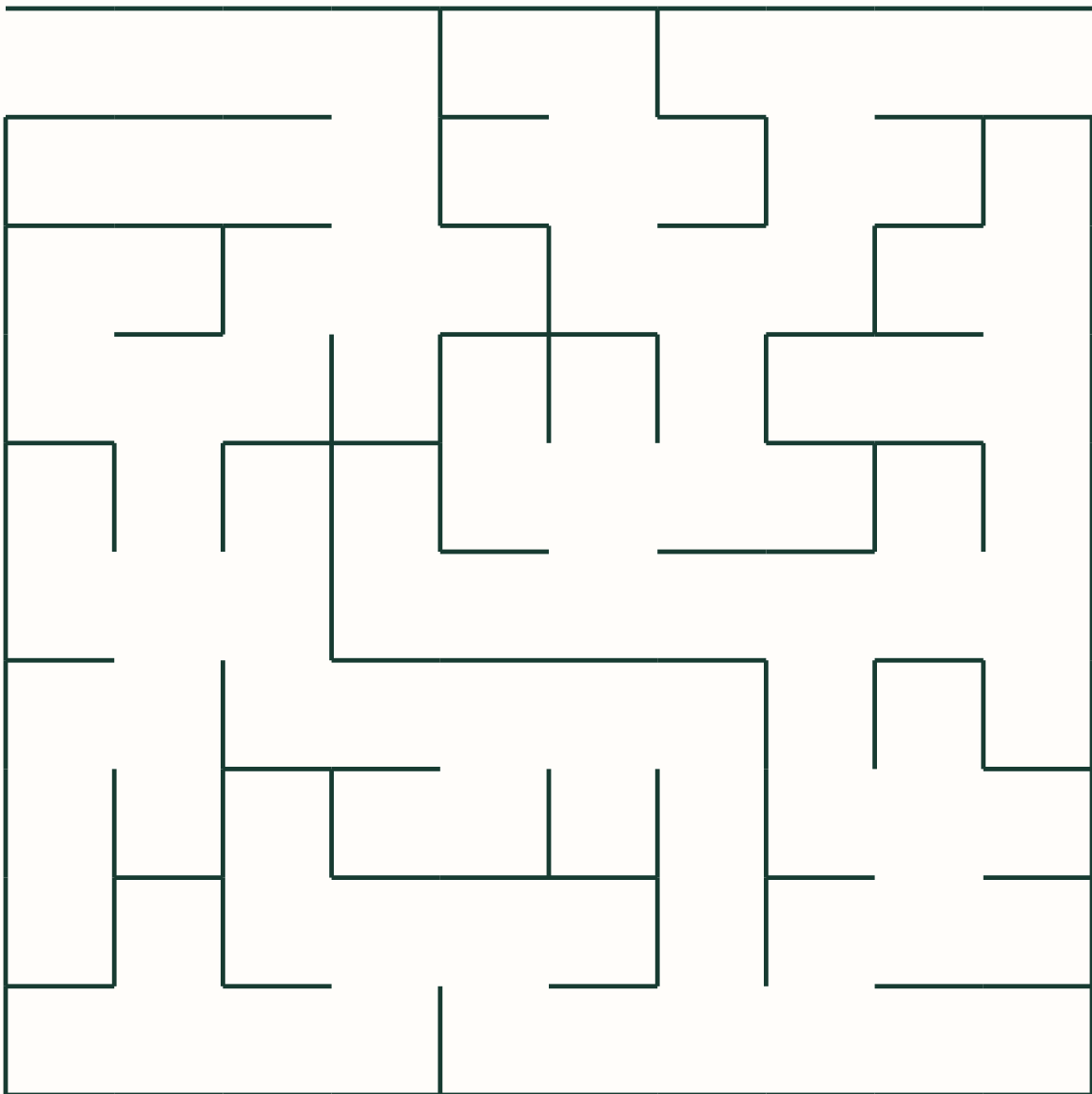
Help the astronaut reach the ringed planet.

Confident Solvers | 10 x 10 cells | 37 steps | answer on page 21

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 10: Camp Trail

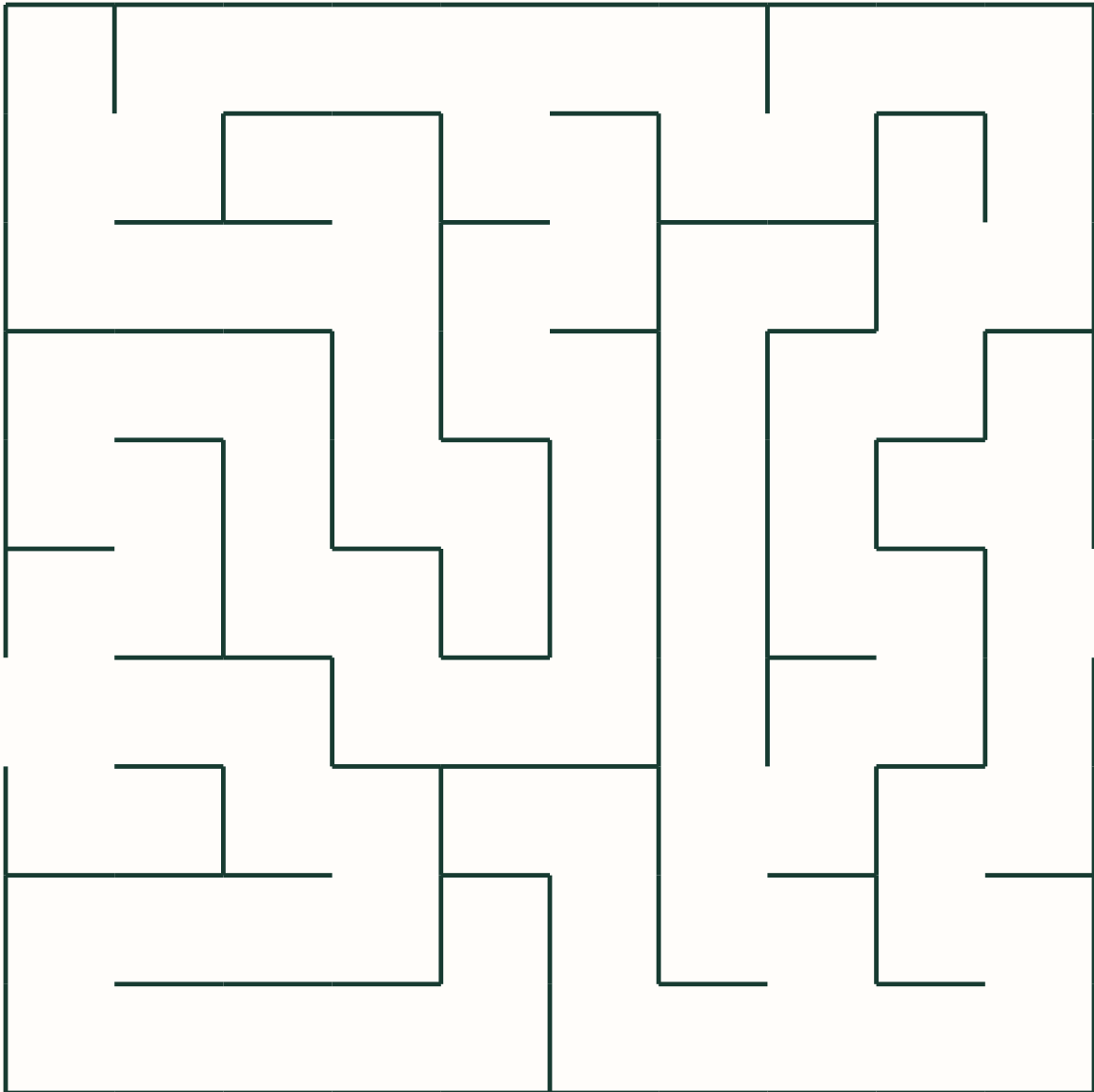
Guide the hiker back to camp.

