MARIGOLD
STORY BLAZERS

HALLOWEEN MAZES & STORY PATHS

Coloring Book

Trace wide paths, make gentle choices, and follow a story through Marigold Ridge.

Ages 3–5

www.marigoldstoryblazers.com

Welcome to Marigold Ridge

We ask questions, help our friends, and find stories in surprising places. What will we notice today?

Trace wide paths, make gentle choices, and follow a story through Marigold Ridge.

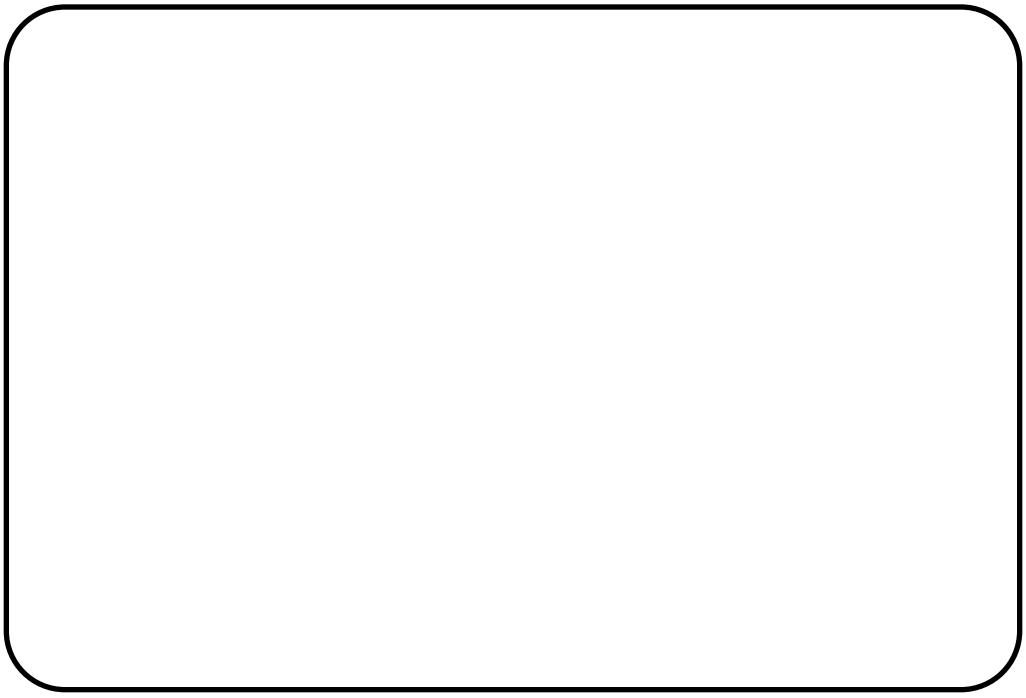
Every child can join in their own way. It is okay to point, talk, pause, or leave a page for another day.

Be kind. Be curious. Be brave.

That's the Marigold way.

This book belongs to

Write your name. Draw or color something that makes you smile.



Your ideas belong here.

For Grown-Ups

Read the direction aloud. Find START and FINISH together before tracing.

A finger, crayon, or pointed route is enough. These are page activities; children do not need to walk a route.

Begin with the wide, unbranched paths. Later pages offer a small number of choices and simple stops.

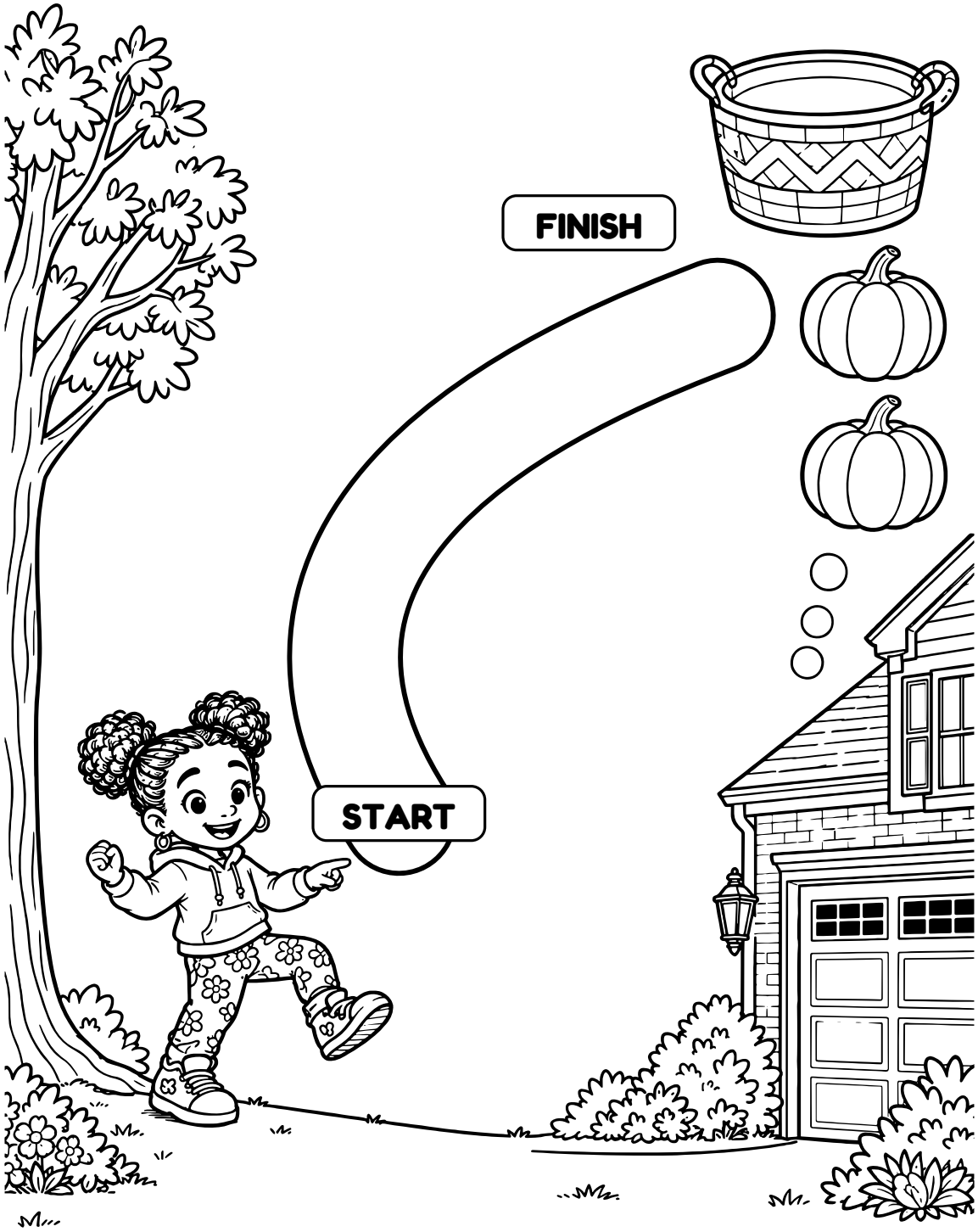
If a route becomes tiring, pause or return to an earlier page. Going slowly is welcome.

The page guide describes the intended routes. Coloring choices and imaginative stories remain open.

Each art page has an intentional blank back. Crayons and colored pencils work well. Put a protective sheet behind a page if using markers; ink can still pass through paper.

