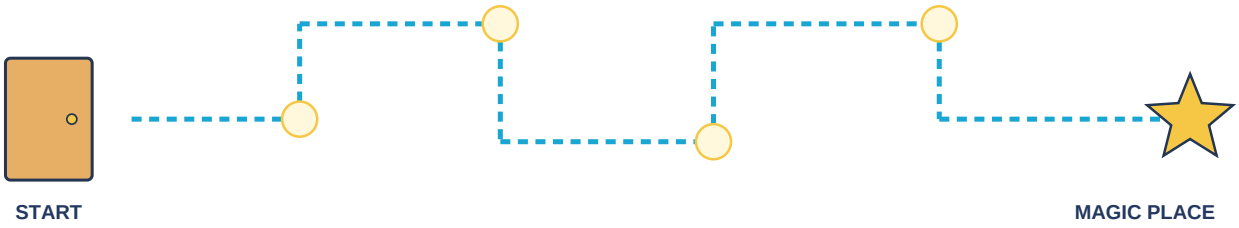
Folo & the Secret Door: Map Maker

Help Folo find a path through the magical world. Add a clue and draw what is beyond the door.

Name: _____ **Date:** _____



1. Add a clue to the path

Choose a checkpoint and draw a symbol, shape or arrow to help Folo.

2. Draw what Folo sees beyond the door

3. Finish the idea

Folo opens the door and discovers _____.

No single destination is correct. Invite the child to explain what their symbols mean and invent a new route.