Confident Solvers | 10 x 10 cells | 52 steps | answer on page 22

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 11: Treasure Dive

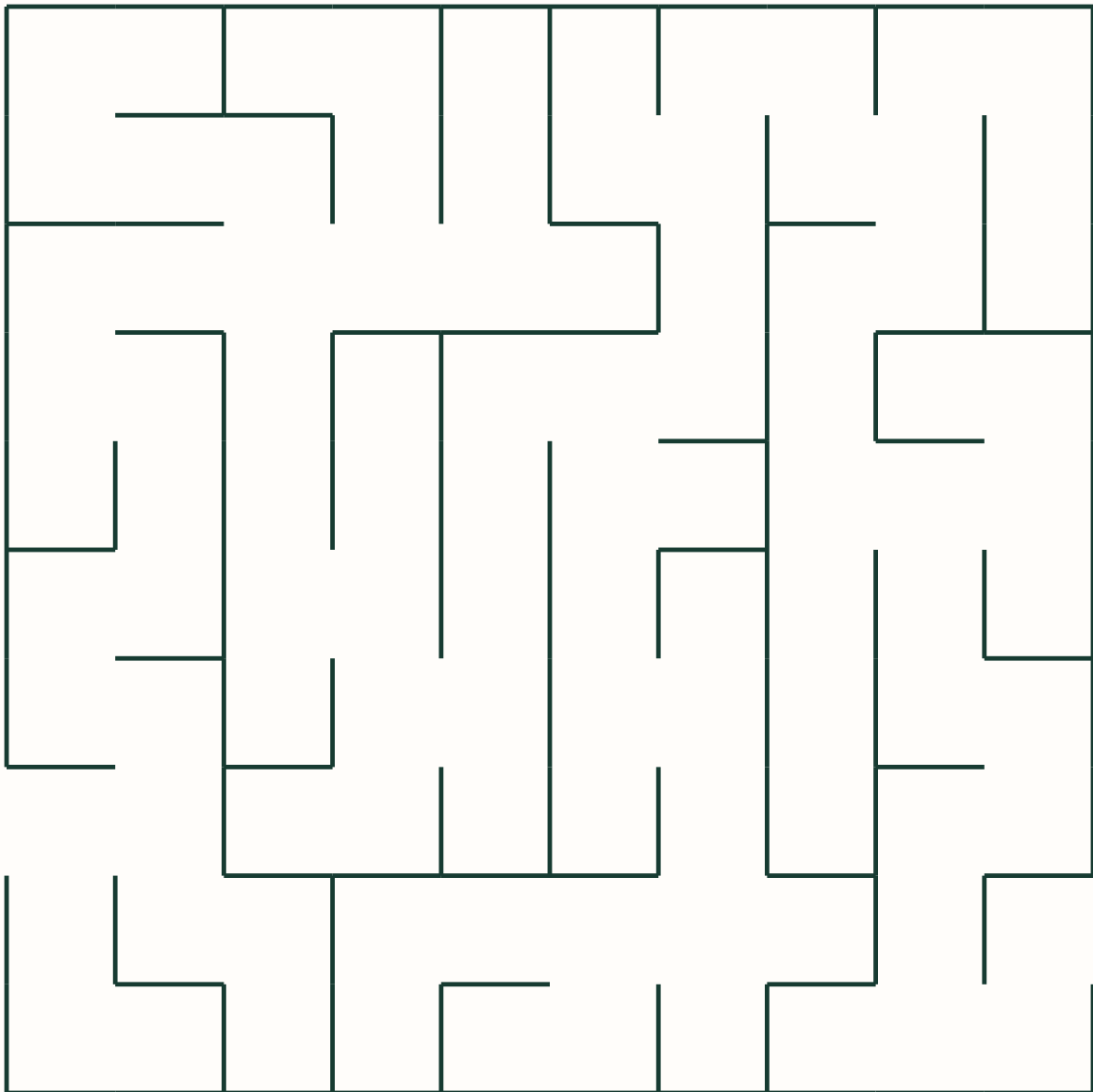
Pilot the submarine to the treasure chest.

Confident Solvers | 10 x 10 cells | 42 steps | answer on page 23

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.



START



FINISH

Finger-trace first, then use a crayon or pencil without crossing a wall.

Maze 12: Robot Recharge

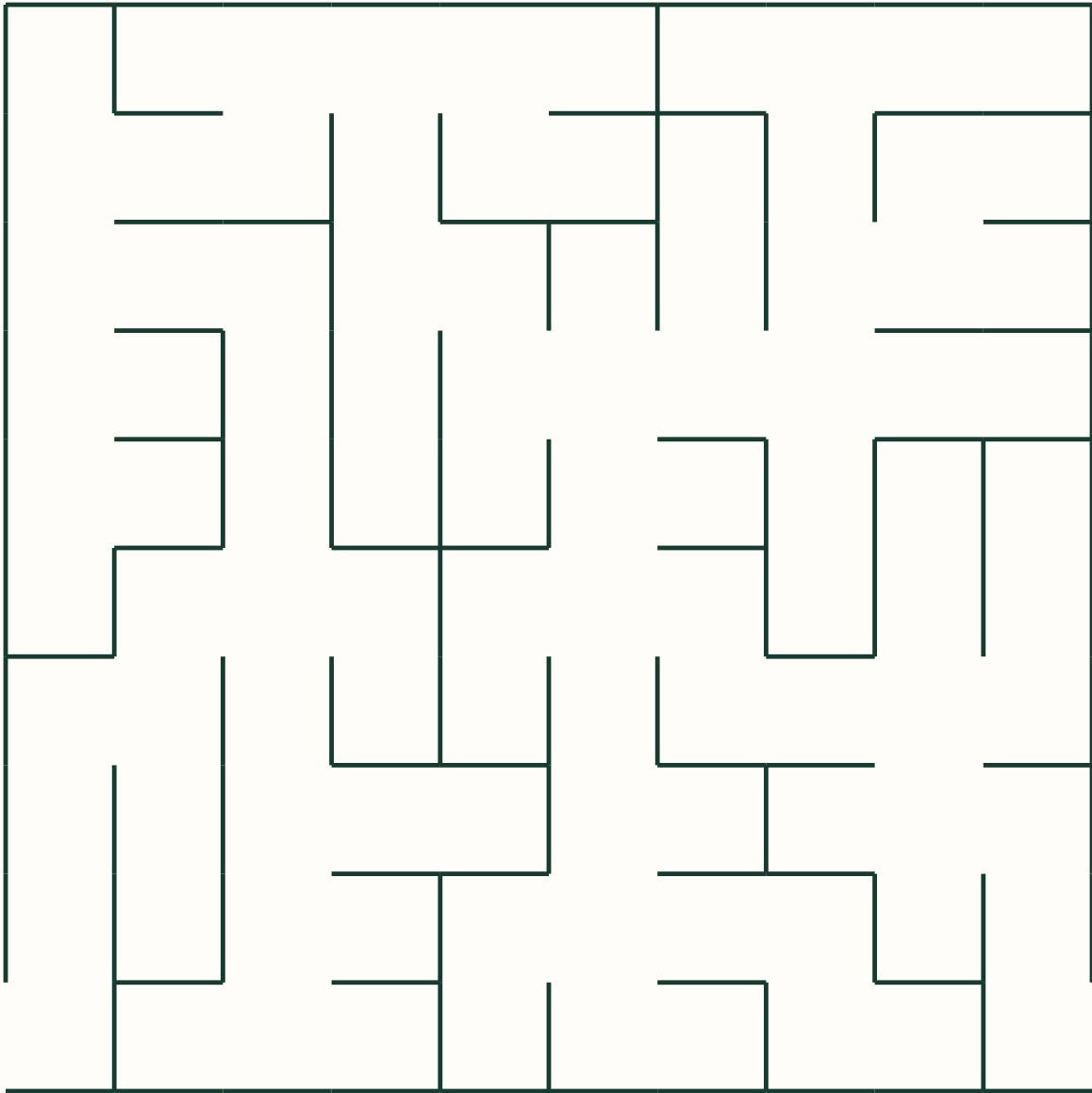
Help the robot reach the charging station.