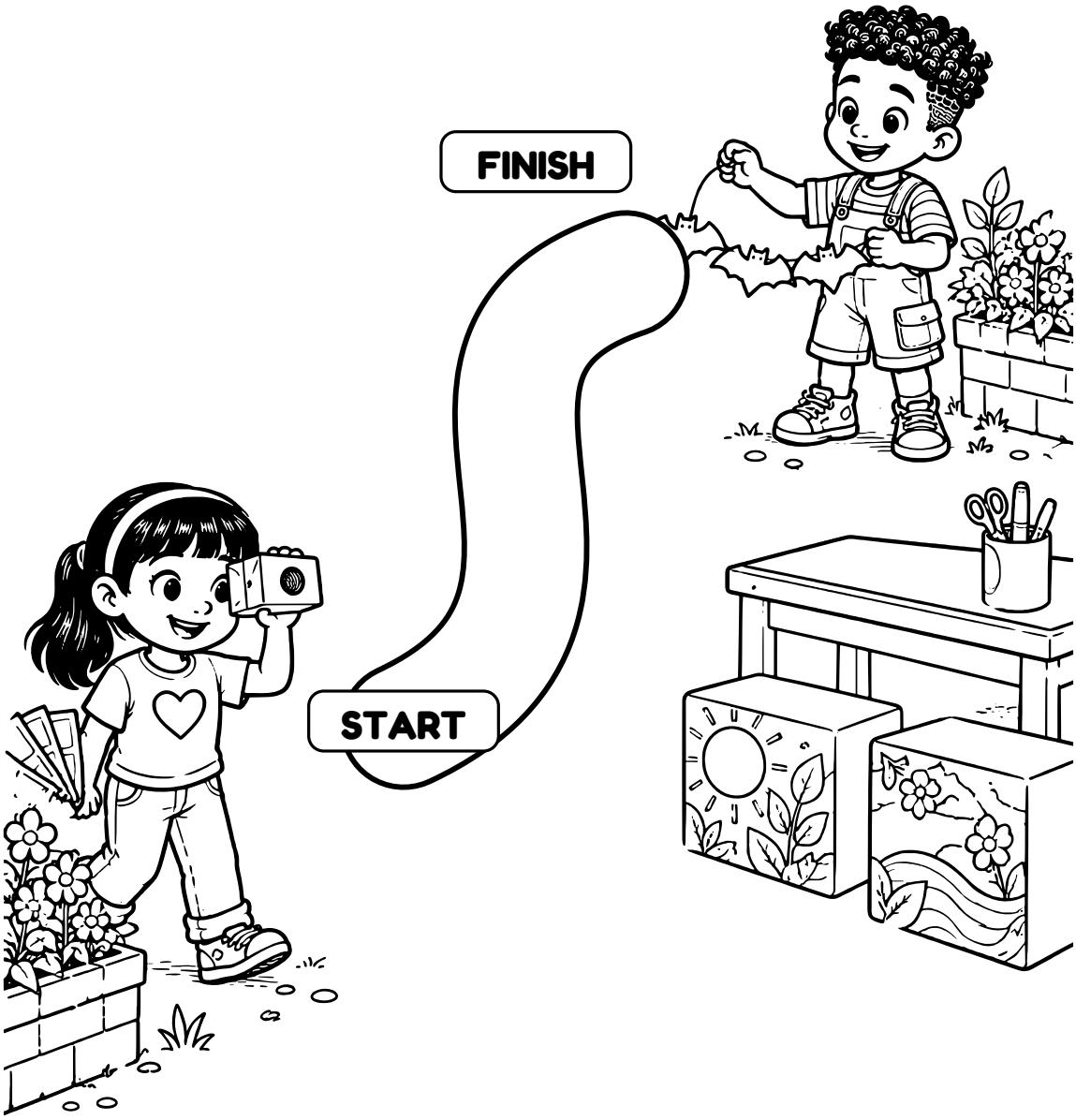
Find the Costume Basket

Trace the wide chalk path from START to FINISH.



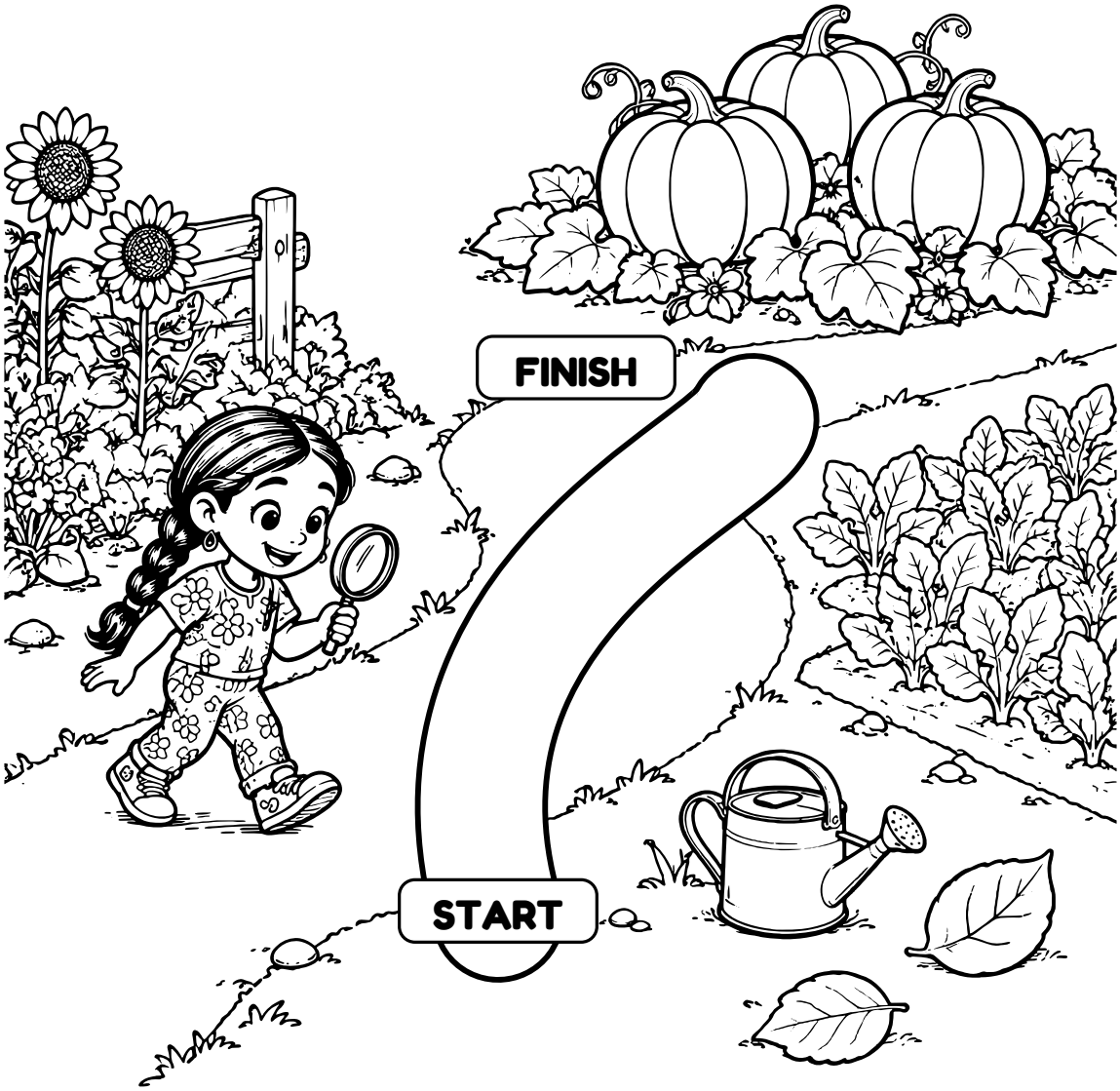
Follow the Mural Path

Trace the wide mural line to the bat banner.



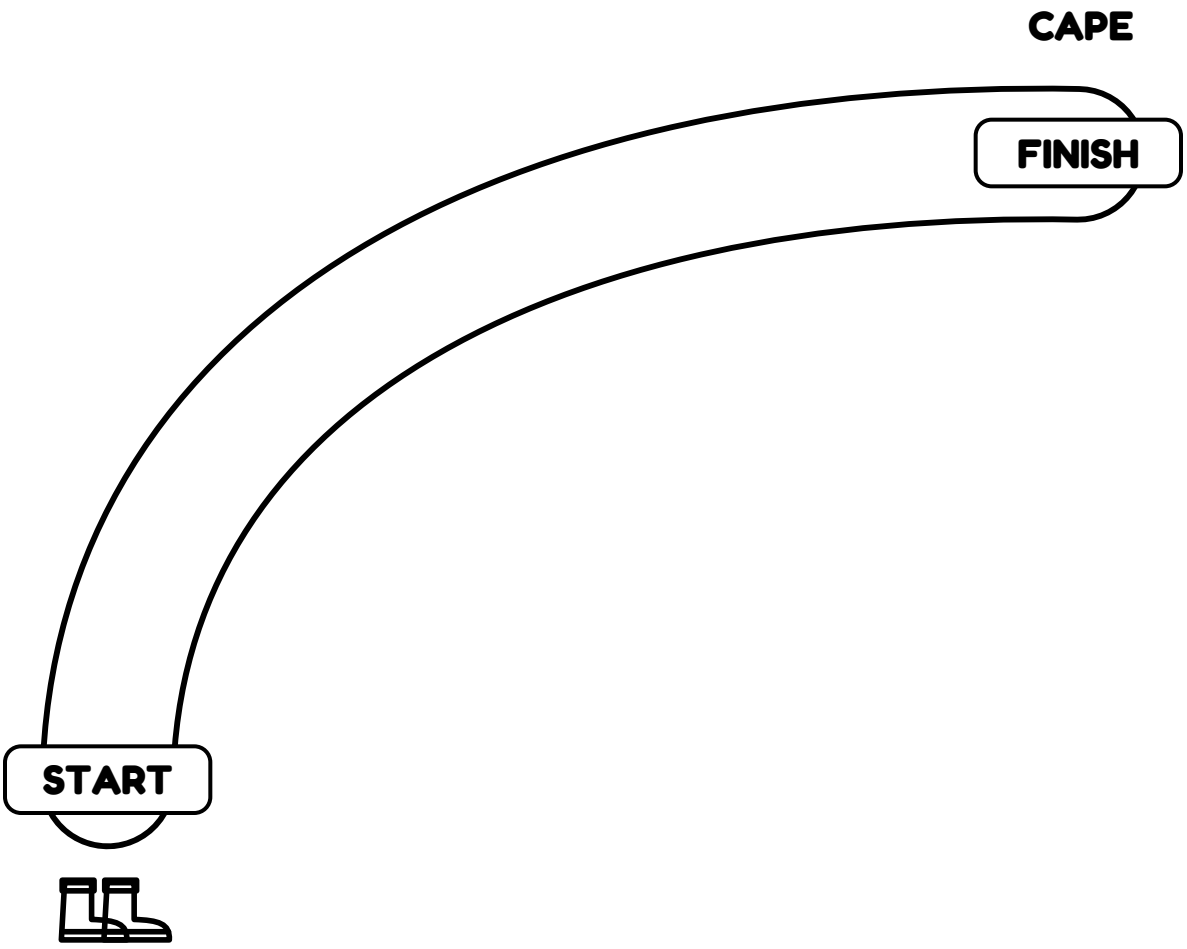
To the Pumpkin Row

Trace the wide garden path from START to FINISH.



