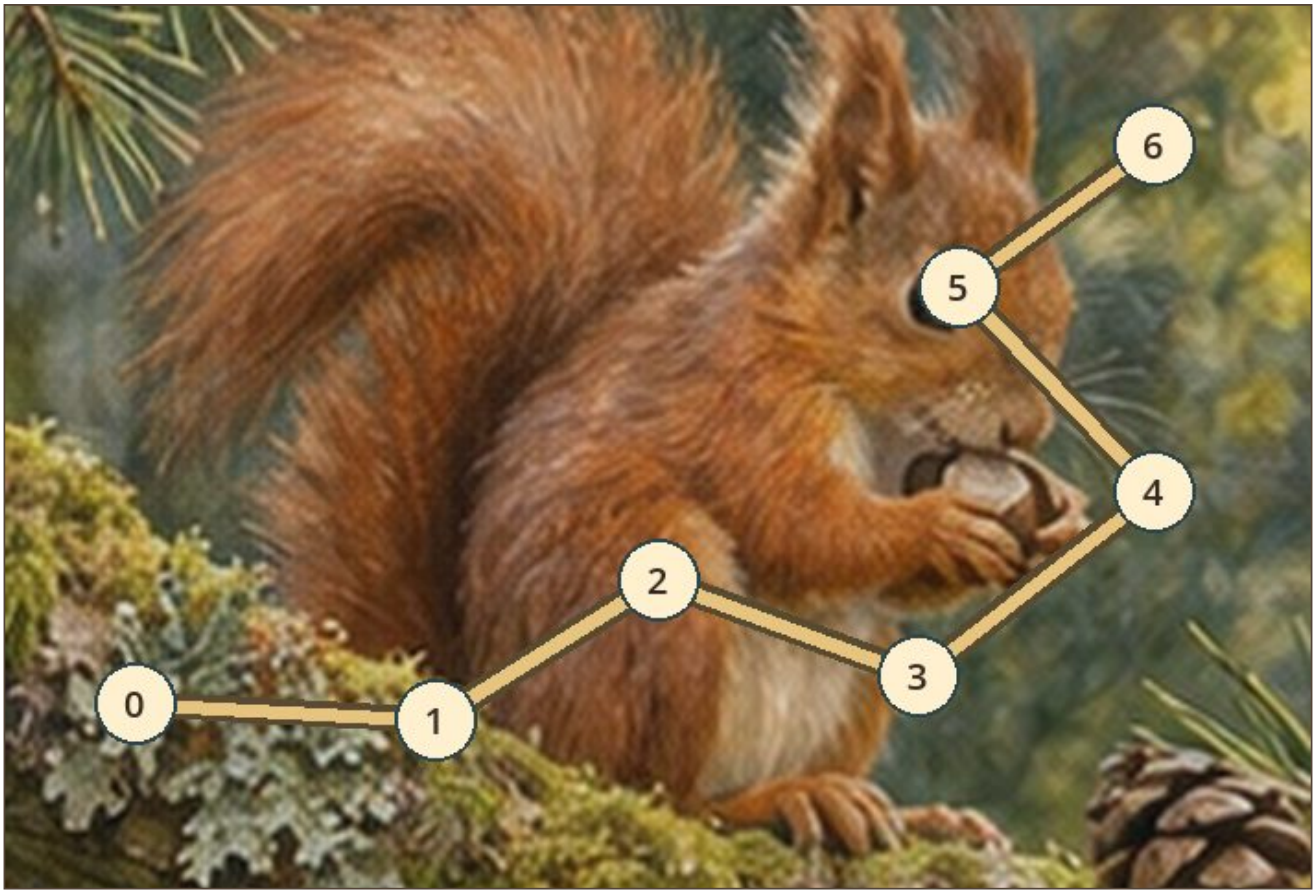
A Highland Visitor

Put the counter on 0. Mix the story tokens face down. The six stops are six moments in a story you tell together.



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Where will the red squirrel go after it leaves the pine?



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Story tokens × 18 · Game board × 1 · Cardboard counter × 1

1. Put the counter on 0. Mix the story tokens face down. The six stops are six moments in a story you tell together.

2. Take turns drawing a token and moving one space. Add a sentence that uses the picture and answers the question for that stop. At stop 6 give the story an ending together.

3. At the first stop, try using two tokens in a single sentence.

1 Who sets off?
2 What is missing?
3 Who comes along?
4 What is in the way?
5 Who helps?
6 How does the journey end?