Confident Solvers | 10 x 10 cells | 31 steps | answer on page 24

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.



START



FINISH

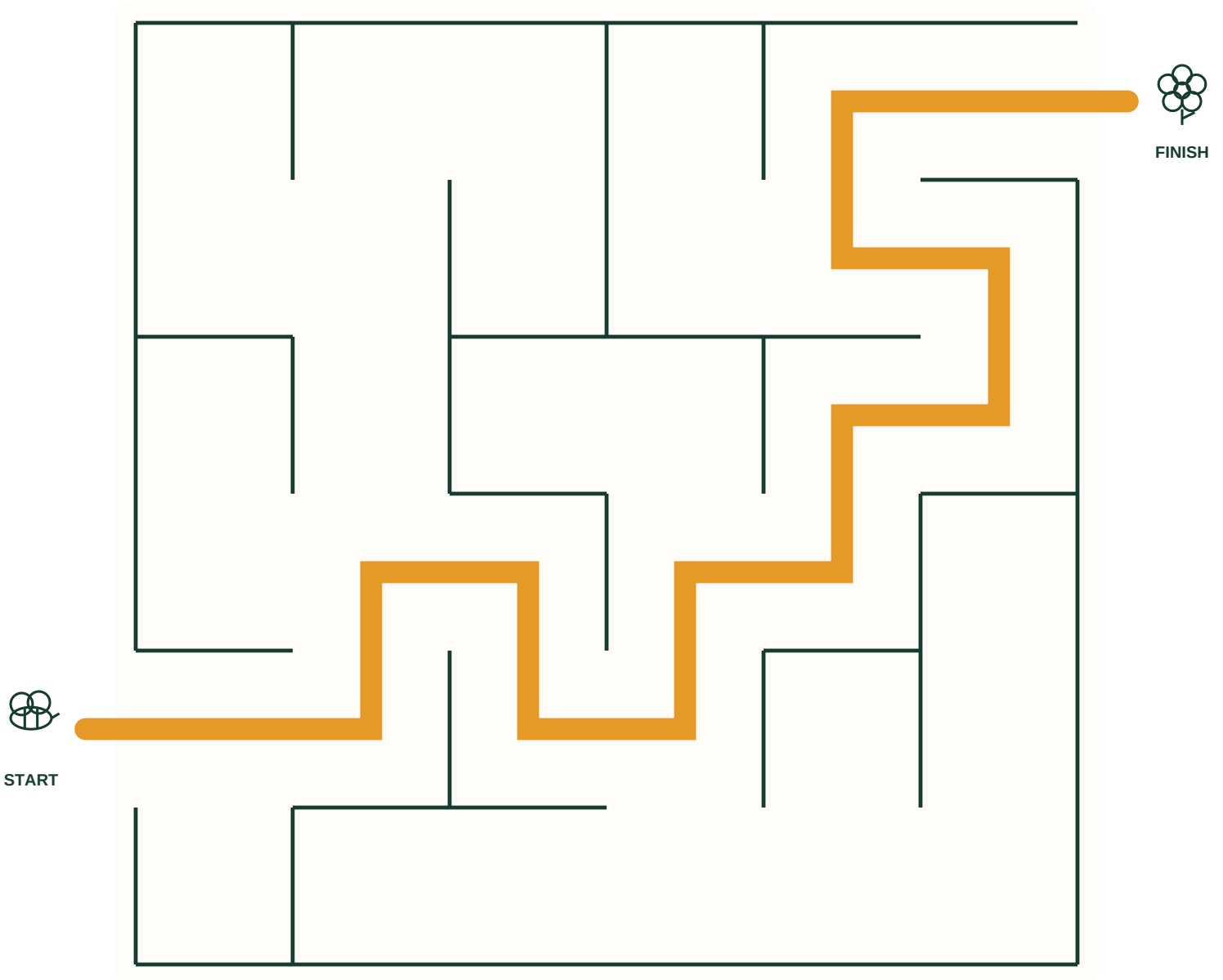
Finger-trace first, then use a crayon or pencil without crossing a wall.

Answer 1: Busy Bee Garden

Help the bee reach the flower.

First Steps | 6 x 6 cells | 13 steps | orange path shows the verified answer

Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.



The orange line follows the only route from START to FINISH.

Answer 2: Bunny Picnic

Help the bunny find the carrot.

First Steps | 6 x 6 cells | 16 steps | orange path shows the verified answer
Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.

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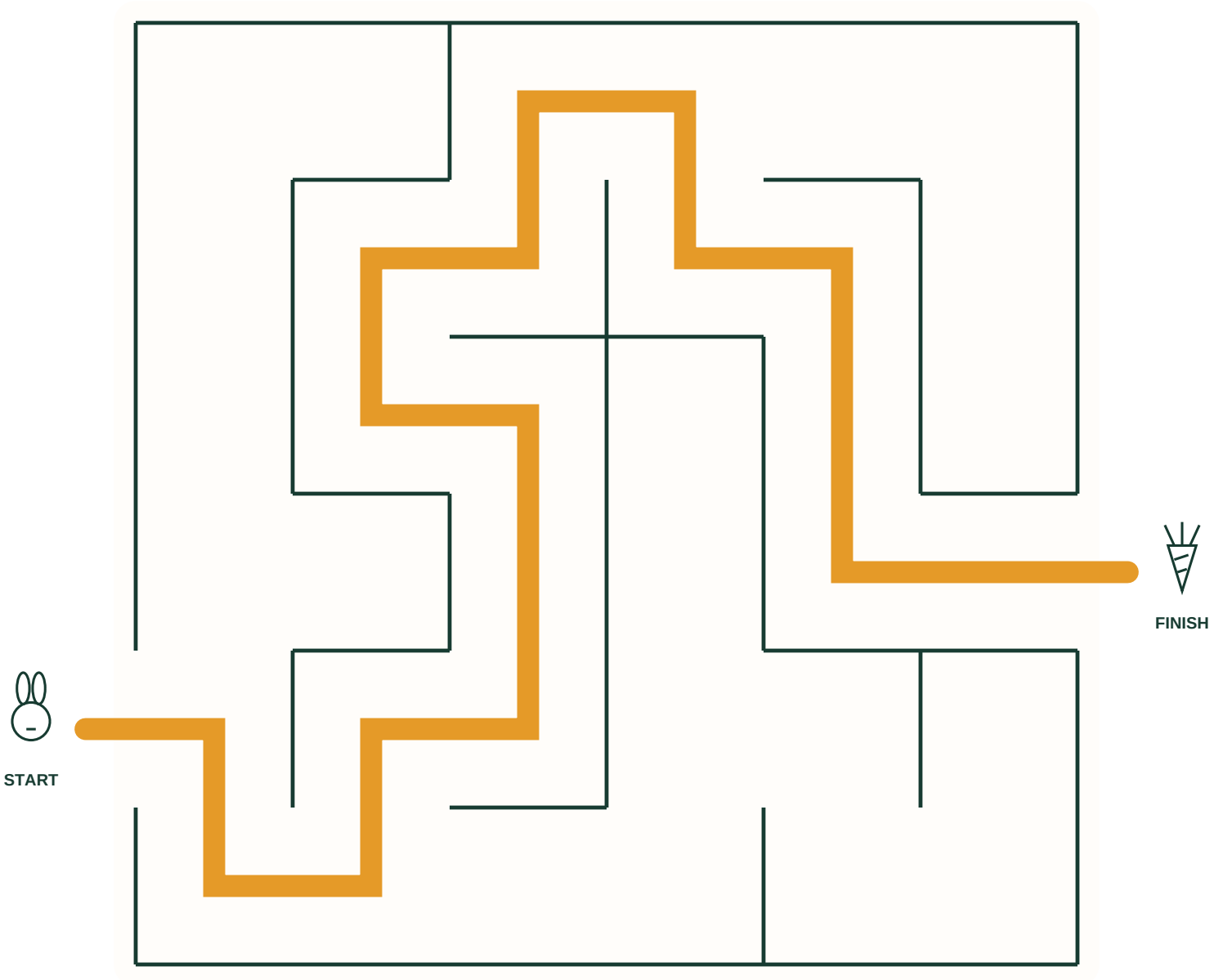
Help the bunny find the carrot.

