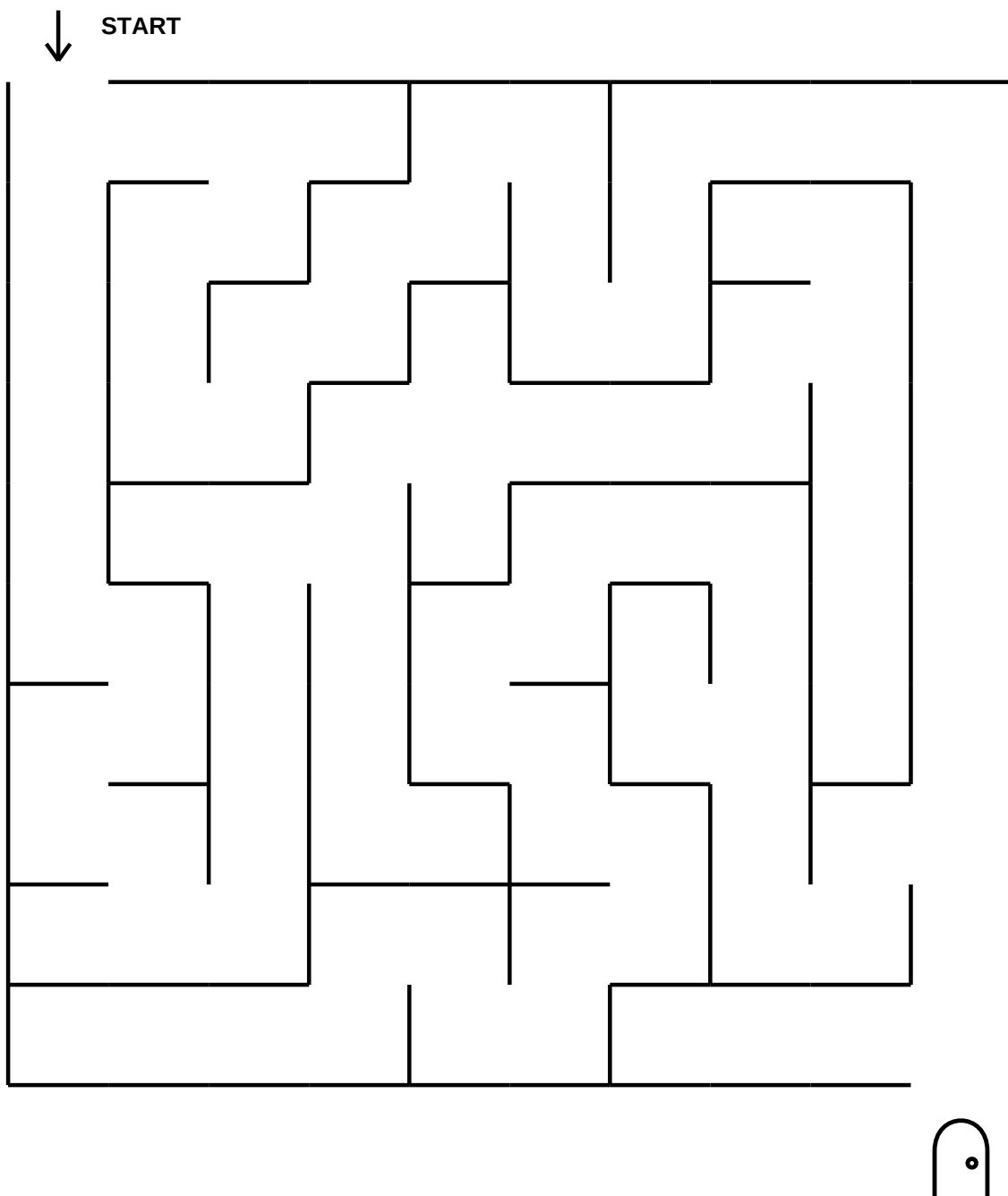


The little dragon's door

Start at the arrow at the top and find the door at the bottom.

Follow the paths without crossing any walls.