Boots to the Cape

Trace the wide path from the boots to the cape.

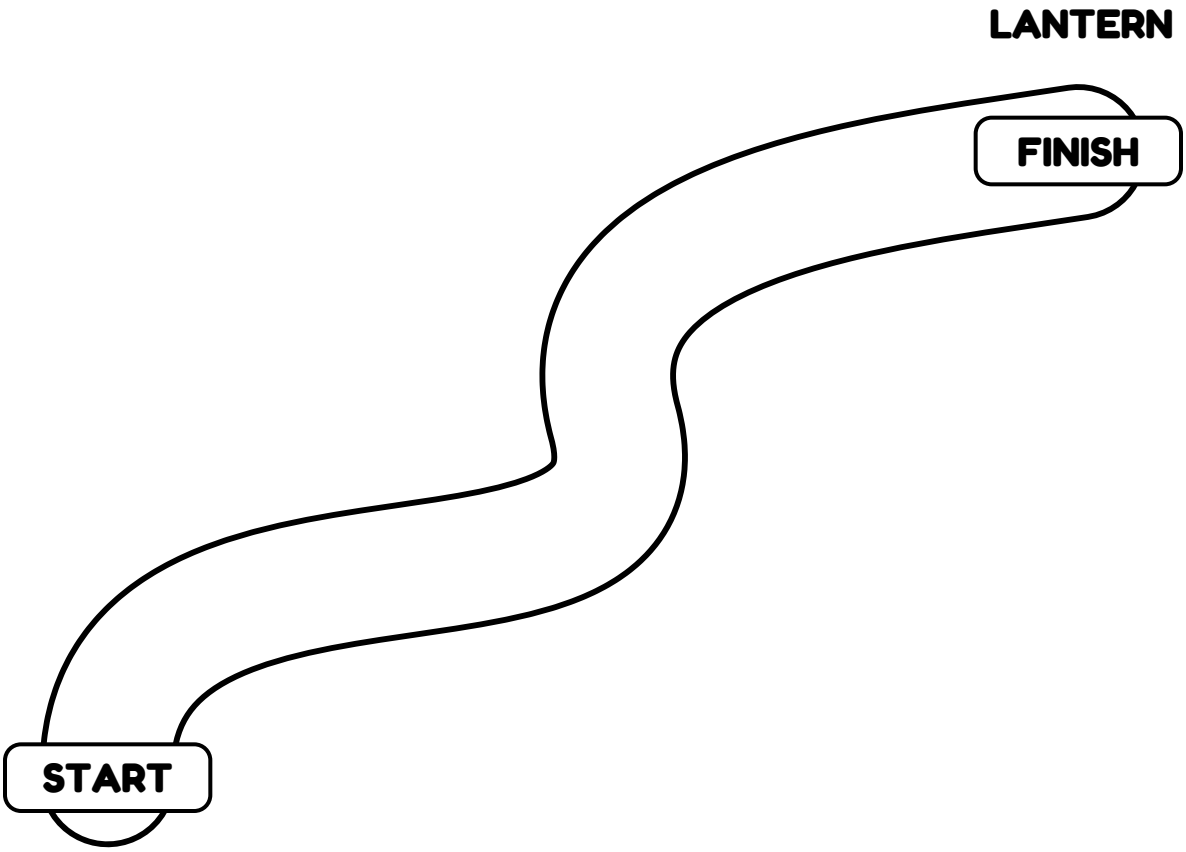




Point to the start and the finish before tracing.

To the Lantern Display

Trace the wide page-line path from START to FINISH.

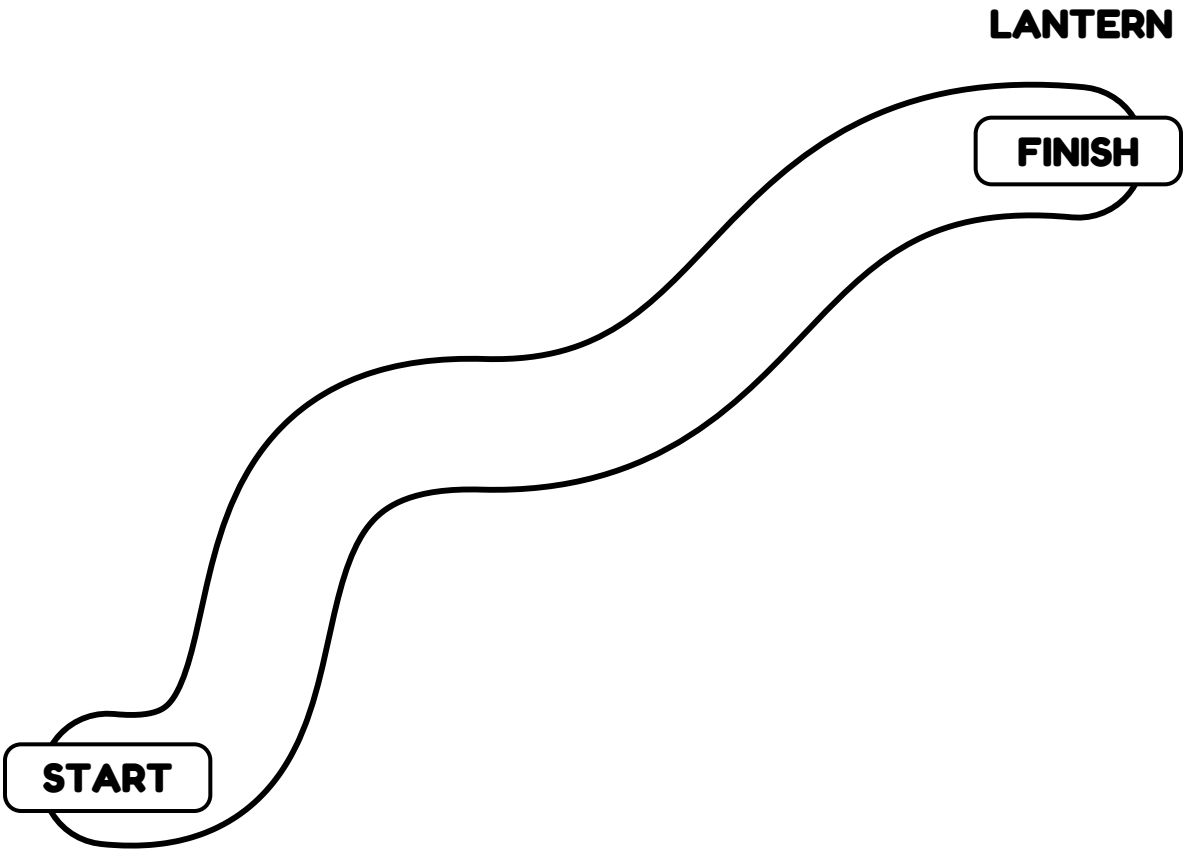




Can your finger stay on the page-line?

Roll to the Lantern

Trace the wide wagon path to the lantern.

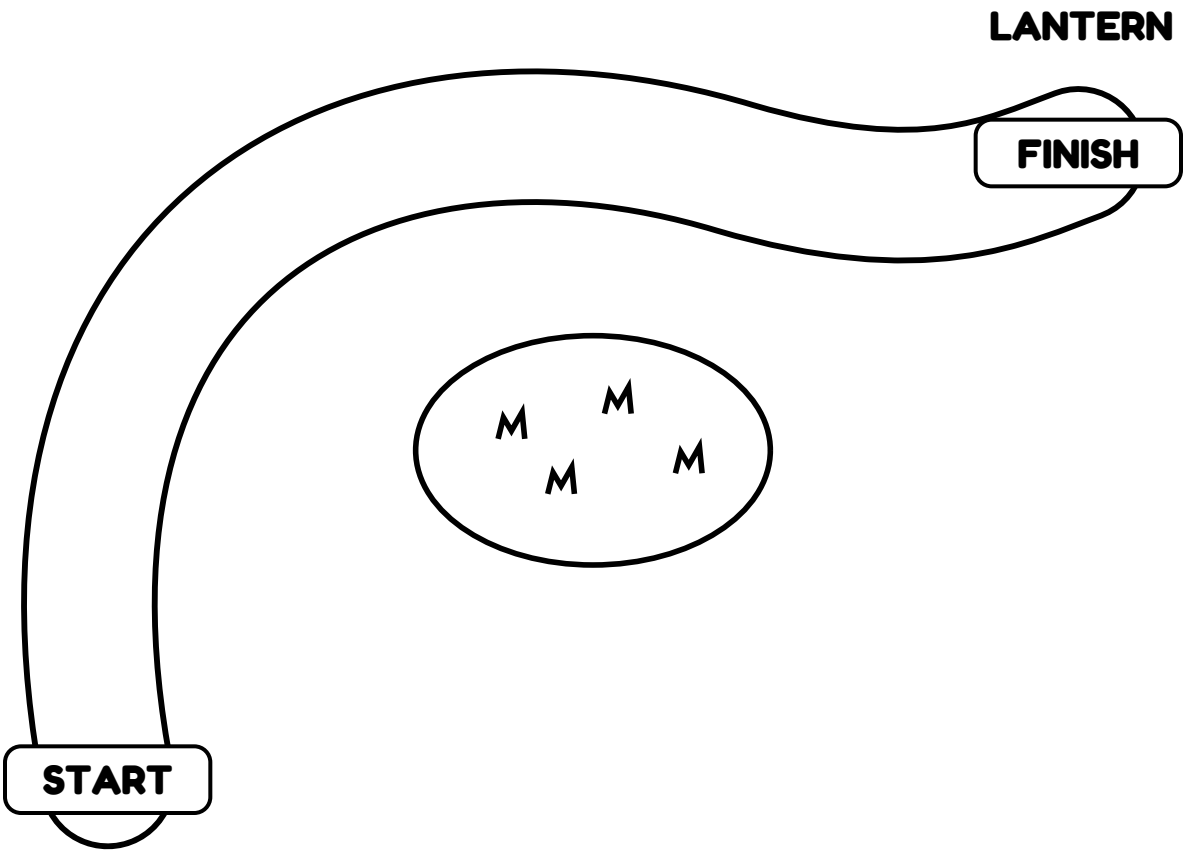




Where does the wagon path turn?