First Steps | 6 x 6 cells | 16 steps | orange path shows the verified answer
Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.

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Help the bunny find the carrot.

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Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.



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Answer 3: Nest Finder

Guide the little bird back to its nest.

First Steps | 6 x 6 cells | 14 steps | orange path shows the verified answer
Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.

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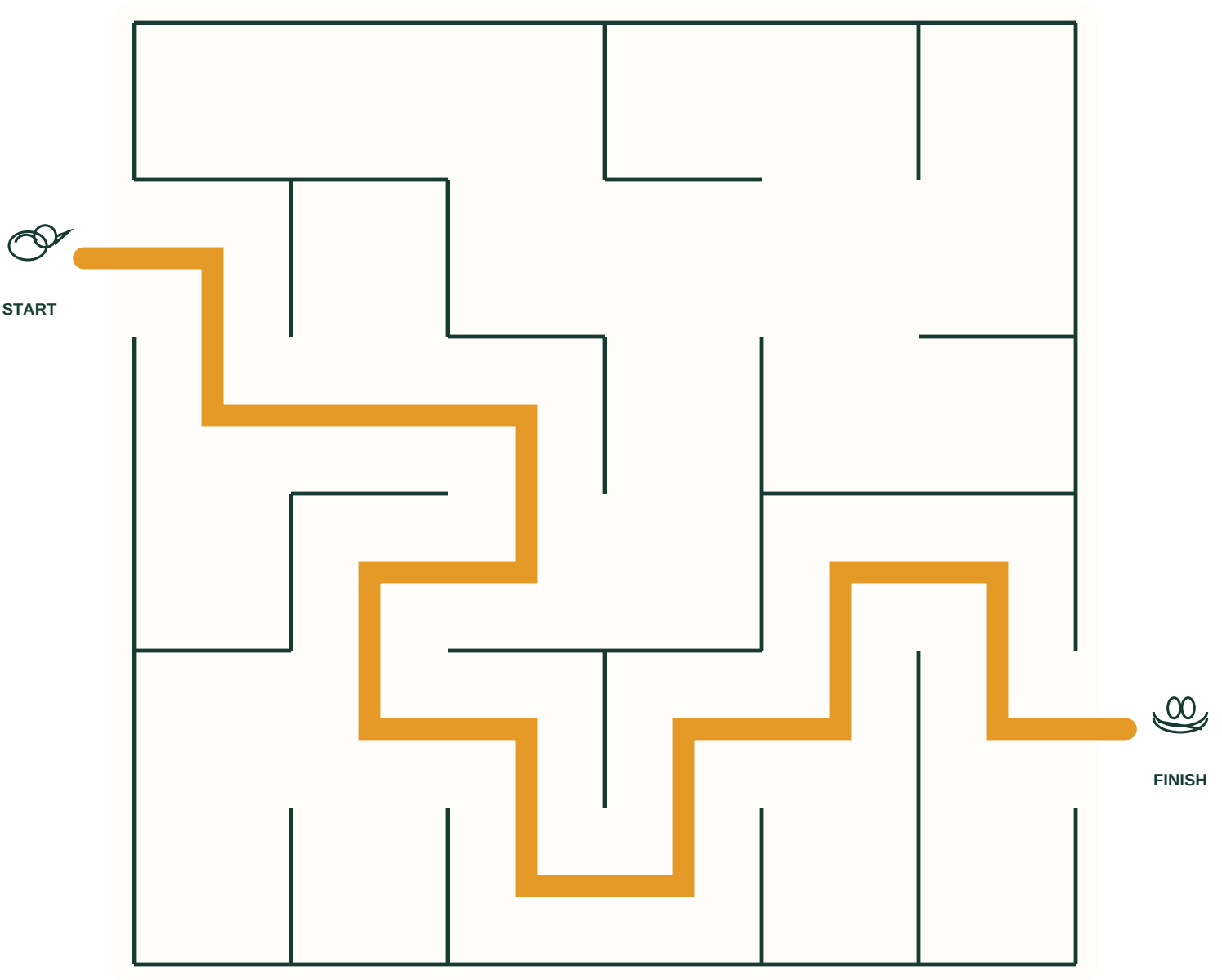
Guide the little bird back to its nest.

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Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.

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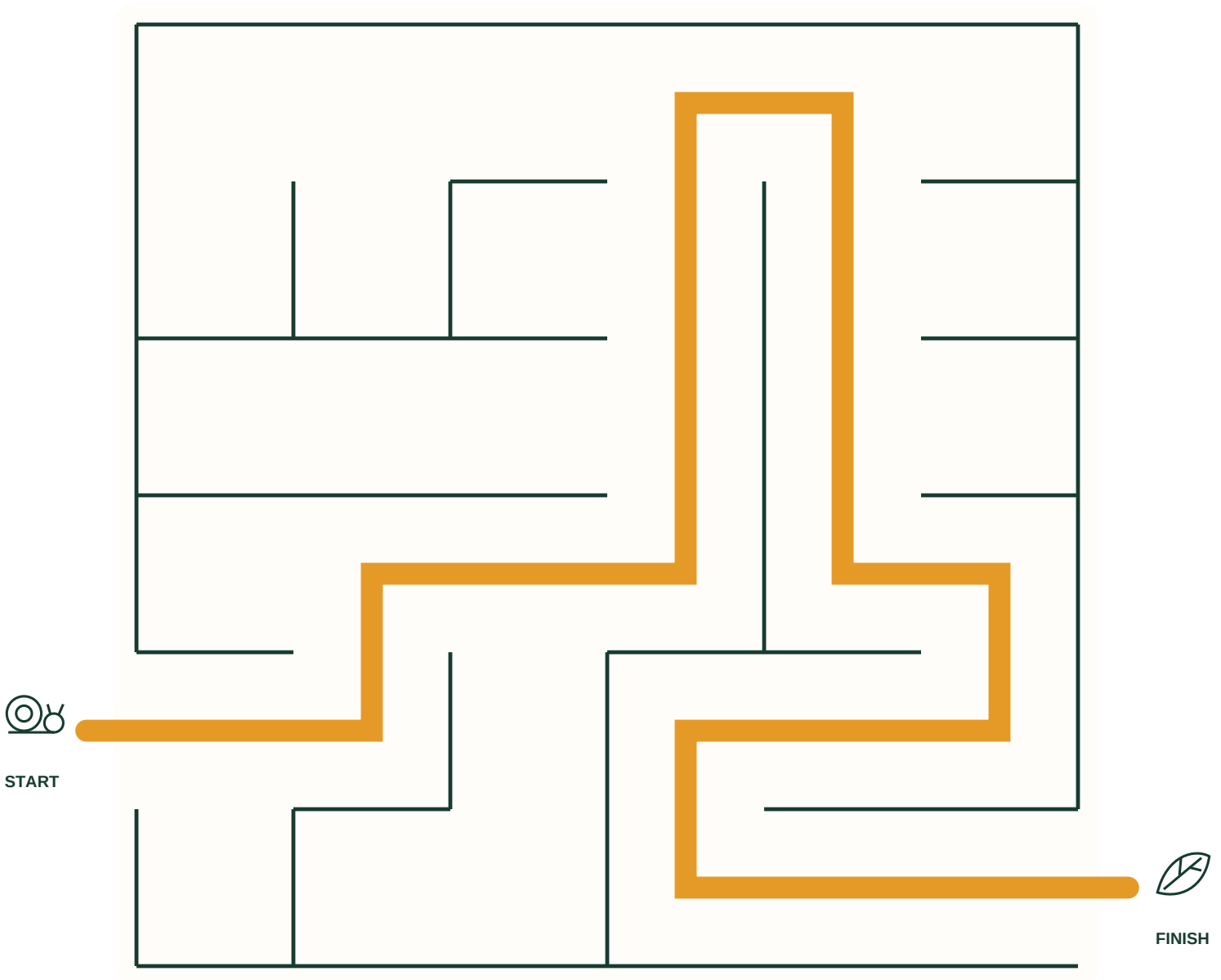


