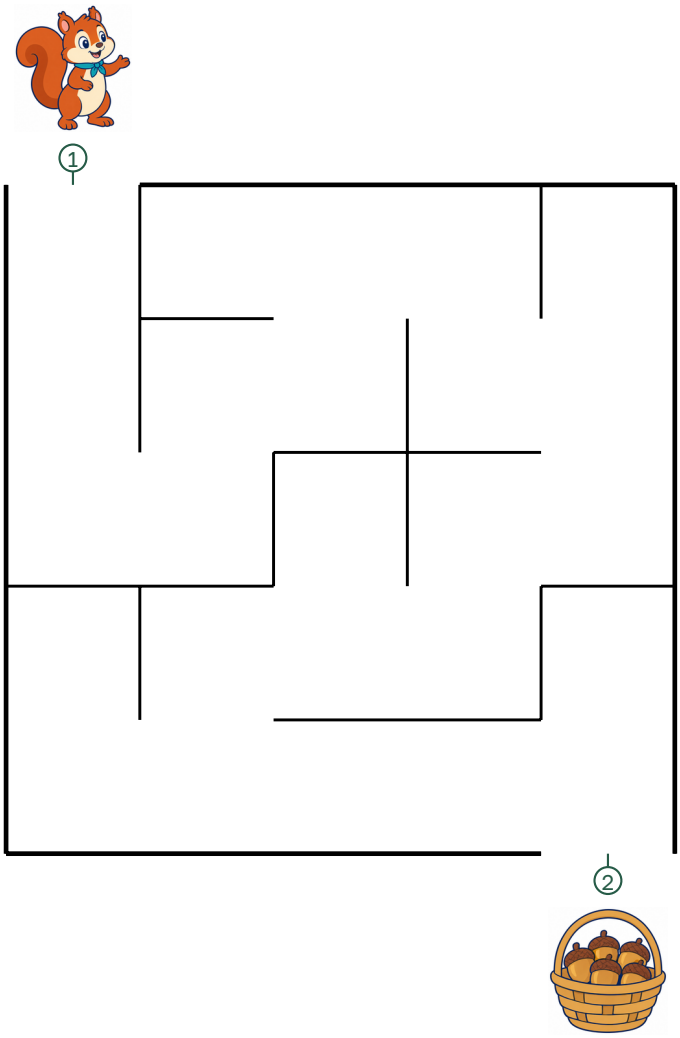
Autumn Paths

Five Story Mazes

Printable mazes

Maze 1



5 mazes + 5 answers

A4 paper

From a character to a goal

Each story has a character, a goal, and a path on the answer pages. Read the short story, then help the character reach the goal.

Get ready

1. Print pages 3-7 on A4 paper at 100% / Actual Size.

2. Use a pencil and eraser. Keep answers on pages 8-9 on screen or print them separately.

3. Find the character and goal pictures on your chosen page.

Find the path

1. Start beside the character at the maze entrance.

2. Trace open passages toward the goal. Do not cross walls.

3. Reached a dead end? Go back to the last junction and try another passage.

Rainy Day has hexagonal cells. Move to a neighboring cell through a shared open side. Do not cross a wall or cut through a corner.