Around the Grassy Island

Trace the wide chalk path around the island.

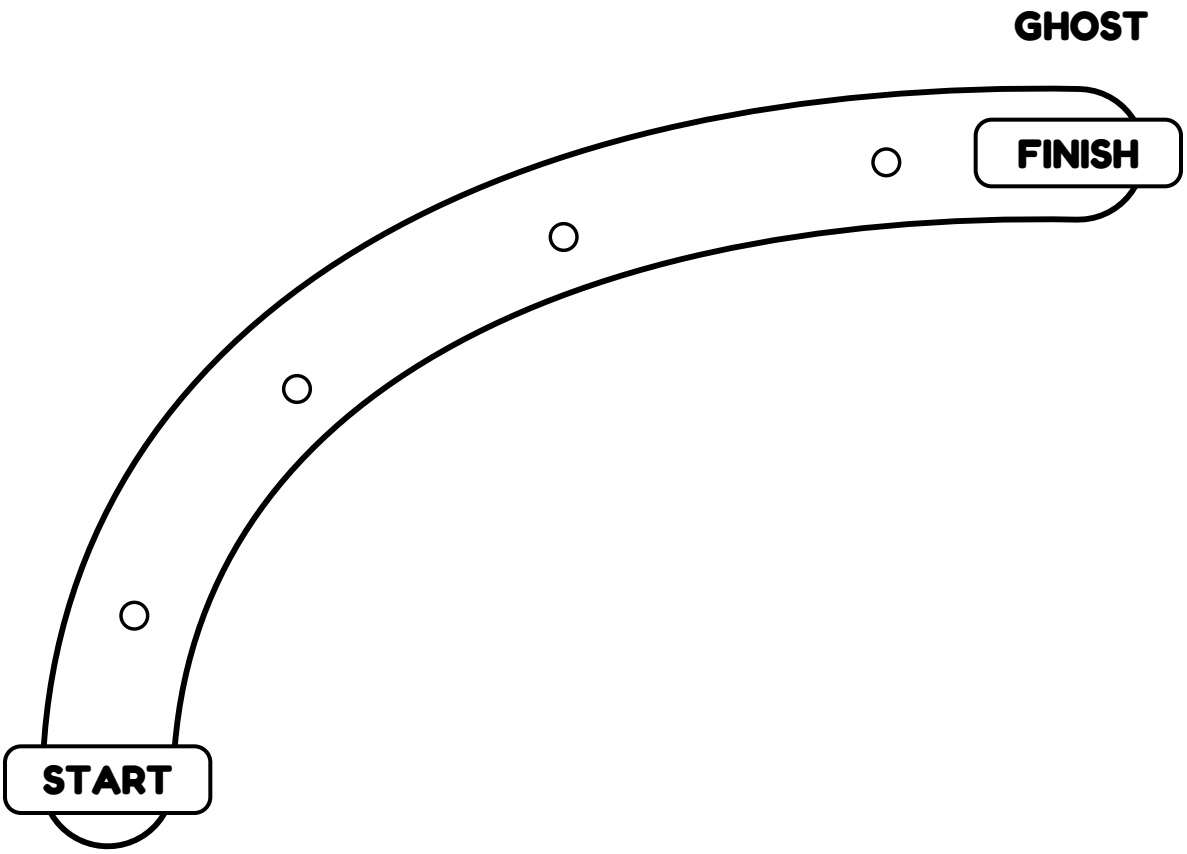




Does the path go through the grass or around it?

Find the Friendly Ghost

Trace the wide light-dot path to the ghost.

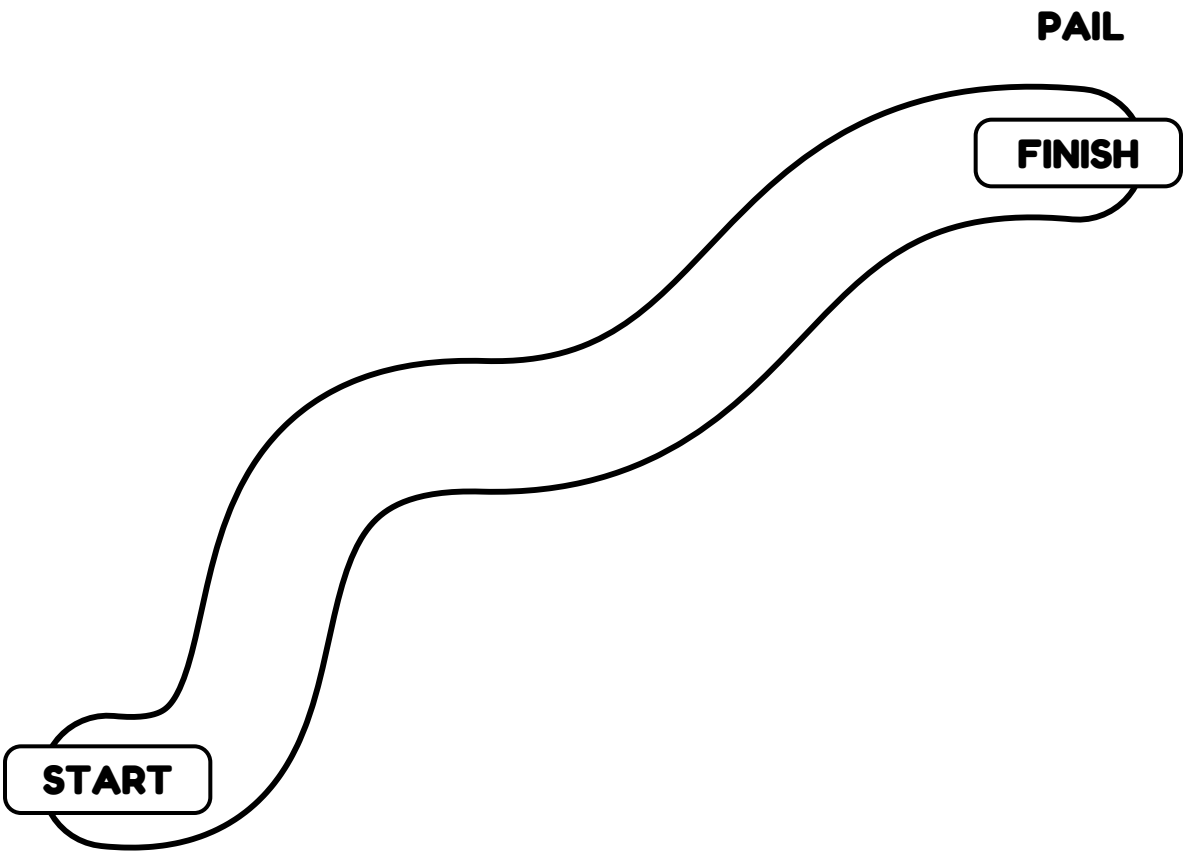




Can you trace without lifting your finger?

Follow the Fireflies

Trace the wide path to the pumpkin pail.