The orange line follows the only route from START to FINISH.

Answer 4: Snail Snack

Help the snail reach the fresh leaf.

First Steps | 6 x 6 cells | 18 steps | orange path shows the verified answer
Suggested start: ages 4-5 | US Letter | Ages are a starting point, not a rule.



The orange line follows the only route from START to FINISH.

Answer 5: Moon Mission

Fly the rocket safely to the moon.

Growing Solvers | 8 x 8 cells | 27 steps | orange path shows the verified answer
Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.

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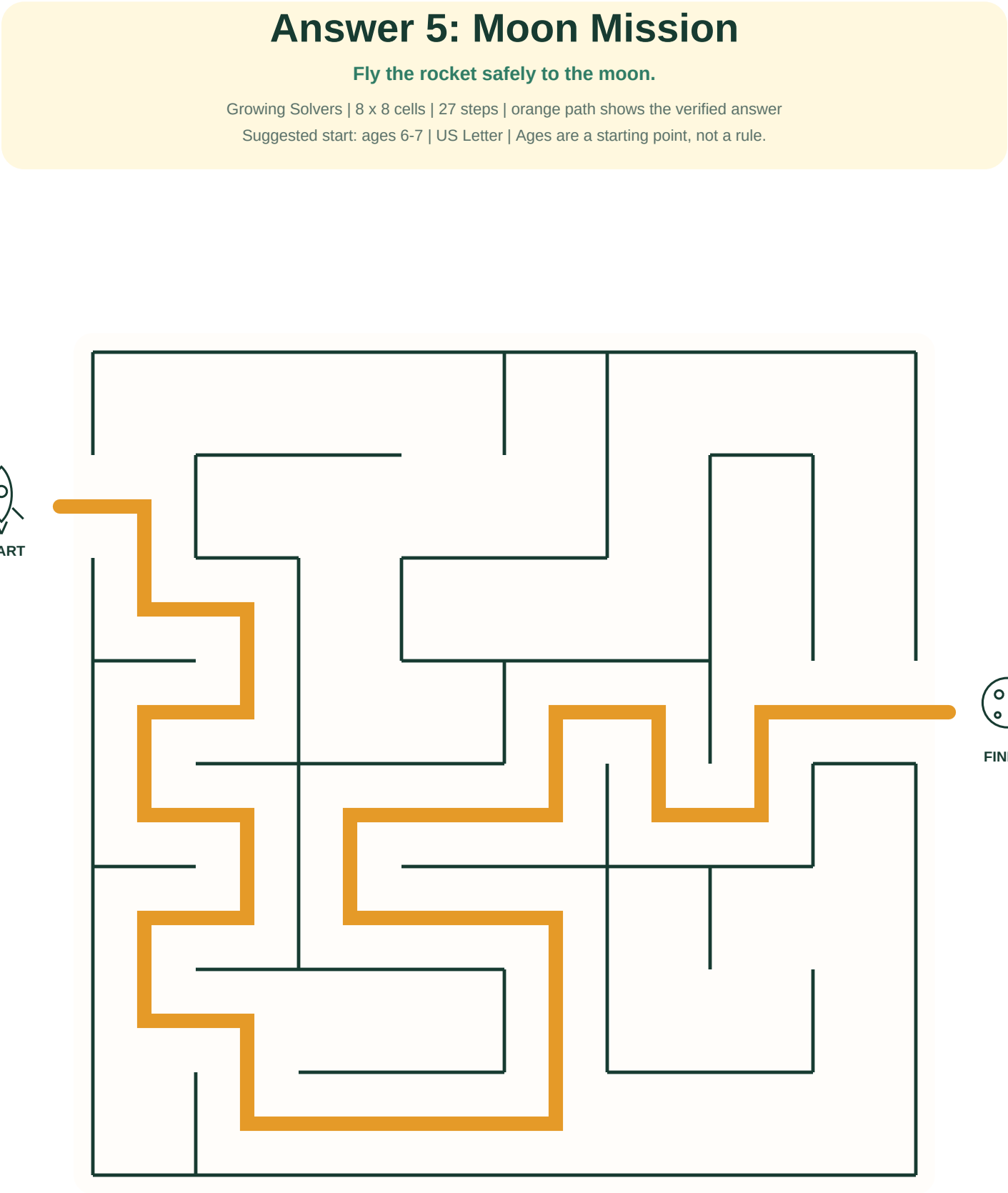
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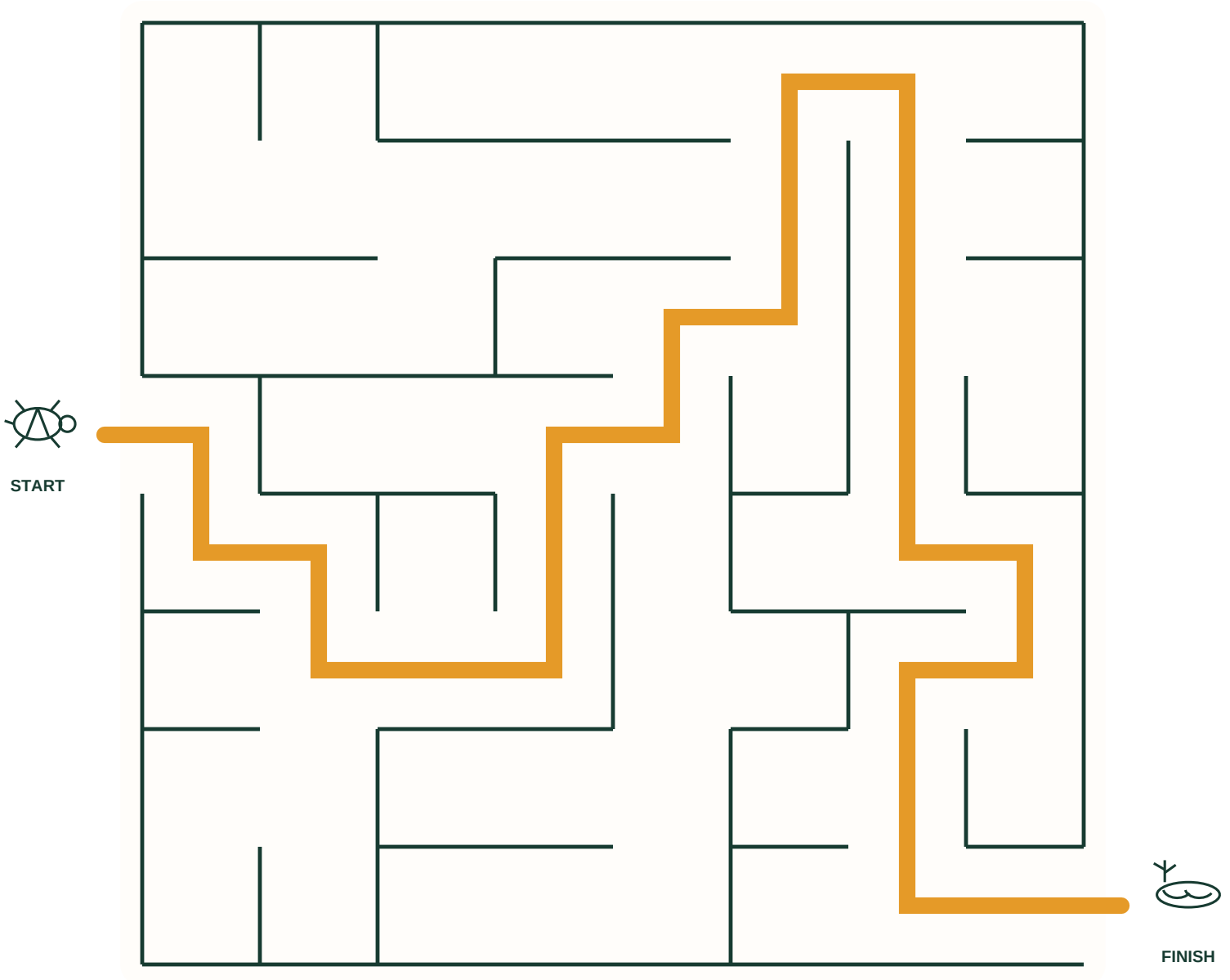
The orange line follows the only route from START to FINISH.

