Home before dark

A gentle race from sunrise to a lit home. The first to arrive lights the lamp — then everyone else is cheered home too. Kindness over winning.

1 Sunrise

2 A warm hello. Move 2.

3 Birds rest on a panel.

4 Share a snack. Move 1.

5 A cloud floats by. Tell a joke, then stay.

6 Full sun! Move 3.

7 Water a plant. Move 1.

8 Draw a quick sun for a friend.

9 Help someone. Move 2.

10 A soft breeze. Skip along 1.

11 Name something you are thankful for.

12 The battery is charging. Move 2.

13 A butterfly lands. Pause and smile.

14 Share the path. Let someone go first.

15 Sunshine on the roof. Move 3.

16 Sing a little song.

17 The lamp flickers, then holds. Move 1.

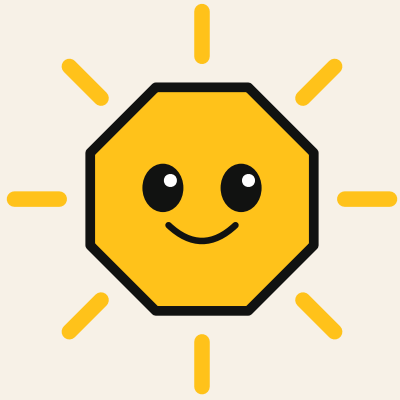
18 Look at a shadow. How long is it?

19 A kind word. Move 2.

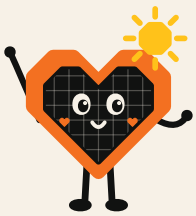
20 Almost home. Cheer for everyone.

21 Homework light is on. Move 1.

22 Home is lit.



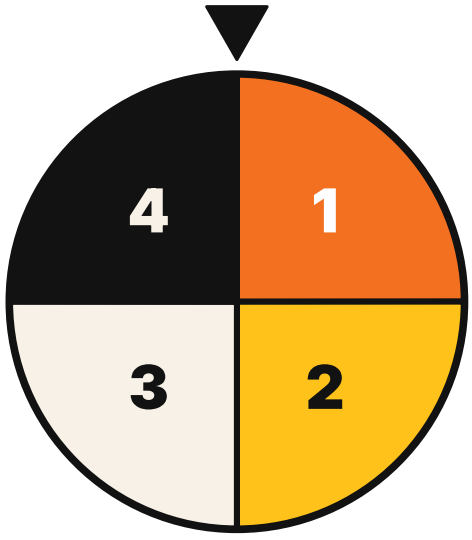




How to play

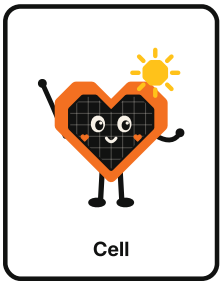
1. 2 to 4 players. Each person takes a token.
2. Put every token on space 1, Sunrise.
3. Spin the spinner (or toss two coins: 1, 2, 3 or 4).
4. Move that many spaces, then do what the space says, with a smile.
5. If a space says “move 2” or “move 3”, take that extra move now.
6. The first token to reach “Home is lit” lights the lamp. That player cheers the others home. The game ends when everyone has arrived.

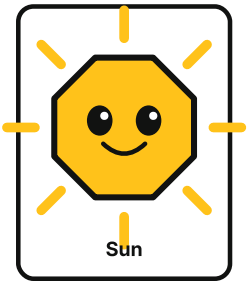
A spinner

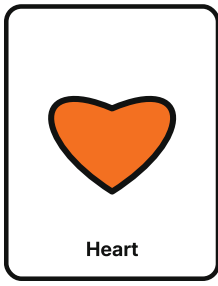


Cut out, put a pencil through the middle, and spin. Or use two coins instead.

Tokens · colour, cut, stand







If you have no coins and no spinner, close your eyes and tap the numbers with a finger.