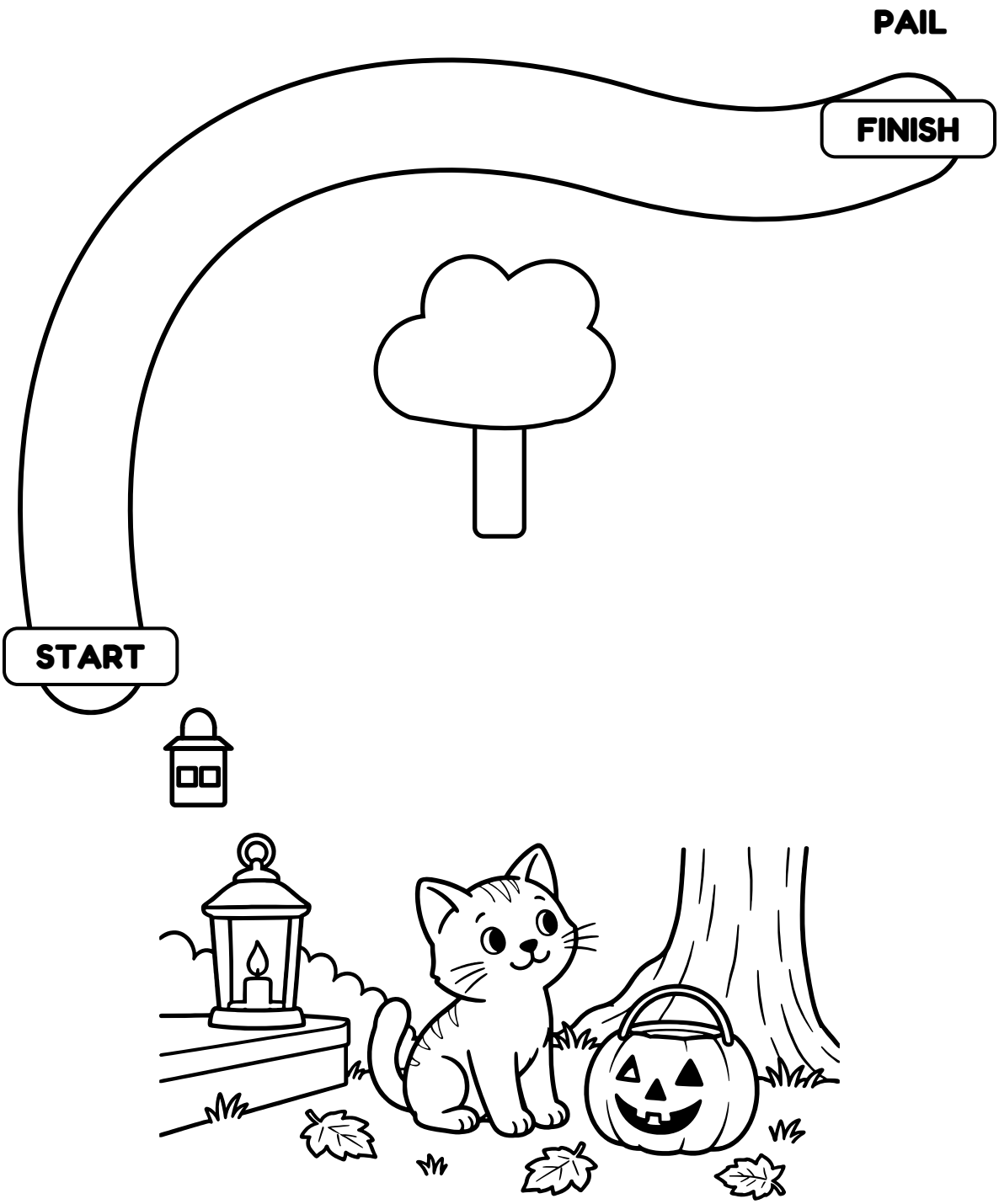




Which bend comes before the pumpkin pail?

The Lantern Loop

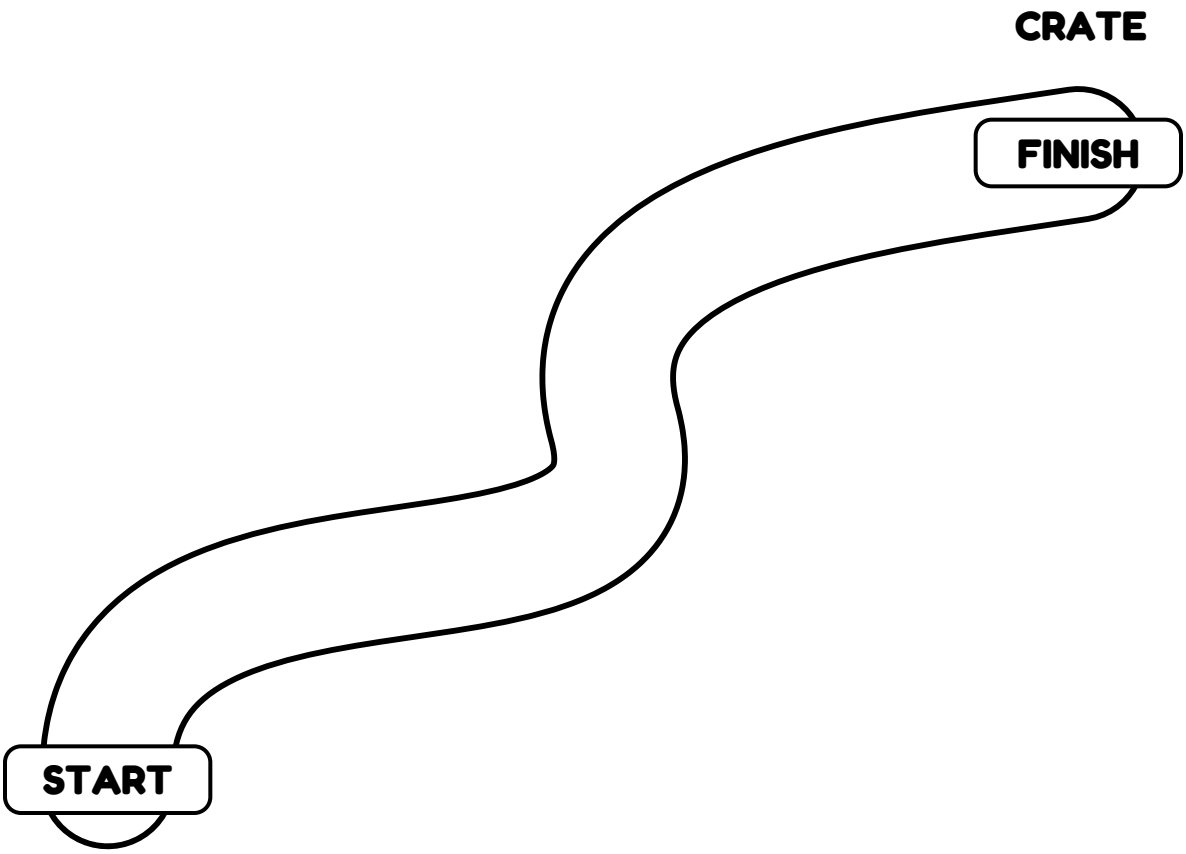
Trace the wide path from the lantern to the pail.



Which way does the path go around the tree?

Follow the Leaf Trail

Trace the wide leaf path to the garden crate.

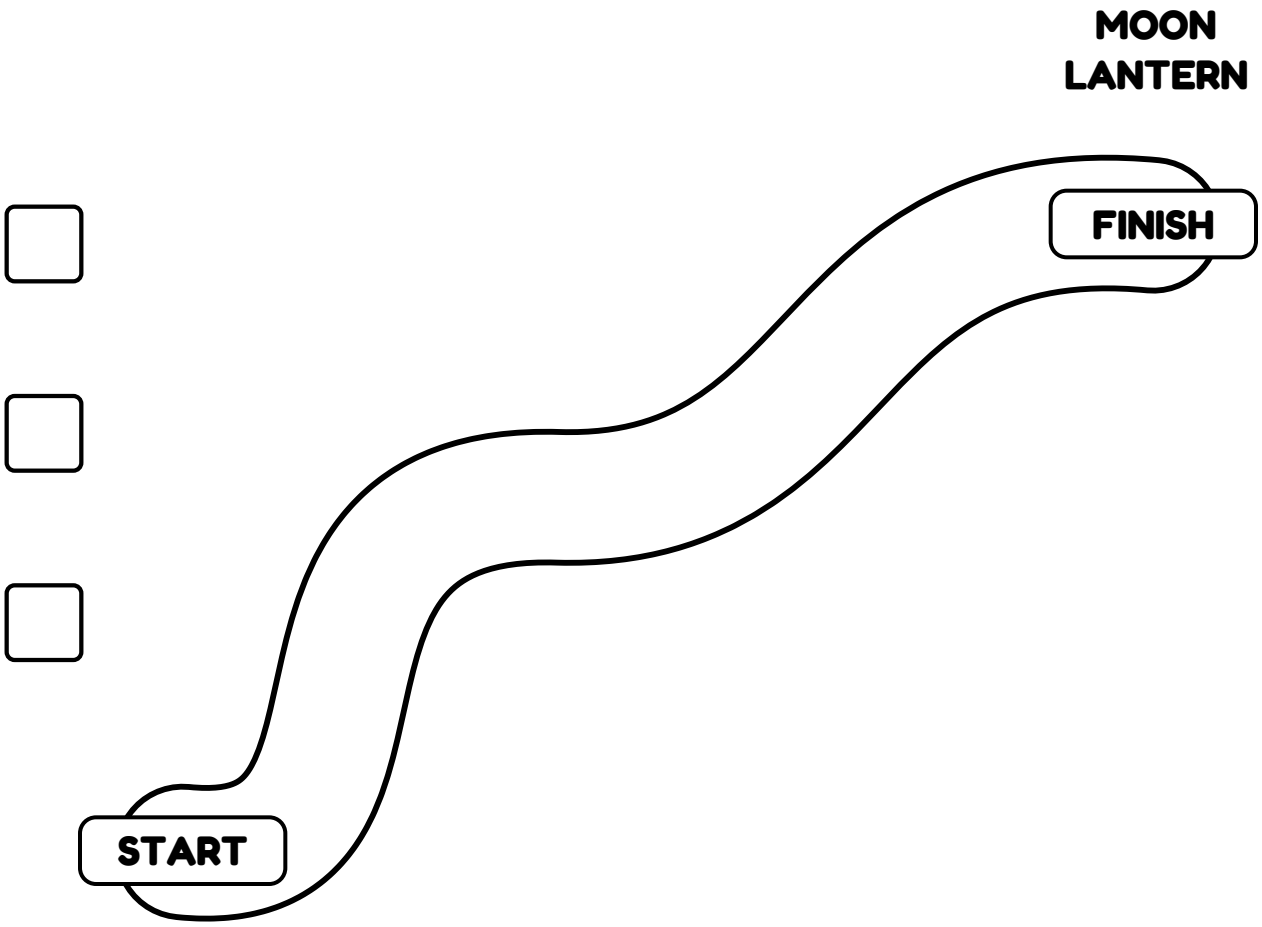




What tells you this is the real path?