Answer 6: Turtle Pond

Help the turtle find the pond.

Growing Solvers | 8 x 8 cells | 23 steps | orange path shows the verified answer

Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.



The orange line follows the only route from START to FINISH.

Answer 7: Puppy Playtime

Lead the puppy to its favorite ball.

Growing Solvers | 8 x 8 cells | 30 steps | orange path shows the verified answer

Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.



START



FINISH

The orange line follows the only route from START to FINISH.

Answer 8: Harbor Light

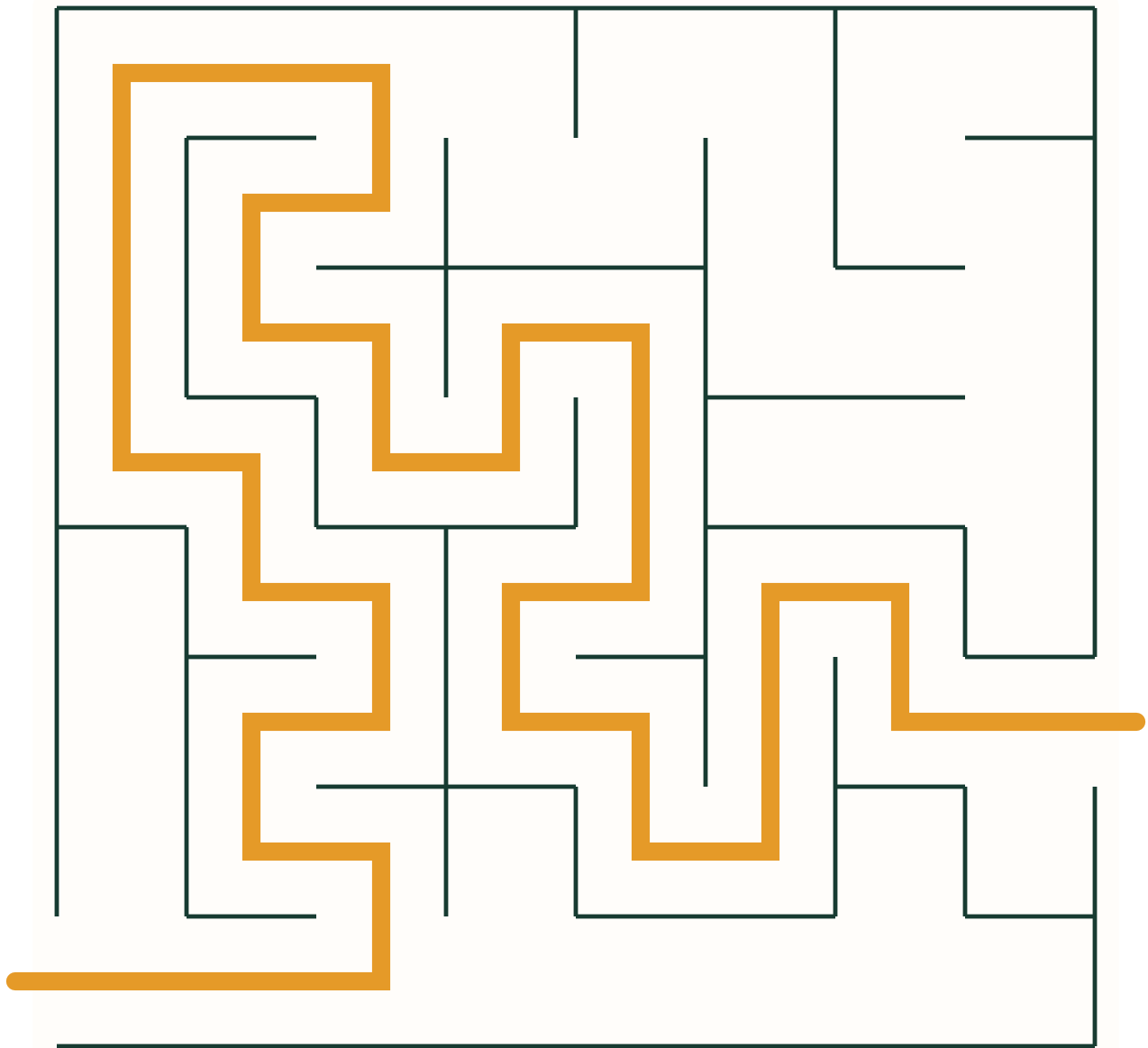
Sail the little boat to the lighthouse.

Growing Solvers | 8 x 8 cells | 35 steps | orange path shows the verified answer

Suggested start: ages 6-7 | US Letter | Ages are a starting point, not a rule.



START



FINISH

The orange line follows the only route from START to FINISH.

Answer 9: Planet Visit

Help the astronaut reach the ringed planet.

Confident Solvers | 10 x 10 cells | 37 steps | orange path shows the verified answer

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.

Answer 9: Planet Visit

Help the astronaut reach the ringed planet.