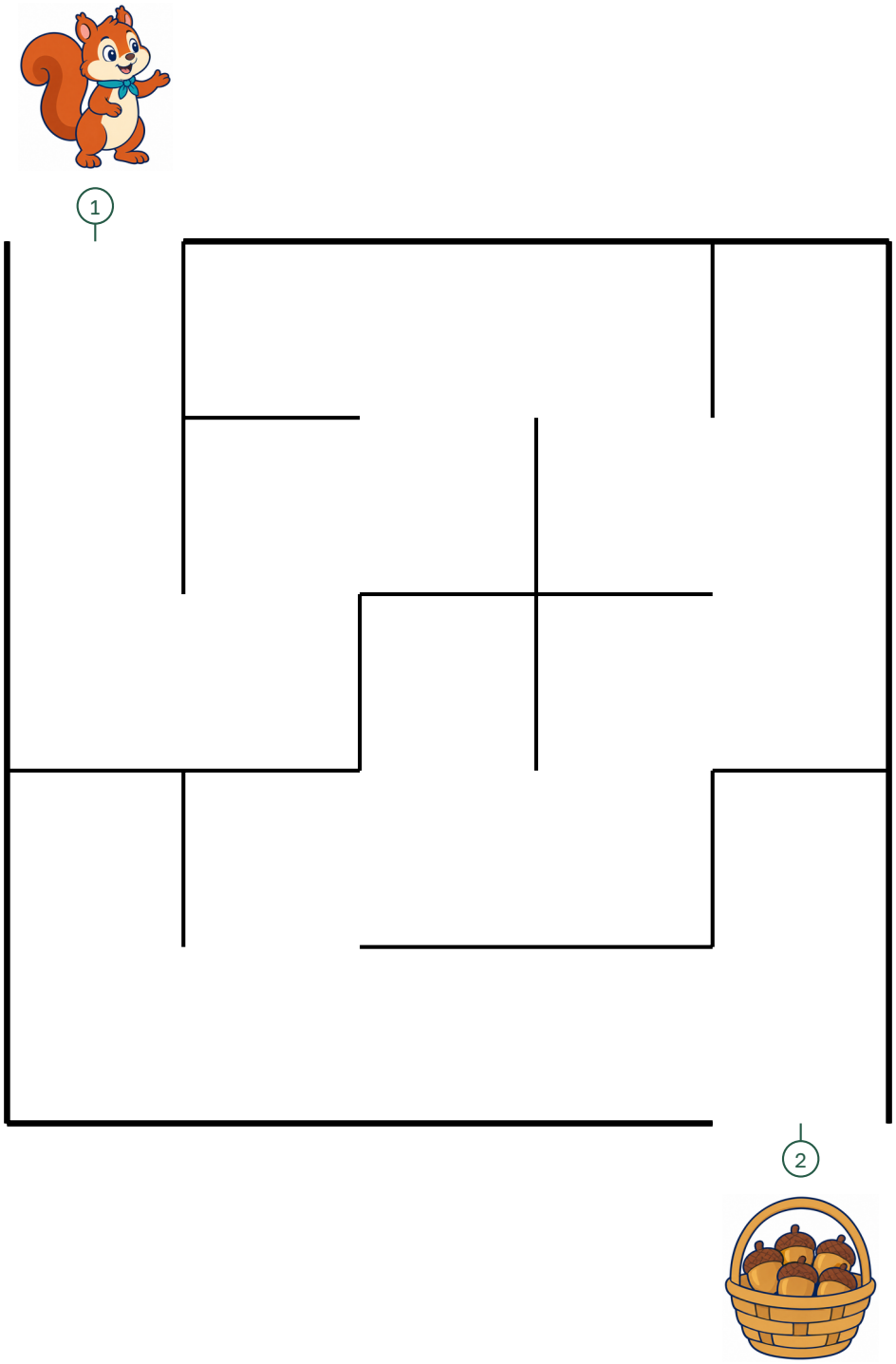
If you want a hint

Show where the open passage ended. Find the last junction together and try another turn. After a try, compare your path with the answer from start to finish.

Name the character and goal, then try the prompts below the maze. You can answer with a drawing or words.

A Fall Stash

The squirrel is gathering food for winter.
Help the squirrel reach the basket of acorns.

