Day 1 · Help with the clue hunt

1 · Look at the picture

The wheel is lying by the cart. The rope goes from the donkey to the post. Broken jars lie in front of the cart. Two whole jars are standing right by the wheel. The jars on the stall at the back should not be counted.

2 · Compare the shape

B fits the drawn practice wheel. The notch is the same. This shows that a shape fits. It does not show what caused the accident or when the wheel broke.

3 · Read the words together

Lea says that she saw the cart tip over. The child can underline “saw the cart tip over”. Mika came afterwards. He can tell us what he saw then; that does not make him a liar or a useless witness.

4 · Build with your pencil

Three jars and a solution the child can show or explain, for example rope or dividers. This is an open drawing task; no historical or technical right answer is needed.

5 · Play together or alone

Use a small, harmless object and an agreed area. Give one hint at a time. A child working alone can draw the object and three hints on the back.

Frame and support

All statements and people here are part of a made-up exercise. The child does not need to remember the conversations from the game. Read the speech bubbles aloud if needed, and let the child point or answer aloud. This is a design trial, not material tested with children.