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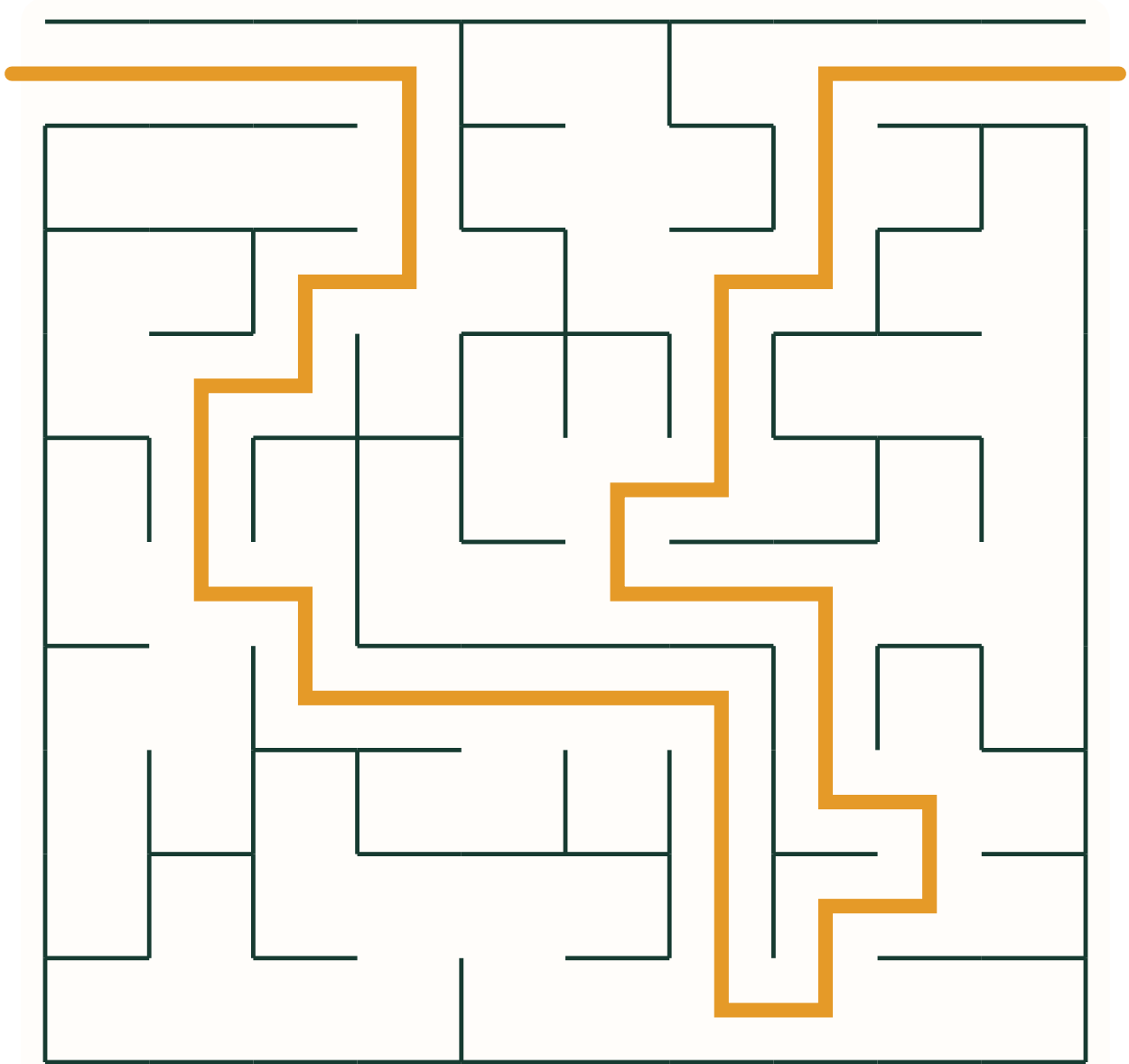
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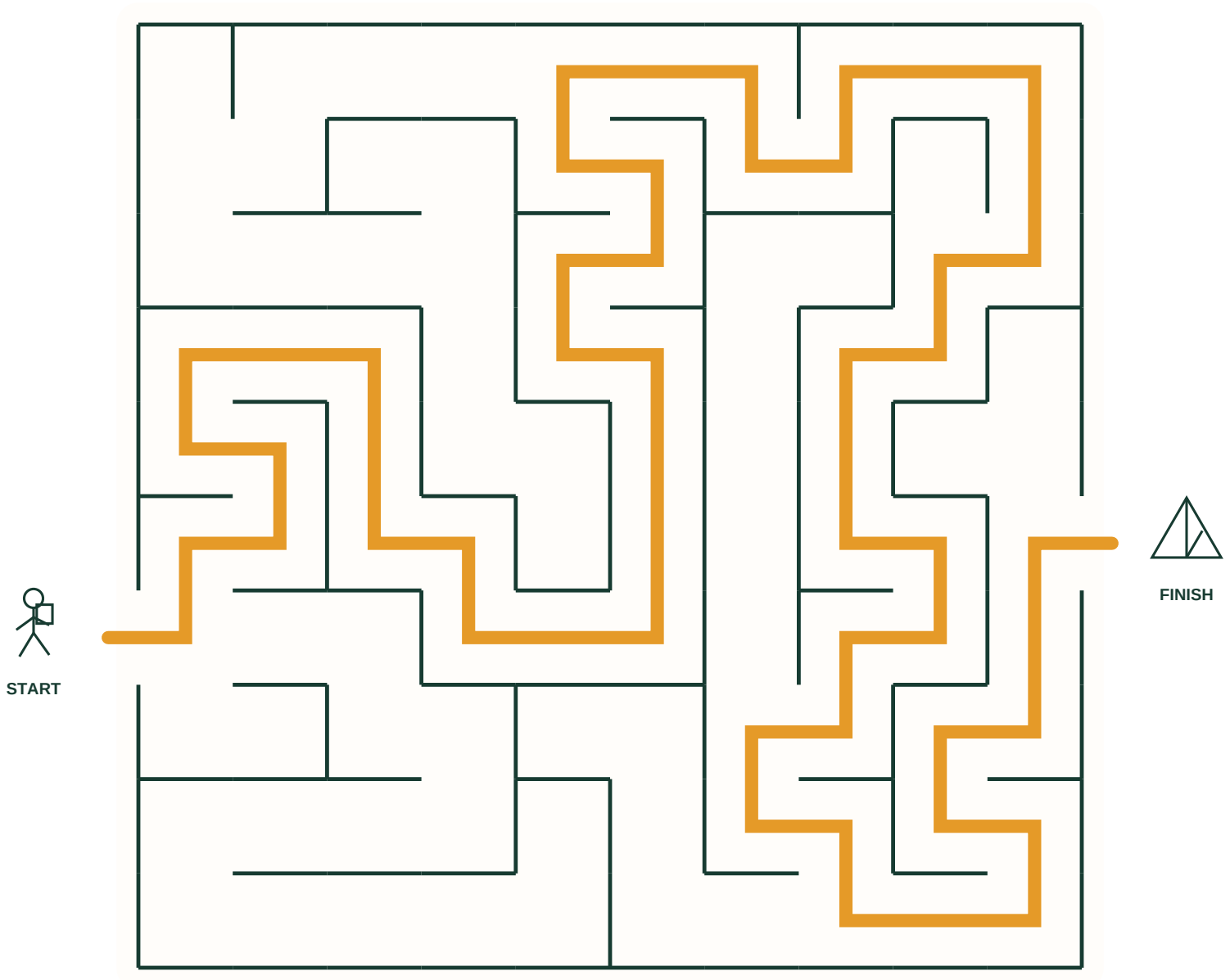
The orange line follows the only route from START to FINISH.

Answer 10: Camp Trail

Guide the hiker back to camp.

Confident Solvers | 10 x 10 cells | 52 steps | orange path shows the verified answer

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.



The orange line follows the only route from START to FINISH.

Answer 11: Treasure Dive

Pilot the submarine to the treasure chest.

Confident Solvers | 10 x 10 cells | 42 steps | orange path shows the verified answer

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.