Follow the Story Cards

Trace the wide story path to the moon lantern.

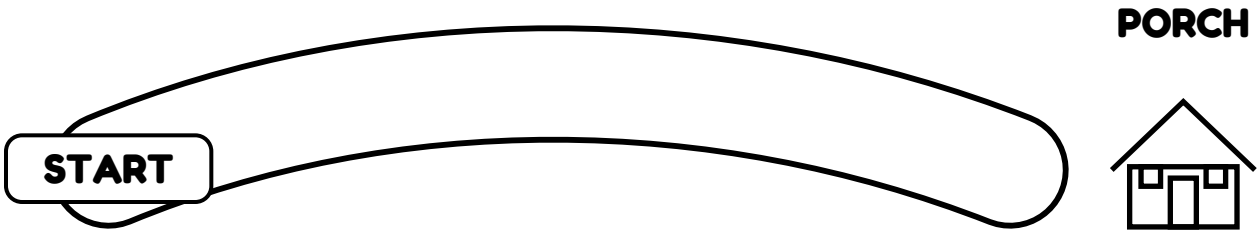




Tell the path story from start to finish.

Which Path Reaches the Porch?

Choose the path that carries the invitation to the porch.



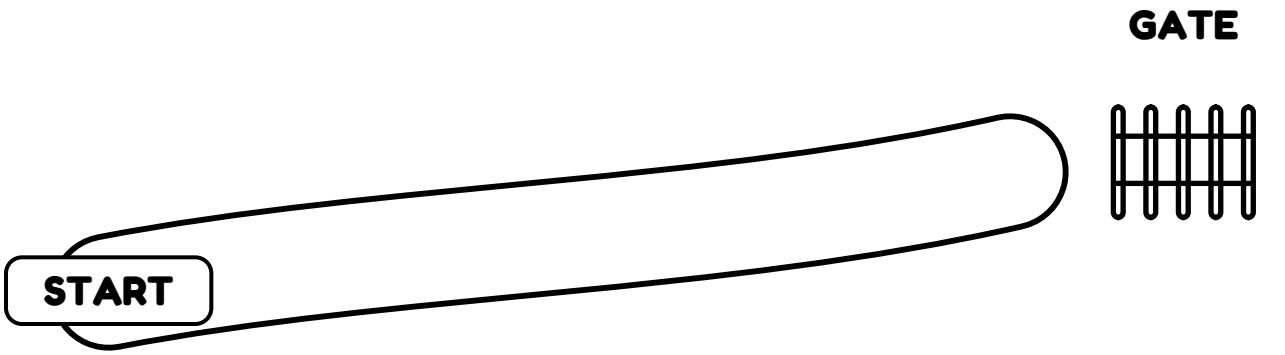


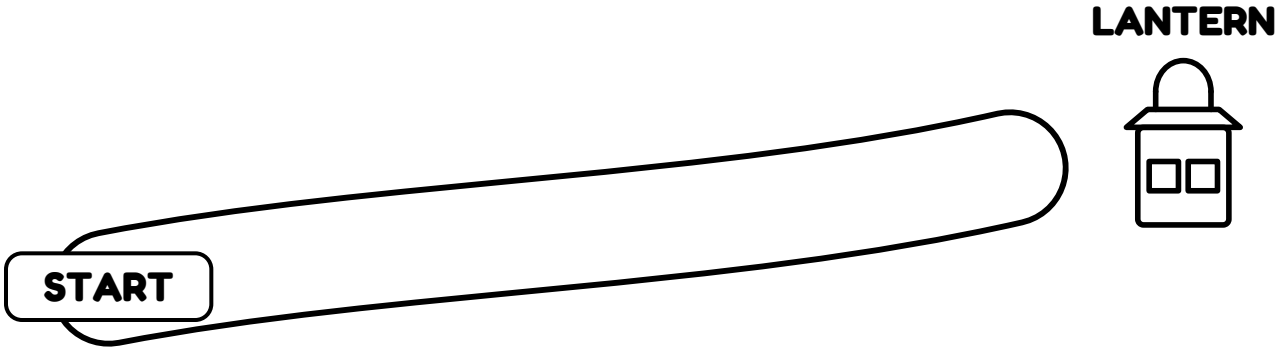


Point to where each path stops.

Reach the Mural Light

Choose the path that reaches the mural lantern.



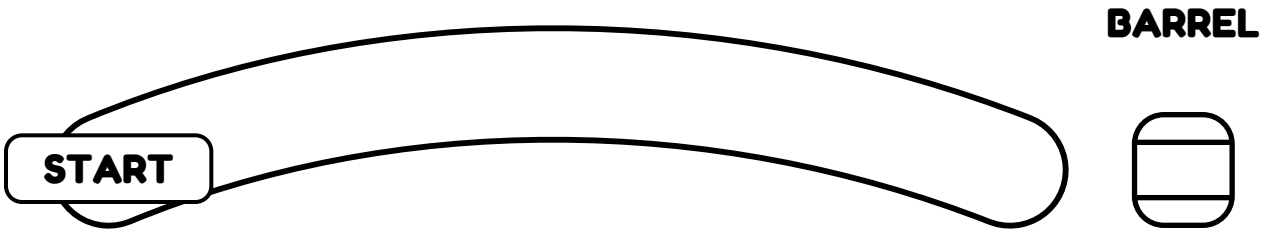




Which path keeps going all the way?

Which Path Reaches the Pumpkins?

Choose the path that reaches the pumpkin row.



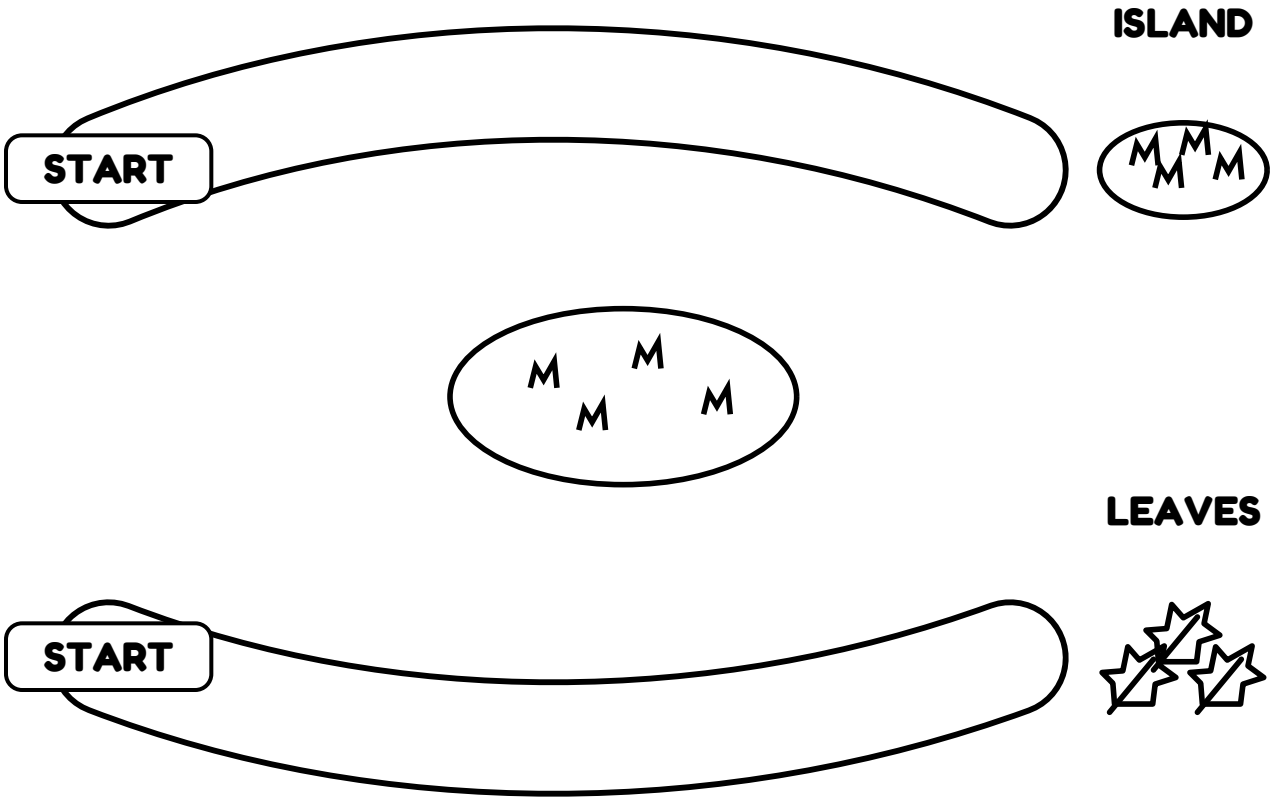


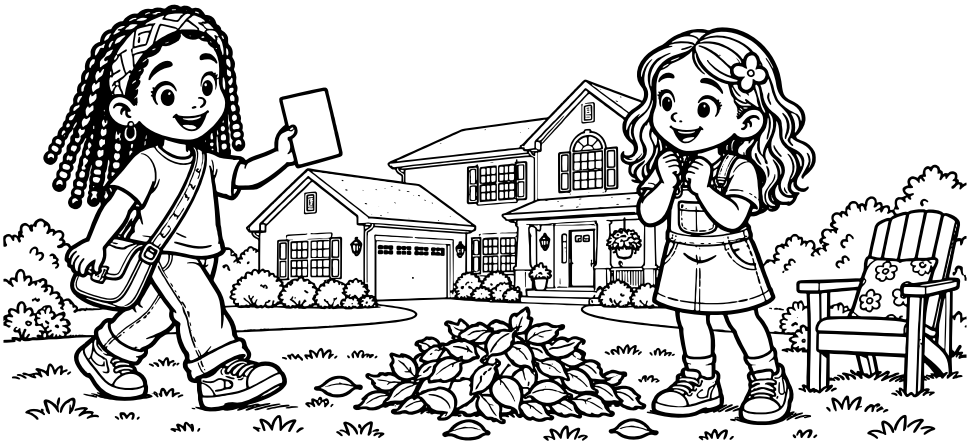


Where does the other path end?

