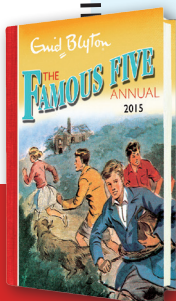


FAMOUS FIVE FIND-A-WORD

Can you find the words hidden in the puzzle? They might be forwards, backwards or on a diagonal.

ADVENTURE	FUN	ROCKS
AGAIN	GEORGE	RUN AWAY
ANNE	HILL	SECRET
BILLYCOCK	HIKE	SOLVE
CAMP	HOLIDAY	SMUGGLERS
CARAVAN	JULIAN	TIME
CAVES	KIRRIN	TIMOTHY
COTTAGE	ISLAND	TRAIL
DEMON	MYSTERY	TROUBLE
DICK	MOOR	VILLAGE
DOWN	OWL'S DENE	
FARM	QUENTIN	

O	C	A	M	P	T	I	M	O	T	H	Y	P	H
R	W	Q	D	B	I	L	L	Y	C	O	C	K	O
B	E	L	U	P	D	N	A	L	S	I	A	N	L
M	G	O	S	E	C	R	E	T	D	T	U	I	I
C	R	Q	A	D	N	Y	U	O	N	F	E	T	D
R	O	A	N	D	E	T	W	N	S	O	R	R	A
O	E	T	F	V	V	N	I	R	A	O	M	L	Y
C	G	C	T	M	I	E	E	N	U	W	L	E	I
K	A	T	R	A	I	L	N	B	I	I	A	V	D
S	R	R	G	G	G	L	L	T	H	R	Y	Y	E
R	T	A	A	G	I	E	F	A	U	K	R	G	P
O	S	I	U	V	E	K	I	H	G	R	C	I	G
O	U	M	M	C	A	V	E	S	L	E	E	I	K
M	S	T	X	E	N	N	A	I	L	U	J	H	D



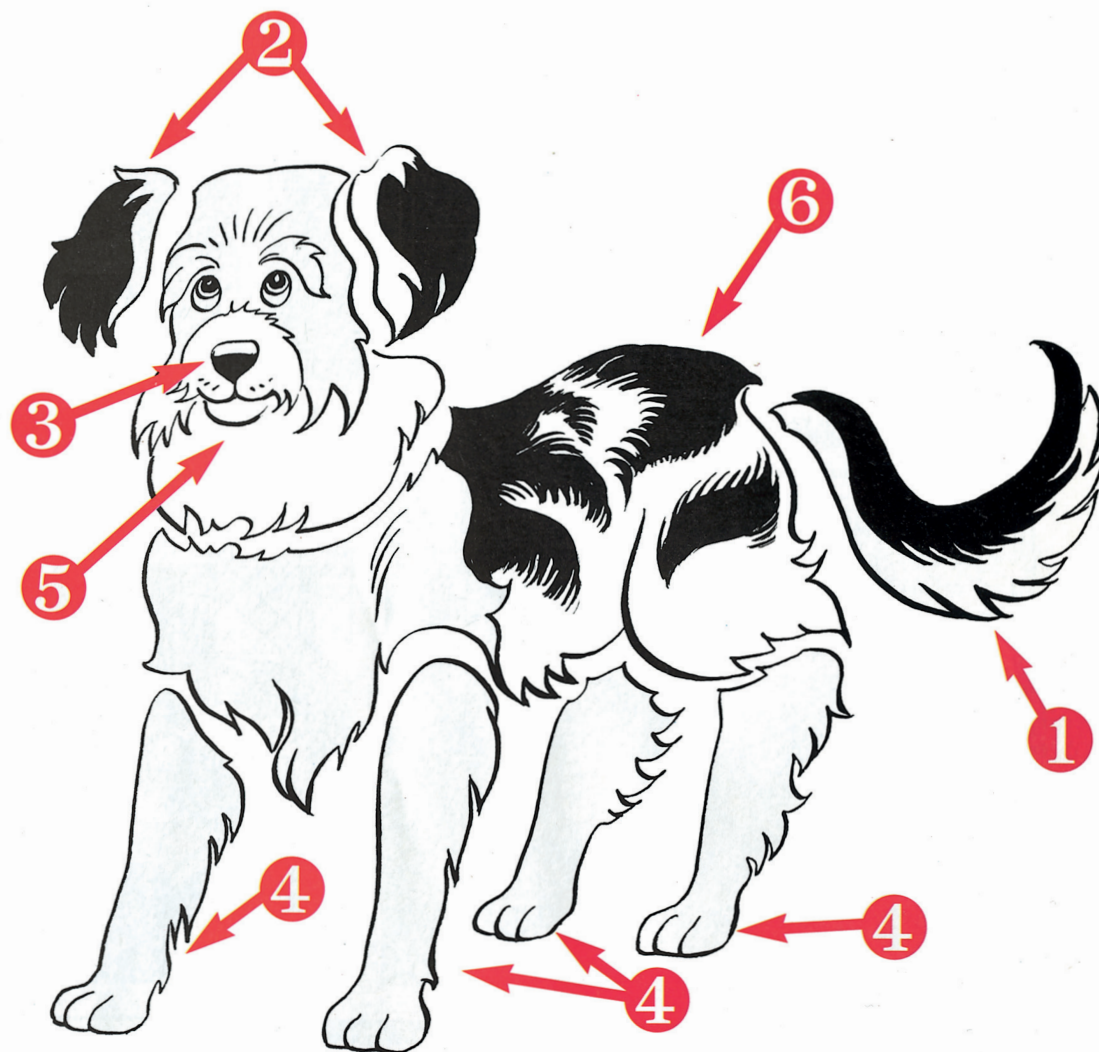
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Enid Blyton