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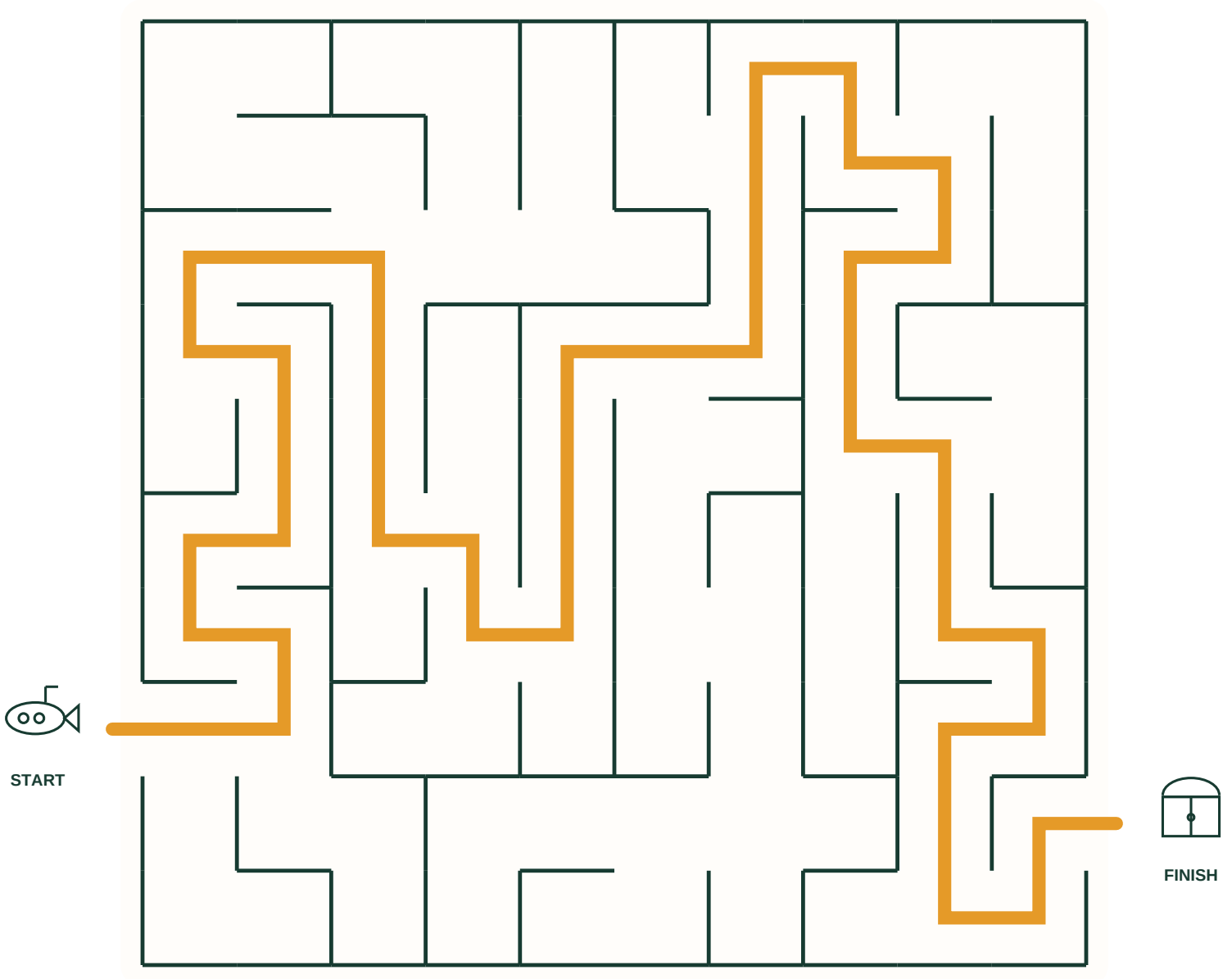
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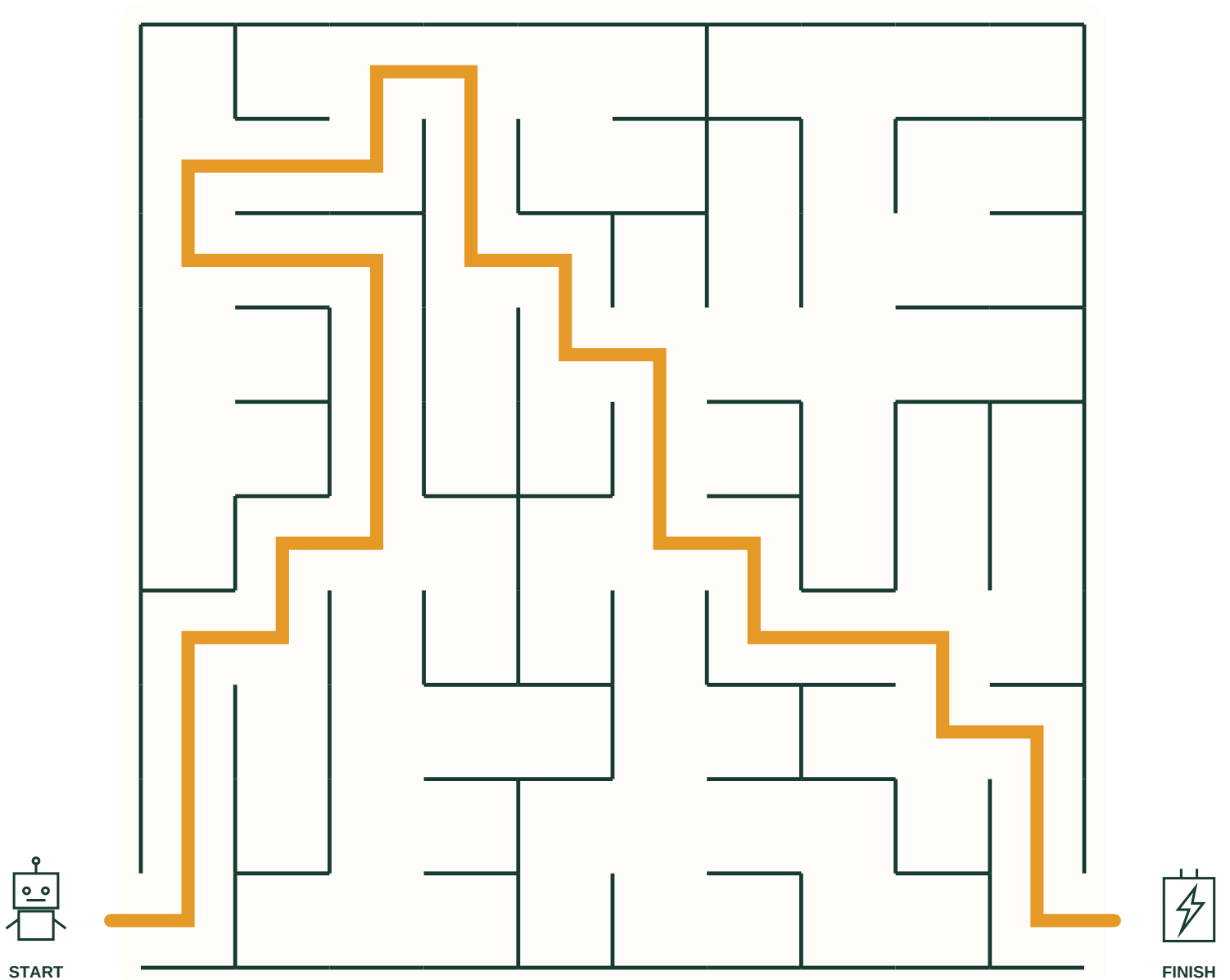
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Answer 12: Robot Recharge

Help the robot reach the charging station.

Confident Solvers | 10 x 10 cells | 31 steps | orange path shows the verified answer

Suggested start: ages 8-10 | US Letter | Ages are a starting point, not a rule.



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