



#### Variations:

- \*\* To add a challenge, allow the path to go forward/backwards, side to side or diagonal.
- \*\* Rather than the creator making noises, have the creator make a happy face for a correct spot and a sad face for an incorrect spot.
- \*\* Make it a completely silent game. Creator could give thumbs up for right spot and thumbs down for wrong spot. Players could make hand signals to help someone who is stuck. For example, pointing in the direction the person should go.
- \*\* Rather than memorizing the path, when a player finds the correct spot, place a marker down (could be a rock, small toy, cotton ball, etc.) This way it is easier for the team to remember the path.