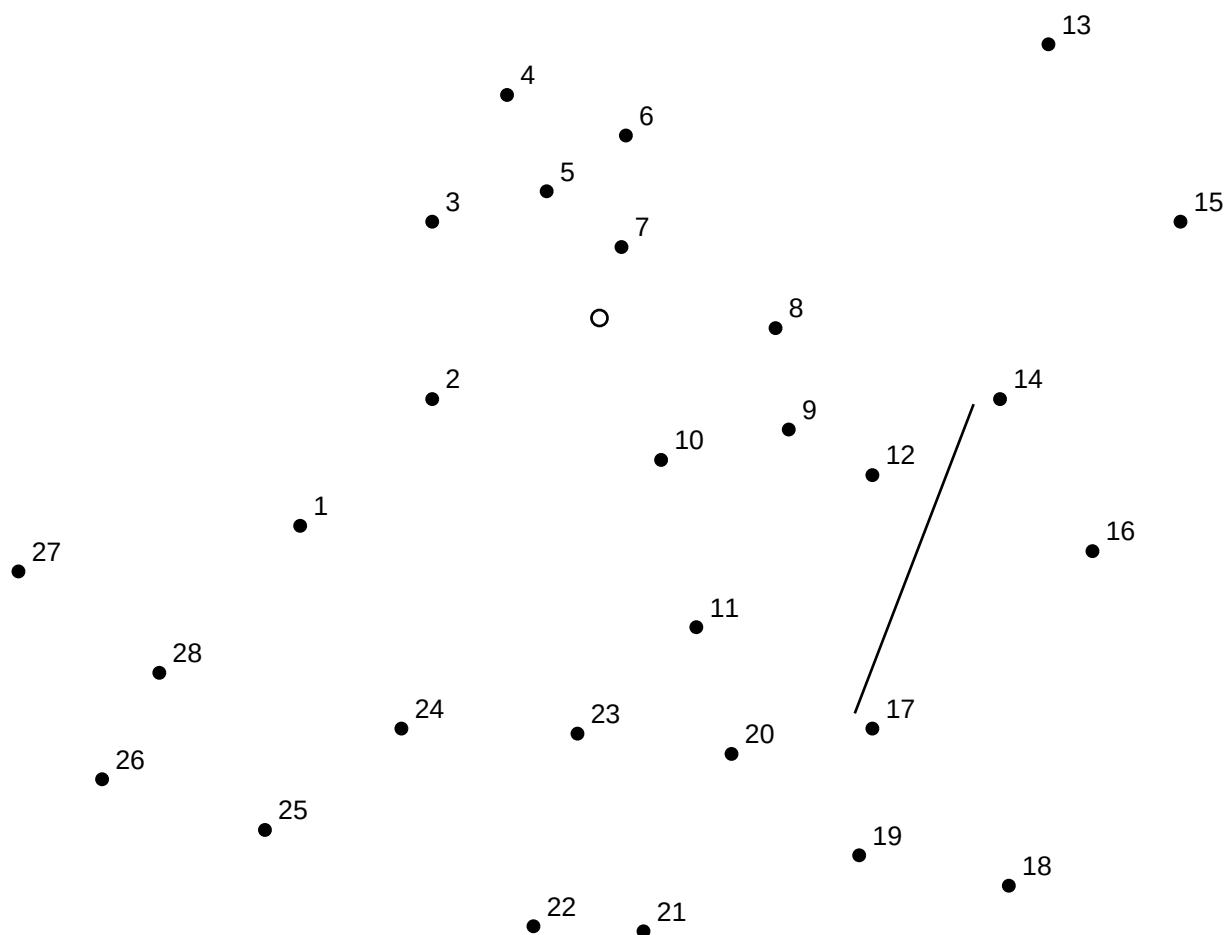


When you arrive, imagine: what is hiding behind the door?

Who flies over Draconia?

Join numbers 1 to 28. At the end, join back to number 1.

Then add colours, clouds and a name for your dragon.



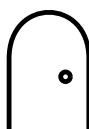
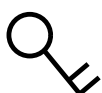
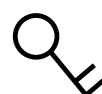
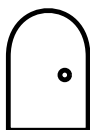
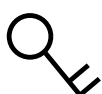
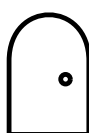
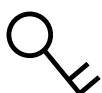
My dragon's name:

Its favourite place to fly is:

The hidden symbols

Count stars, keys, doors and flames in the four rows of the grid.