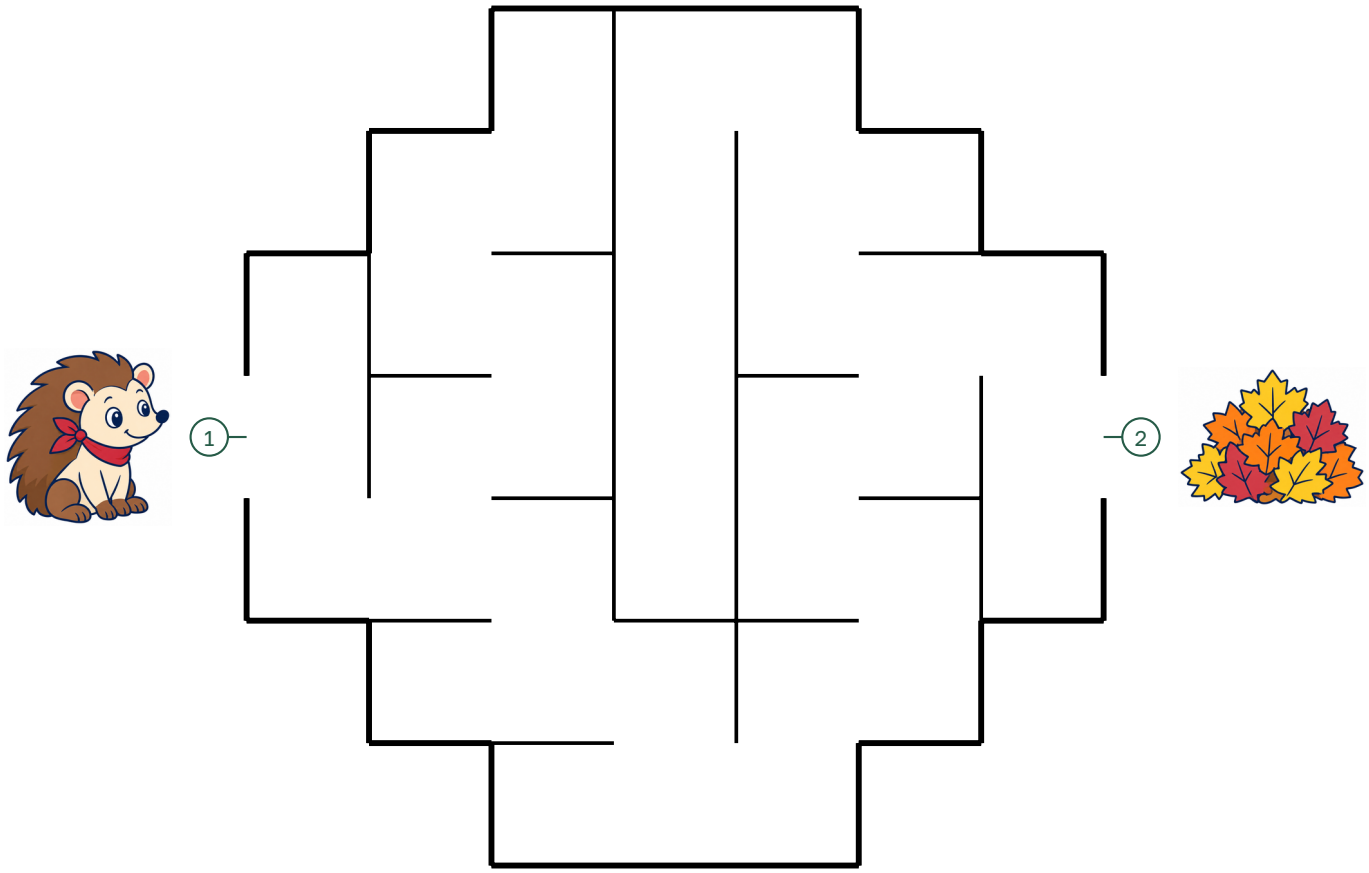


After the maze

Where did the squirrel arrive? What is in the basket? · Point to one turn along your path.

Rustling Leaves

A hedgehog wants a cozy place to rest.
Lead it to the rustling leaves.



