

FREE Activity Answer Key

21 October 2026 • Costumes & Creativity

Separate answer booklet • No teaching guide

Check answers after completing the puzzles. Colouring pages and creative responses are open-ended.

1. Match the Costume Pieces

WIZARD → HAT

FAIRY → WINGS

EXPLORER → MAP

SUPERHERO → CAPE

2. Search for the Secret Words

CREATE: row 3, column 8 to row 3, column 3

WINGS: row 6, column 6 to row 10, column 10

BOOTS: row 8, column 4 to row 12, column 4

COLOR: row 8, column 7 to row 12, column 7

MASK: row 2, column 5 to row 2, column 2

CAPE: row 1, column 12 to row 4, column 12

STAR: row 5, column 3 to row 8, column 6

HAT: row 4, column 5 to row 4, column 7

3. Find the Costume Trunk

One continuous solution path (U=up, D=down, L=left, R=right):

RUULURRULURRURDRUR

4. Journey to the Craft Table

One continuous solution path (U=up, D=down, L=left, R=right):

RUURUULLUURDRRDDRDDD RURDRRURDRUULLLUURRU RDDRURUUULDLLLULLLDR
RDLLDLUULURURURDRRRR URRUULDLUURR

5. Make a Costume Mask

Connect dots 1-12 in numeric order to reveal: mask.

6. Design a Starry Cape

Connect dots 1-24 in numeric order to reveal: cape.

7. Dress-Up Pattern Parade

Rows 1-5: H, M, B, C, W.

8. The Magical Word Crossword

ACROSS

1. MASK — An item that can cover part of your face.
4. COLOR — Add this to make a drawing bright.
5. CAPE — A flowing piece of costume fabric.
6. HAT — A covering worn on your head.

DOWN

2. STAR — A five-point shape used as a decoration.
3. GLUE — It helps paper pieces stick together.
4. CRAFT — Something you make with your hands.

For questions with more than one creative answer, many thoughtful answers are possible.

Creative Costume Challenges — Pages 17-21

Page 17 (ages 3-5): Any named costume with two or more drawn decorations completes the design challenge.

Page 18 (ages 6-7): Two labelled sketches (front and back) with a character symbol, wearable piece and useful detail.

Page 19 (ages 6-7): An original badge symbol and a short explanation of what it represents.

Page 20 (ages 8-10): Original blueprint with three labelled functional details and a materials idea; designs vary.

Page 21 (ages 8-10): A safe paper prototype plus one test observation, one improvement and a short story.

Creative questions and art have many valid answers. Puzzles on pages 2-10 retain their original answer keys.