Take the Invitation

Choose the path that reaches Chrissy at the grassy island.

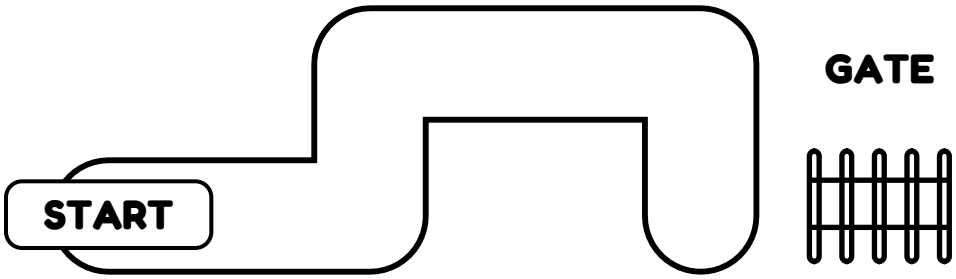


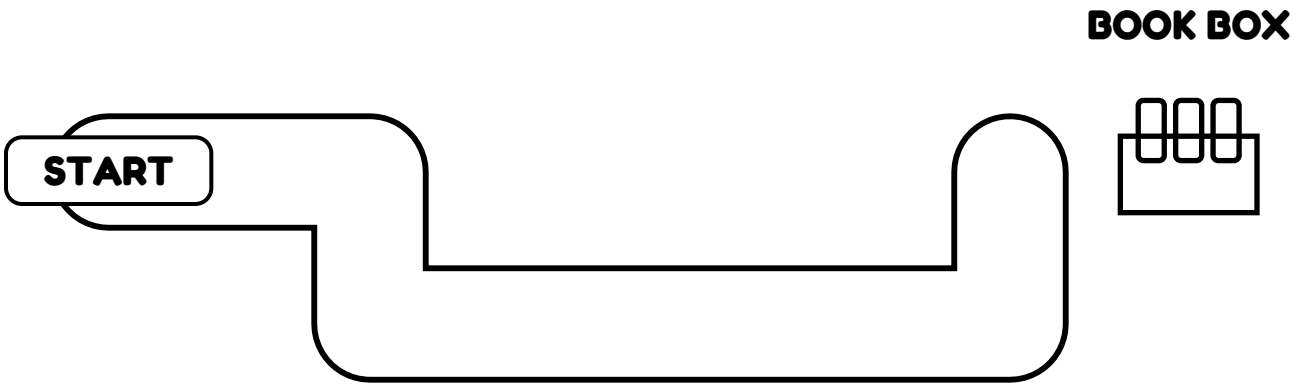


Trace each path with your eyes before choosing.

To the Book Nook

Choose the path that reaches the book box.



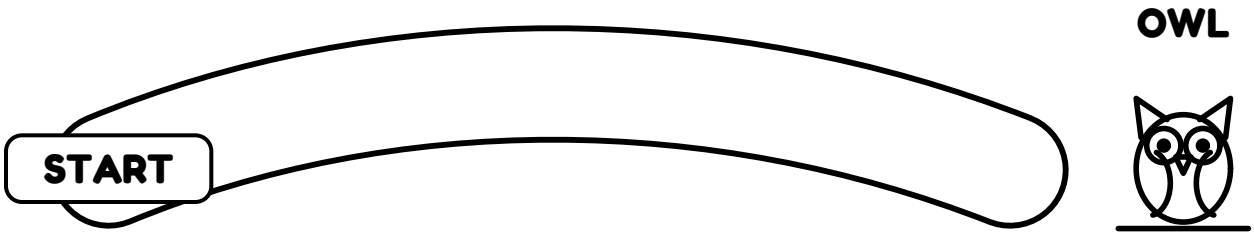


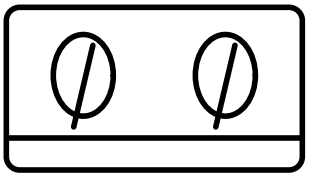


Was the shortest-looking path the one that arrived?

Find the Owl

Choose the path that reaches the owl decoration.





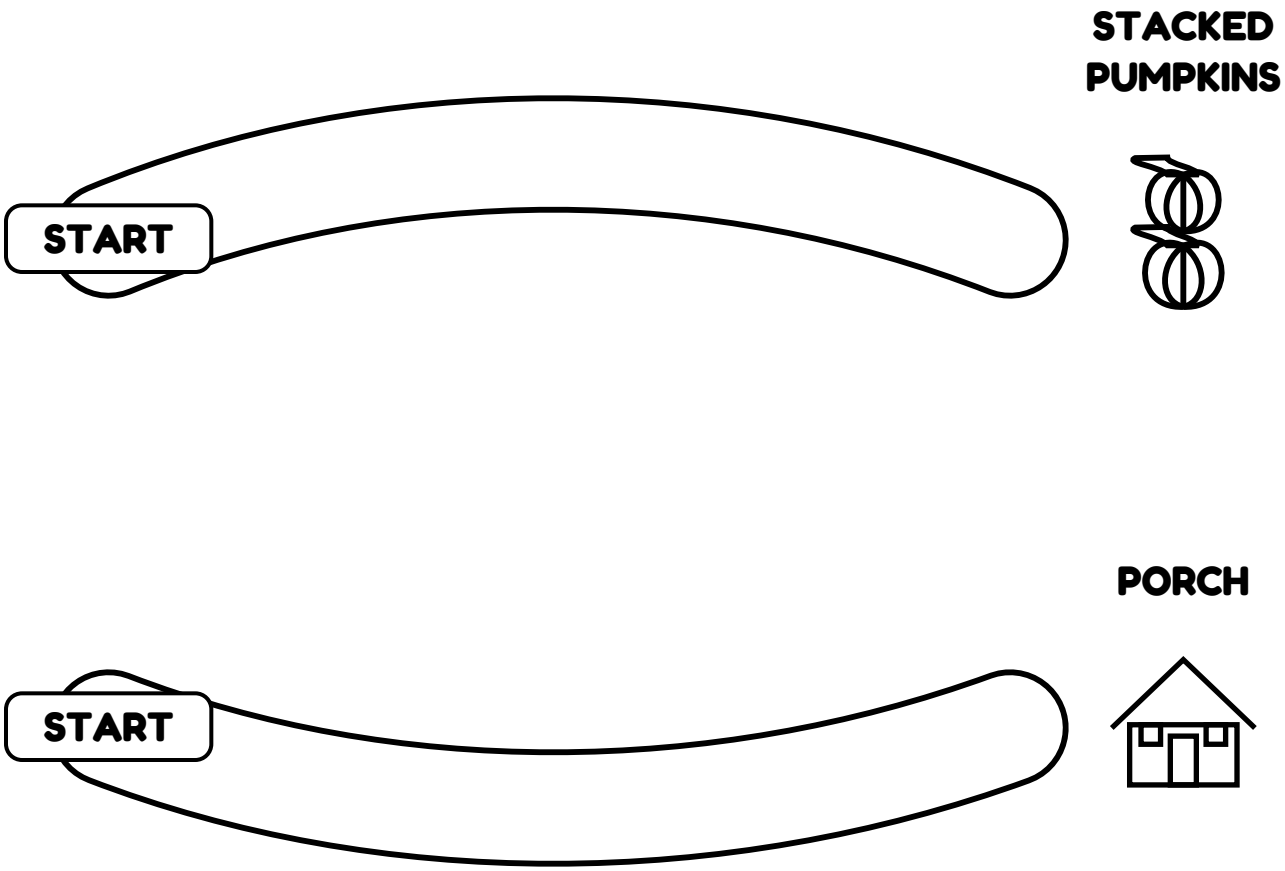




Which path reaches the owl instead of the fence?

Clear the Wagon Path

Choose the path that reaches the porch.