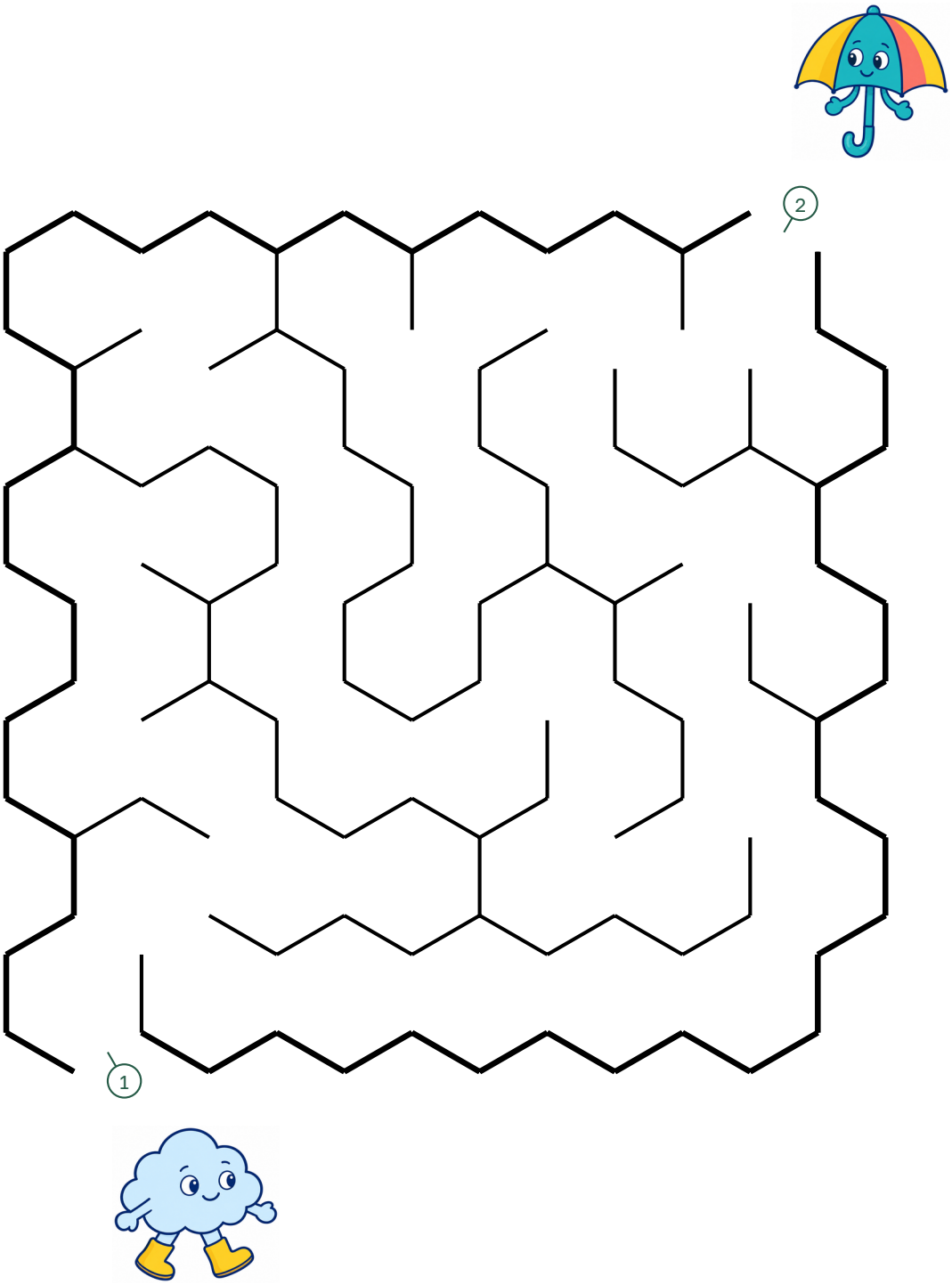
After the maze

What did the hedgehog reach? · Find a place where your path had to turn.

Rainy Day

03 / 05

A little cloud invites an umbrella for a walk.
Help these friends meet.

