

FAMILY CHALLENGER

Use this game to discover mini challenges to complete during your visit. How many challenges can you finish together? Ages 3+

How to make your challenger

Tear along the perforated line to separate this sheet from the square piece of paper you will fold to create the game. On the back of this sheet there are activities you can do after your visit.

STEP 1 – start with the blue side facing up. Bring the numbered corners **1, 2, 3** and **4** into the centre point marked with an **+** and fold down.

STEP 2 – turn over and bring the letters **a, b, c** and **d** to the centre point marked with an **+** and fold down.

STEP 3 – fold in half with the shapes facing outwards.

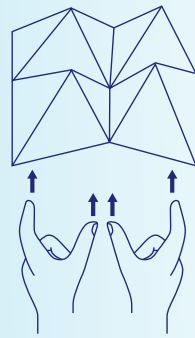
STEP 4 – place your forefingers and thumbs into the flaps with the shapes. Bring the folded corners together so your thumbs and forefingers are touching.

Well done, you are now ready to play!

STEP 5 – pick a number between 1-4.

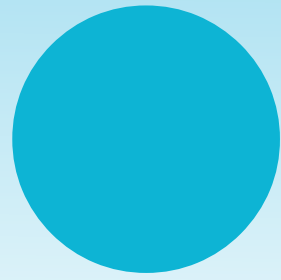
Open and close the challenger as many times as the number you picked, choose one of the inner flaps to unfold and pick a challenge.

Take turns to repeat step 5 as many times as you like.



Family fun at home

Visit our website and discover some great ways to play and learn both online and offline.
museumoflondon.org.uk/families/fun-home

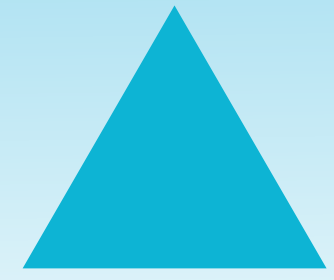


LOOK Choose a shape. See how many you can spot in this room. Who can find the most?

MOVE Pose like a famous London Building. Is your building tall, small, wide, pointy? Can your friends and family guess the building?

IMAGINE Imagine you are a sailor going on a long journey. What five things would you take with you?

PLAY How many London tube stations can you name in 30 seconds? Why not have a go if you are waiting in a queue?

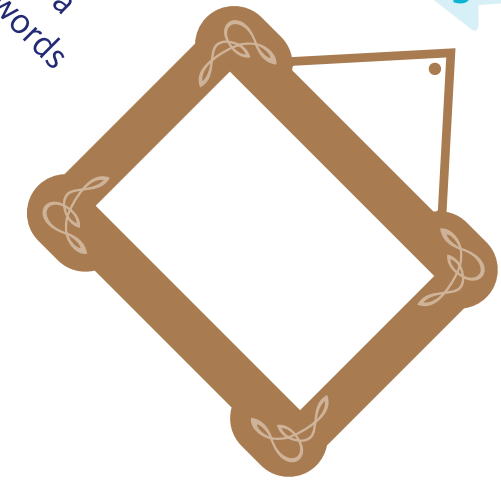


LOOK Choose a colour. See how many objects you can find in that colour. Who can find the most?

MOVE Hop if you can see the word London. First to hop is the winner. Why not try this throughout your visit?

IMAGINE Talk and act like a sailor. Try and use these words in a sentence: **Ahoy**, **Shipshape**, **Anchor's aweigh**

PLAY If you're waiting in a queue why not play a game of I spy?



PLAY Choose a magic word. If anybody says that word, all wave your hands in the air!

IMAGINE Choose three objects. Can you make up a story with them?

MOVE Dockers would need to move, load and stack heavy barrels, boxes and sacks. Pretend to lift a heavy sack on your back. Would you like to be a Docker?

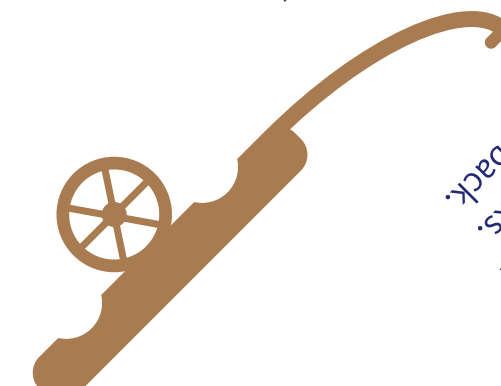
LOOK Make a telescope with your hand. What can you see?



PLAY Choose an object and see if others can guess it by asking only questions that can be answered 'yes' or 'no': of clothing on your visit? Pretend to put one on! Would you like to wear it?

IMAGINE Have you seen any pieces of clothing on your visit? Pretend to put one on! Would you like to wear it?

LOOK Have a competition with your family to see who can find the smallest and largest objects in the gallery.



PLAY Choose three objects. Can you make up a story with them?

MOVE Dockers would need to move, load and stack heavy barrels, boxes and sacks. Pretend to lift a heavy sack on your back. Would you like to be a Docker?

LOOK Make a telescope with your hand. What can you see?





FOLD ALONG THE DOTTED LINES

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Museum bingo

What did you see on your visit today? Cross off any objects you have seen and see if you can complete a line. If you cross off everything you will have a full house!

FEATHER	ANIMAL	LETTER
PLATE	SWORD	STATUE
HAT	PAINTING	BOAT

Sing like a sailor

A sailor went to sea, sea, sea
To see what he could see, see, see.
But all that he could see, see, see
Was the bottom of the deep
blue sea, sea, sea.



Can you think of any other songs about sailors?

Did you enjoy your visit?

Draw or write about your visit today.
Why not choose three of your favourite things?

Tell us about your visit by:

Posting your drawing or writing on social media with **#museumoflondonfamilies**
Emailing **families@museumoflondon.org.uk**