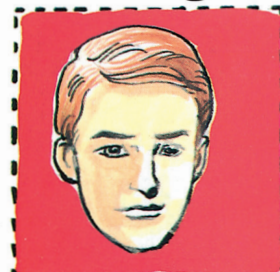
QUICK ON THE DRAW

Who's the quickest at drawing Timmy – George, Julian, Anne, Dick, Sooty or Marybelle? Play the game and find out!

A game for up to six players. If playing on your own, you could take the part of each character in turn! You will need paper, a pen or pencil, one dice and a shaker.



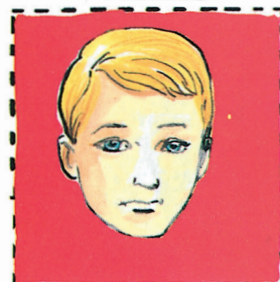
George



Julian



Anne



Dick



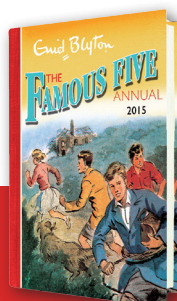
Sooty



Marybelle

HOW TO PLAY:

1. Cut out the pictures of the characters and glue them on to separate pieces of thin card. Each player selects which character they want to be and takes it in turn to throw the dice.
2. Using the diagram printed above as a guide, the number you throw determines which bit of Timmy you draw.
3. If you throw a number you cannot use, because you've already drawn that part, then you must skip your go.
4. The first person to draw a complete picture of Timmy is the winner.