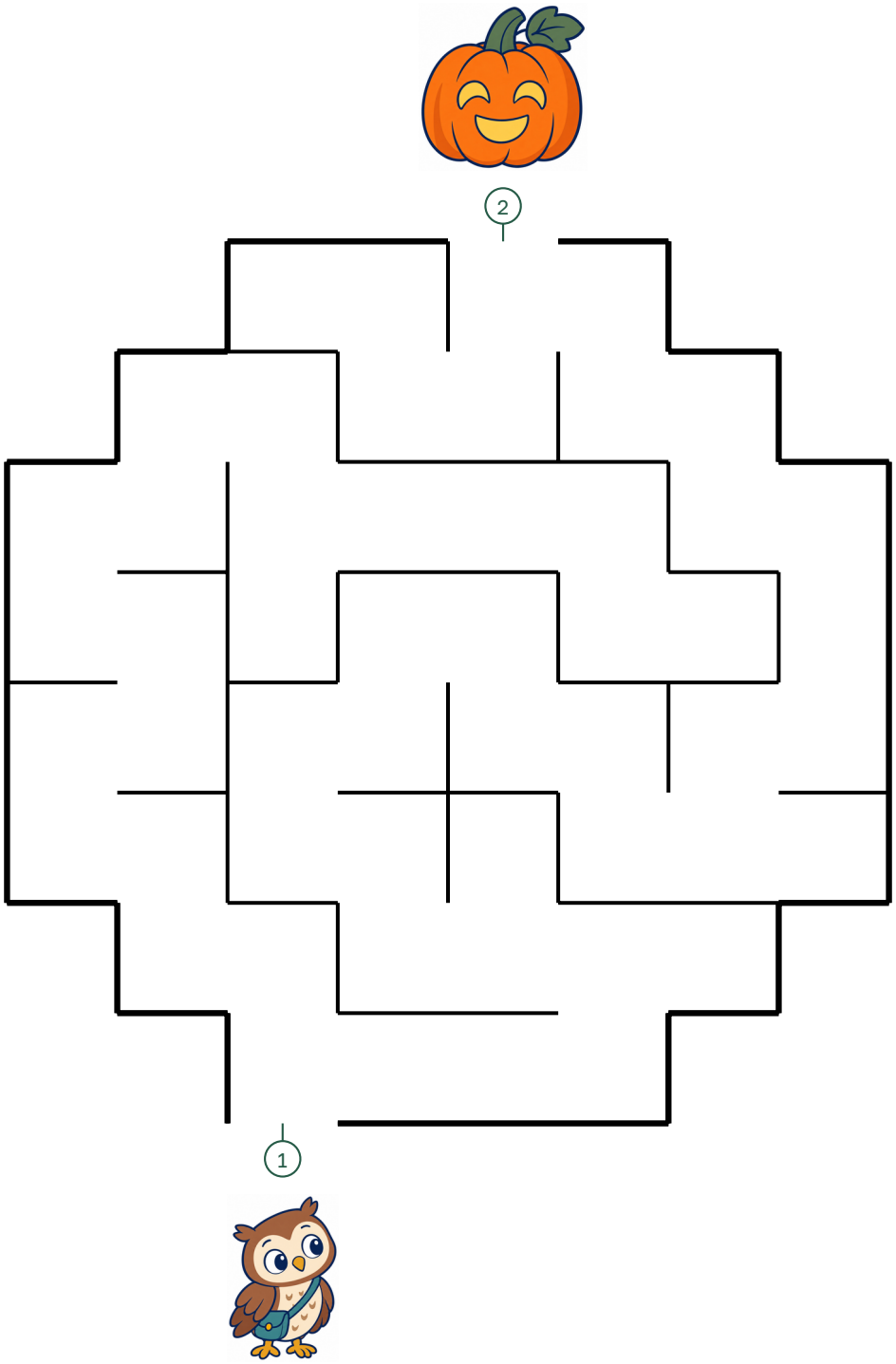


After the maze

Who did the little cloud reach? · Show two neighboring cells where your path crossed an open side.

A Fall Glow

Evening falls. A jack-o'-lantern glows ahead.
Help the little owl find the way.

