

Find the Way to Field of Singing Flowers

1. Goal is to make it to the Field of the Singing Flowers!
2. Print this document.
3. Cut out the players circles located at the bottom of this page. Then cut out the question cards and activity cards. Lay the cards face down in two separate stacks (question cards and activity cards).
4. Select your player circle: Joey the Goose, Attila the Barking Chick, Roberta the Farmers Wife, Ezra the Finch, Melody the Hempseed or Uncle Max the Cat.
5. You will need 1 die.
6. Youngest player **starts**. Then take turns going clockwise.
7. The first player rolls the die and moves the number on the die forward along on the path.



8. If you walk onto a yellow dash fenced circle field (Y), the player to your right has to select a question card and ask you the question on it. If you can give the right answer you are allowed to jump forward to the next yellow dash fenced field. If your answer is wrong, you have to go back to the previous yellow dash fenced field.
9. If you walk onto a purple solid fenced field (P), take one of the Activity Cards. With the activity cards, you can get lucky or not. Do whatever the card tell you, either jump forward to the next purple solid fenced field or don't move on.
10. If you walk onto the fields with Trallala stuck in the Muddy Boot, Trallala stuck in the Web or Trallala and Melody stuck in the Weave of the Red Sweater you miss a turn, because you are stuck. You have to wait until your turn comes again to roll the die.

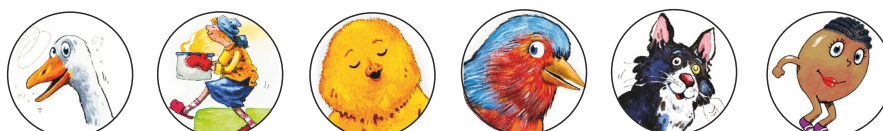


11. If you walk onto the circle with Trallala flying in the wind you are blown back to the Start.



12. To finish the game and make it to the Field of the Singing Flowers the player must roll the exact number on the die to advance to the finish circle. You are not allowed to jump to the finish circle, if you are standing on the last purple or yellow field - even if you know the right answer or if the activity card tells you to do so.

Player Circles - Cut out each character circle



YELLOW CARD

Question:

What is the name of the black and white tomcat, which tells Trallala about the *Field of the Singing Flowers*?

Answer:

Uncle Max

YELLOW CARD

Question:

Trallala is a seed. From which plant?

Answer:

Hemp

YELLOW CARD

Question:

Why is Uncle Max not able to see as good as other cats do?

Answer:

He only has one eye.

YELLOW CARD

Question:

What is the name of the bird, which is not clean and cannot fly?

Answer:

A dirty bird.

YELLOW CARD

Question:

Why are the geese silly?

Answer:

Because they ate fermented cider apples, which weren't fresh anymore.

YELLOW CARD

Question:

What is the matter with the bouquet, which Trallala and Gloria find?

Answer:

He is in love.

YELLOW CARD

Question:

Why is the bouquet full of blue flowers?

Answer:

Blue is Delores' favourite colour.

YELLOW CARD

Question:

What is the favourite meal of all pigs, according to Gloria?

Answer:

Strawberries with whipped cream.

YELLOW CARD

Question:

Delores is dirty and she smells. What happened to her?

Answer:

She fell into the compost pile.

YELLOW CARD

Question:

Why does Gloria jump into the swimming pond?

Answer:

Because she was so dirty.

YELLOW CARD

Question:

The chick Attila wishes to be another animal. Which one?

Answer:

A dog.

YELLOW CARD

Question:

Which animals break loose during the farm party?

Answer:

The pigs from the pasture.

YELLOW CARD

Question:

What is it, that Gloria doesn't like at all?

Answer:

Being dirty.

YELLOW CARD

Question:

Who is Melody?

Answer:

Another hempseed, which Trallala meets.

YELLOW CARD

Question:

Gloria is lost in the maze. Do you know another name for maze?

Answer:

Labyrinth

YELLOW CARD

Question:

What are Uncle Max, Gloria and Attila doing to reach the spiders web, in which Trallala is trapped?

Answer:

They climb on top of each other.

YELLOW CARD

Question:

Why is the Field of the Singing Flowers so special?

Answer:

All sorts of plants can grow next to each other here.

YELLOW CARD

Question:

What happens to Trallala at the end of the story?

Answer:

The seed grows to be a big hemp plant.

PURPLE ACTIVITY CARD

Uncle Max manages to shake the plant so you fall onto his fur.

Jump to the next purple field!

PURPLE ACTIVITY CARD

Uncle Max forgot you in the hemp field.

Unfortunately you have to stop!

PURPLE ACTIVITY CARD

You are helping the finch to solve his bird puzzle.

Jump to the next purple field!

PURPLE ACTIVITY CARD

The silly geese frighten you, because they behave so strange.

Unfortunately you have to stop!

PURPLE ACTIVITY CARD

You can cheer up the bouquet who is in love but unhappy.

Jump to the next purple field!

PURPLE ACTIVITY CARD

You are riding on Gloria's back, you lose your balance and slide to the ground.

Unfortunately you have to stop.

PURPLE ACTIVITY CARD

Your friends help to free you from the spiders web.

Jump to the next purple field!

PURPLE ACTIVITY CARD

You are caught in the spiders web and cannot get free by yourself.

Unfortunately you have to stop!

PURPLE ACTIVITY CARD

You tell Gloria about the way to the swimming pond, where she can take a bath.

Jump to the next purple field!

PURPLE ACTIVITY CARD

Because it is very late, you have to spend the night in the martins nest.

Unfortunately you have to stop!

YELLOW CARD

PURPLE ACTIVITY CARD

YELLOW CARD

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PURPLE ACTIVITY CARD