Do not count the symbols above the answer boxes. Write the totals.

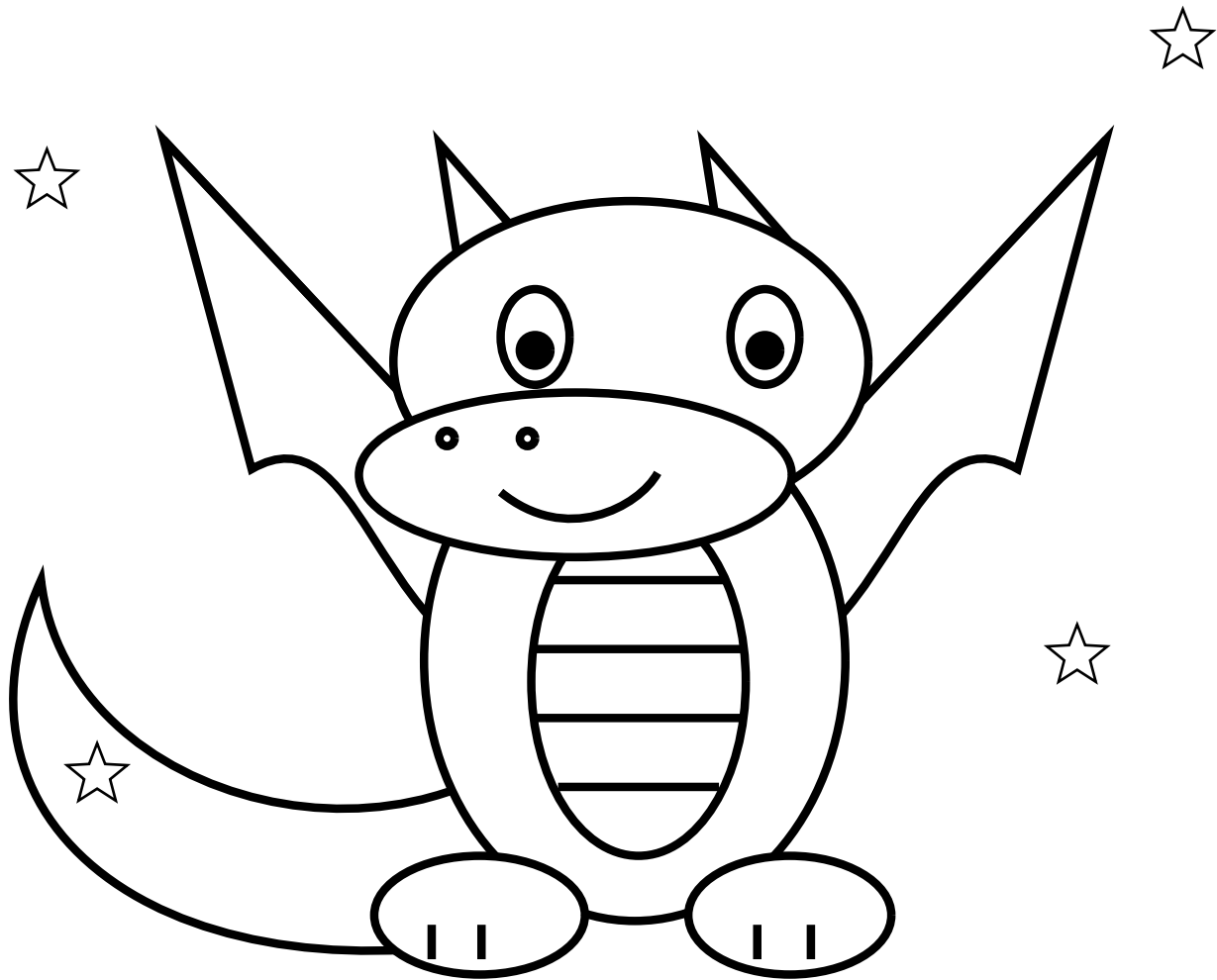


One more game: cover the page and try to remember the four symbols.

Colour the dragon, invent a friend

Choose colours for this dragon from the creative workshop.

Then draw a little friend and imagine how they first meet.



DRAW ITS FRIEND HERE

They meet when... _____