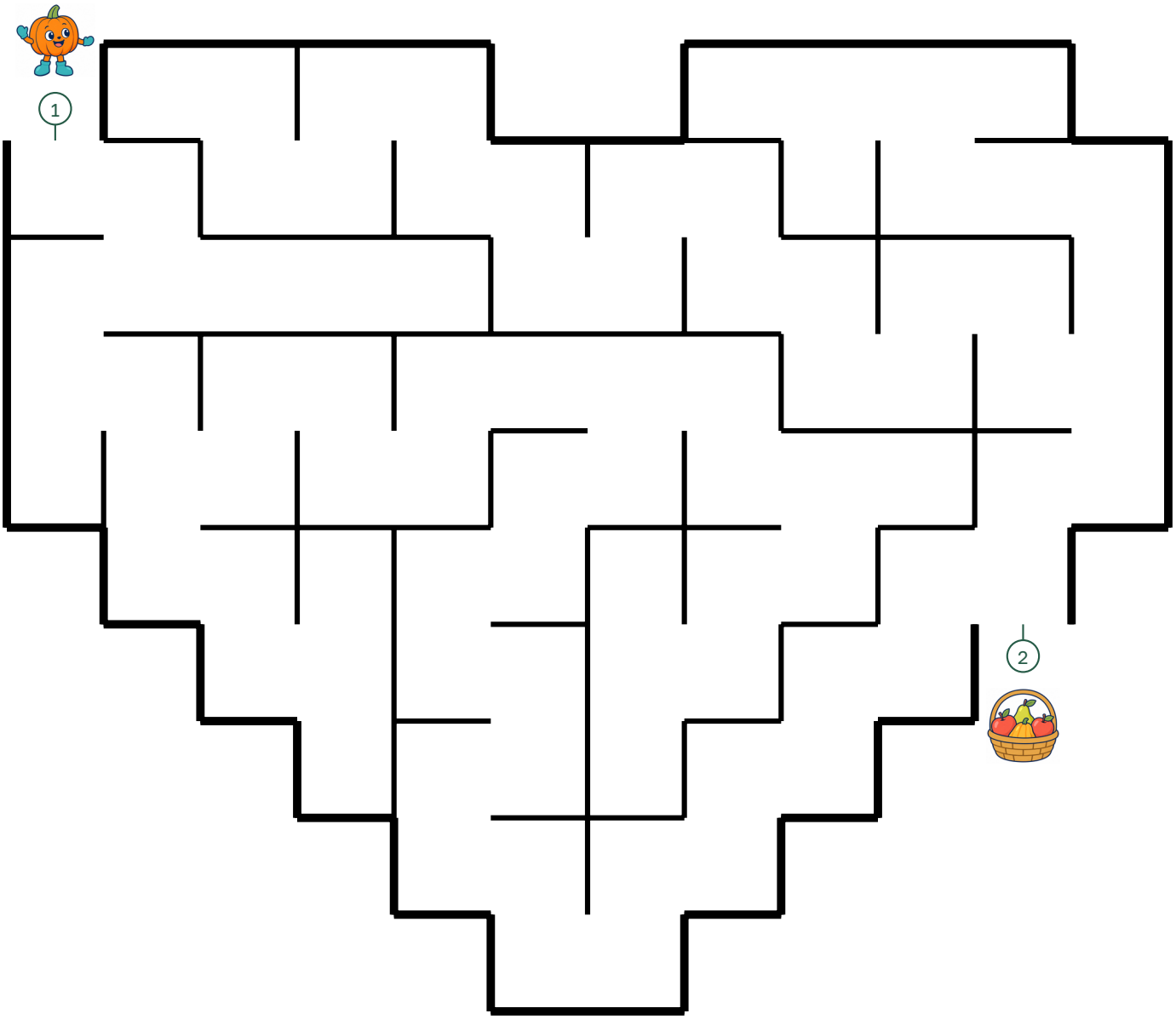


After the maze

What glows at the end of the owl's path? · On the answer, point to a turn that helped reach the finish.

Harvest Party

A pumpkin friend is hurrying to a party.
Lead it to the harvest basket.



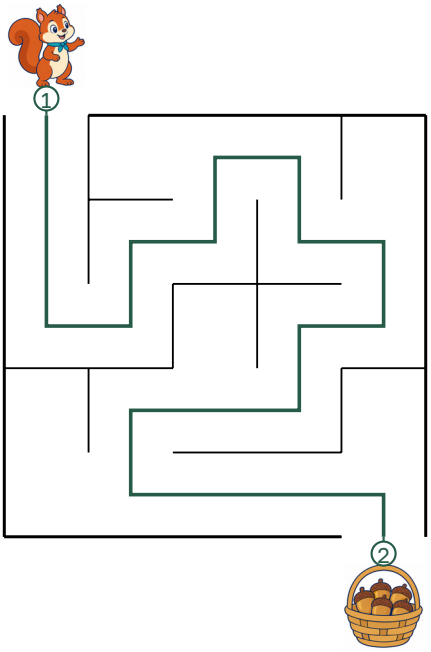
After the maze

What did the pumpkin friend reach? · Name one thing in the harvest basket.

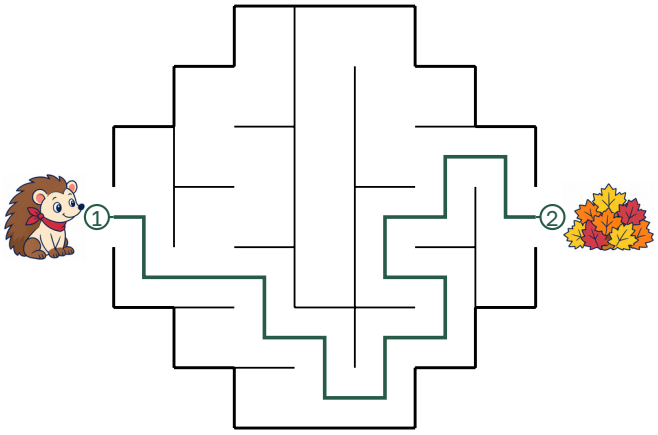
Paths to the goals

1 = start beside the character. 2 = goal.