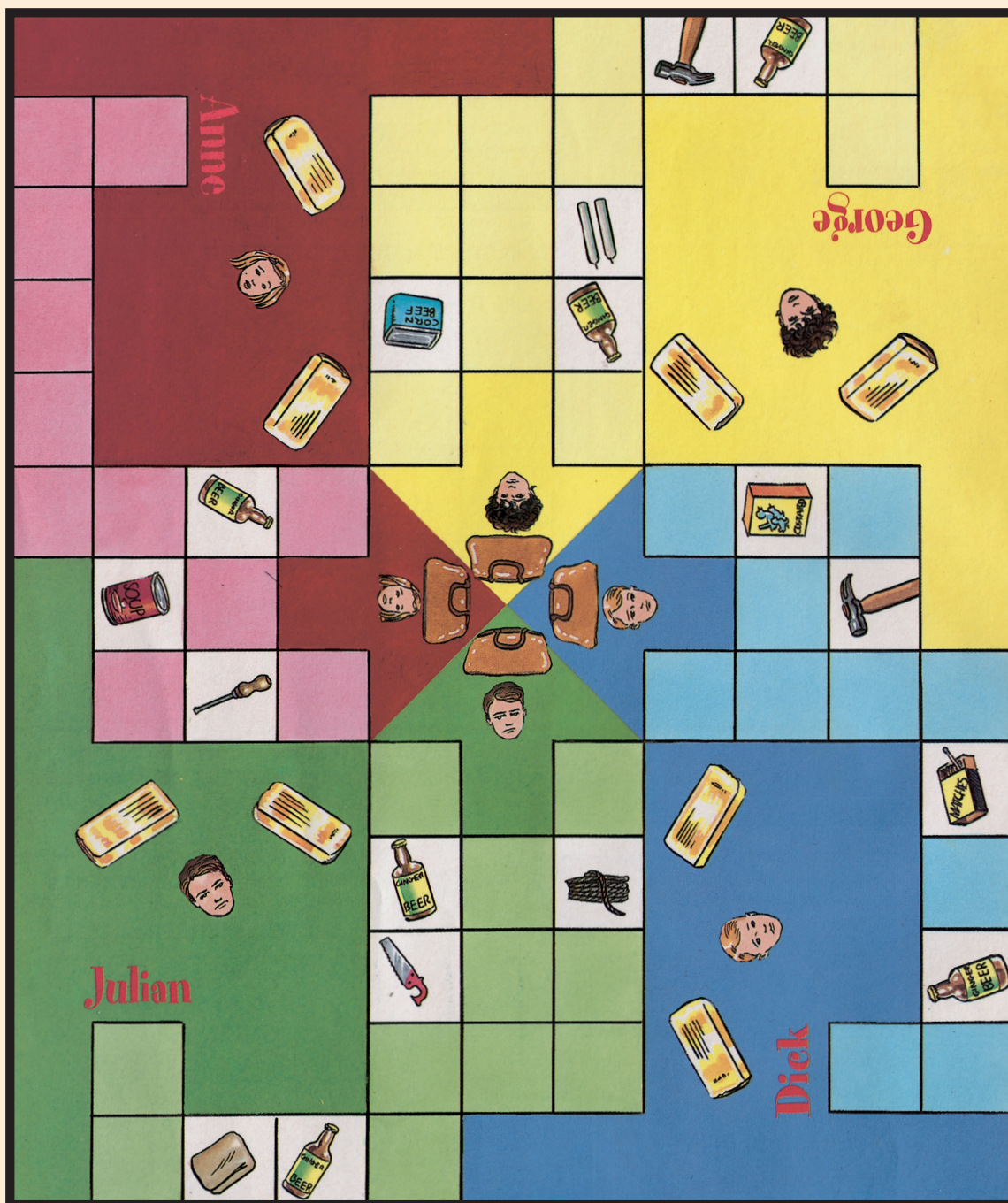


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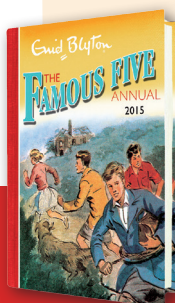
RACE TO PACK

A game for up to four players: George, Dick, Anne and Julian. Choose which character you want to be, then trace your character onto thin card and cut it out. This is your counter to move around the squares. You will also need a dice and a shaker.



HOW TO PLAY:

1. The player who throws the highest number starts.
2. Move round the board from your starting corner towards your bag in the centre of the board, according to the number shown on the dice. You have to move in a clockwise direction. If you land on a bottle of ginger beer, you can have another go. If you land on any other item, you must miss a turn to stop to pack it into your bag.
3. The winner is the player who reaches their bag first. That means you're all packed, ready for your trip to Kirrin Island.



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