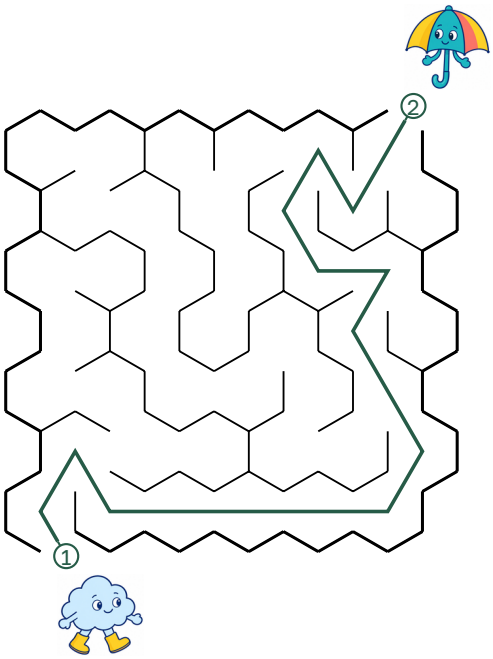
1. A Fall Stash



2. Rustling Leaves



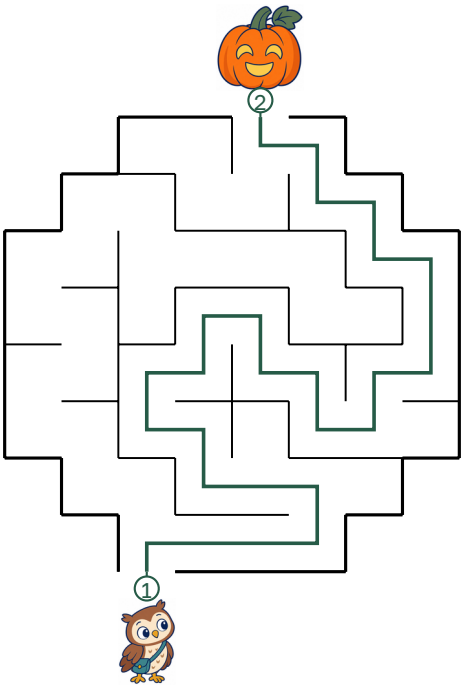
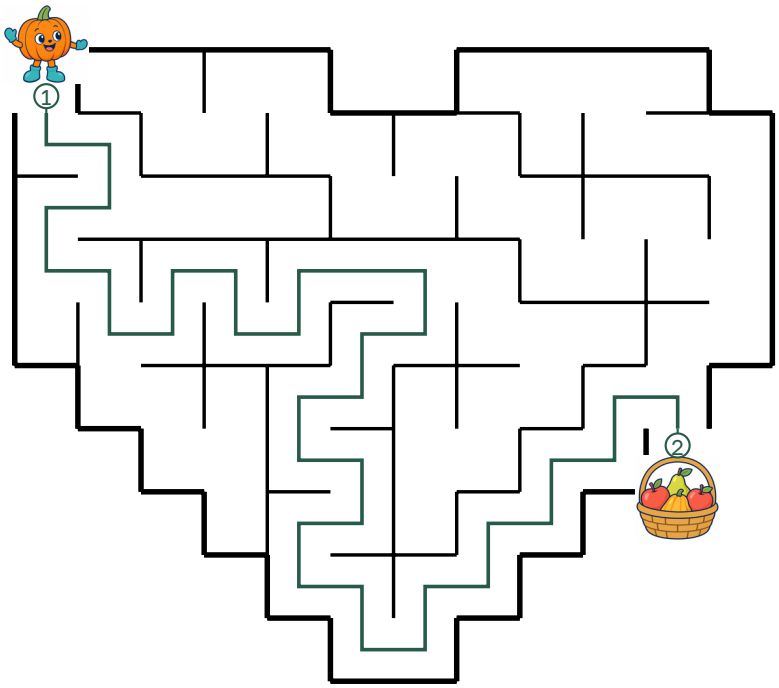
3. Rainy Day



Paths to the goals

1 = start beside the character. 2 = goal.

4. A Fall Glow



5. Harvest Party