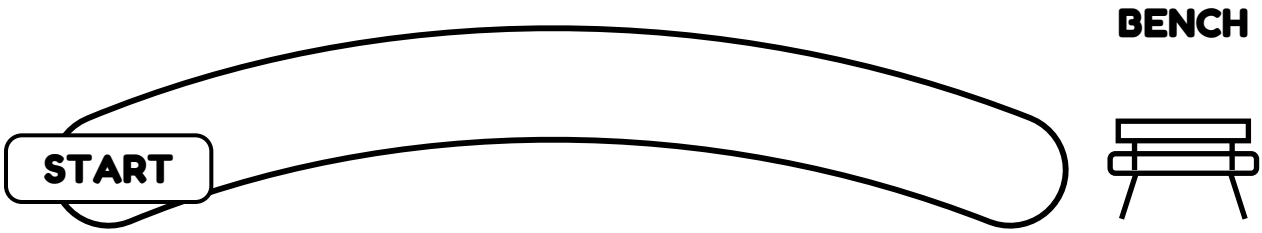


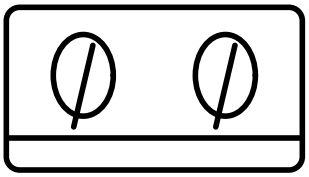


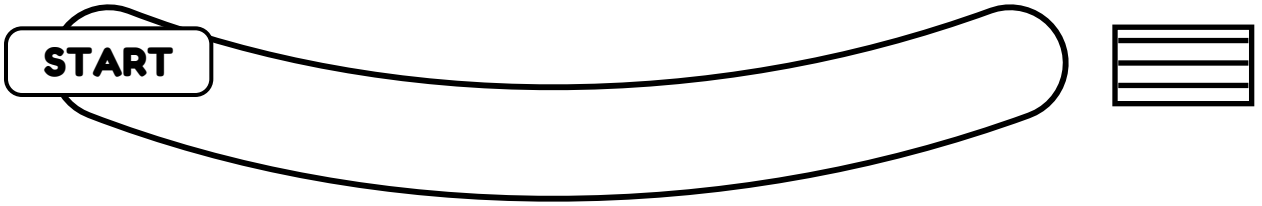
What blocks one of the paths?

Reach the Bench

Choose the path that reaches Zora at the bench.







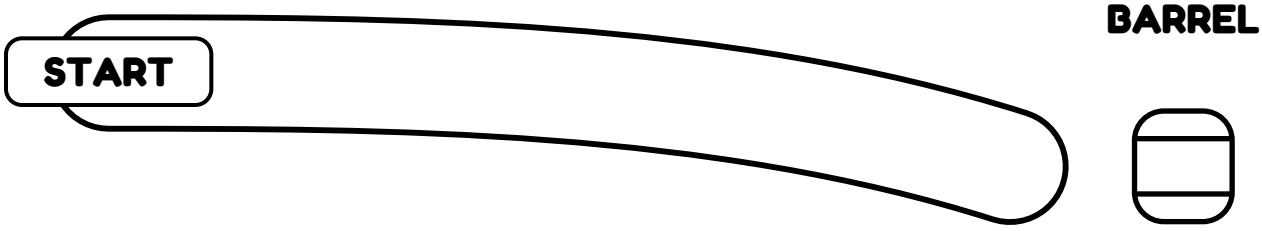


Who is waiting at the correct finish?

Find the Harvest Basket

Choose the path that reaches the harvest basket.



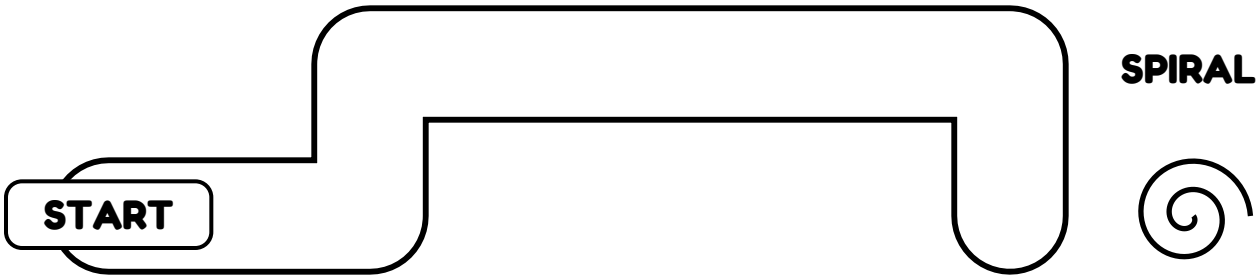


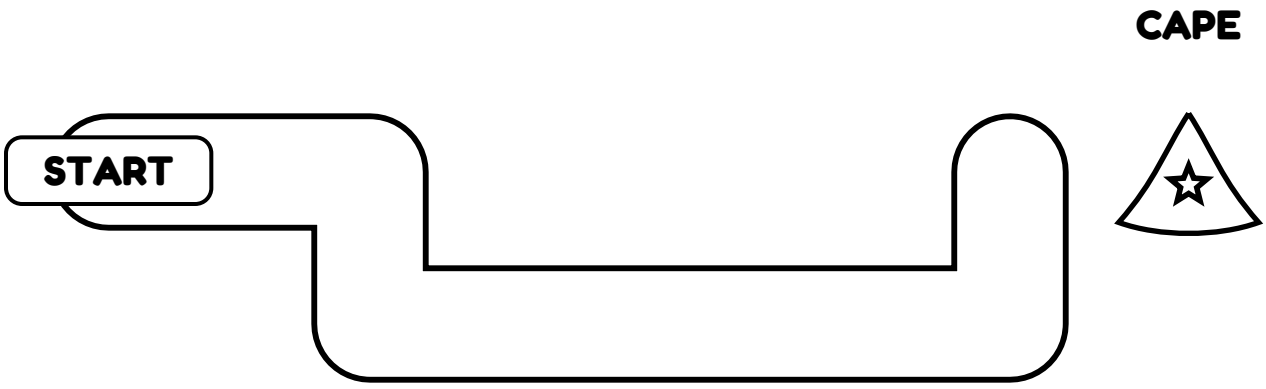


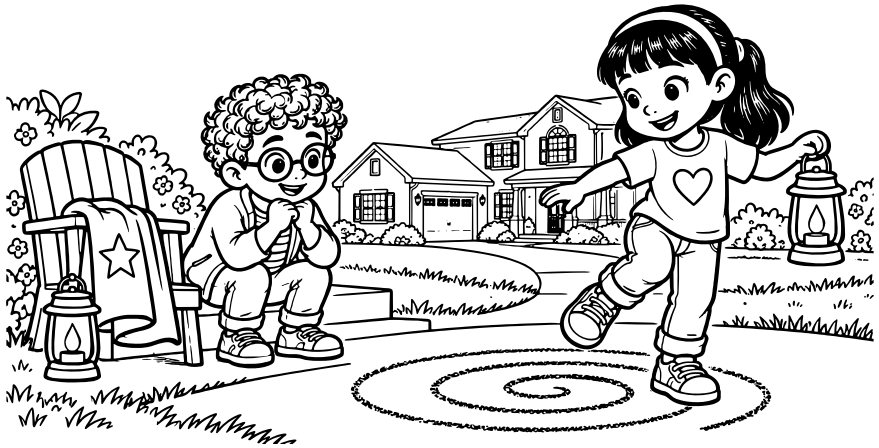
Look at the last turn on each path.

Choose the Path to the Cape

Choose the path that reaches the costume cape.



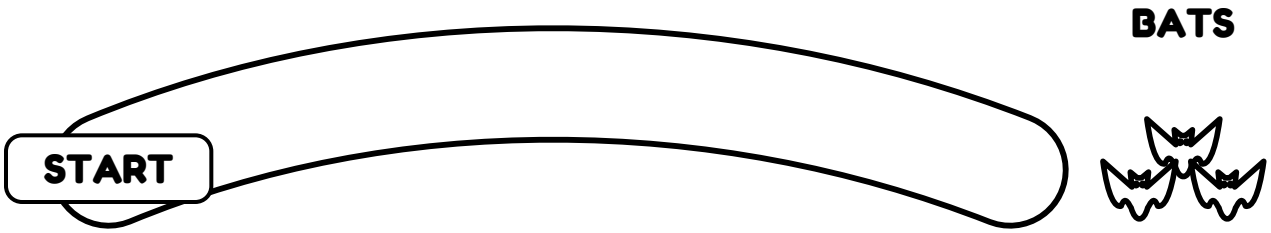




Is the chalk spiral connected to the path?

Reach the Bat Banner

Choose the path that reaches the bat banner.



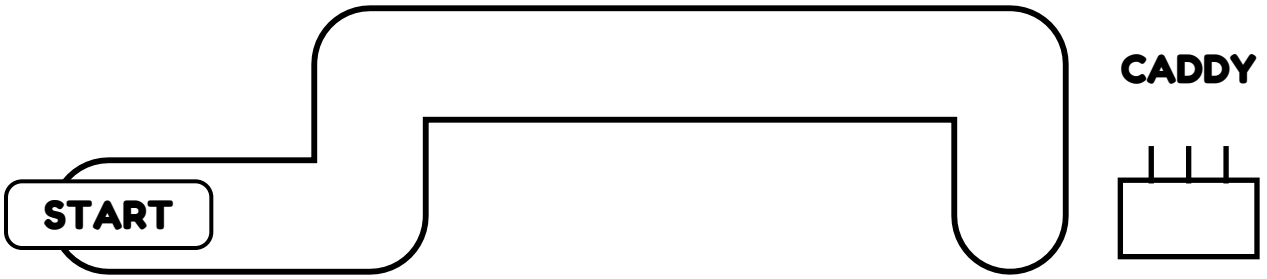


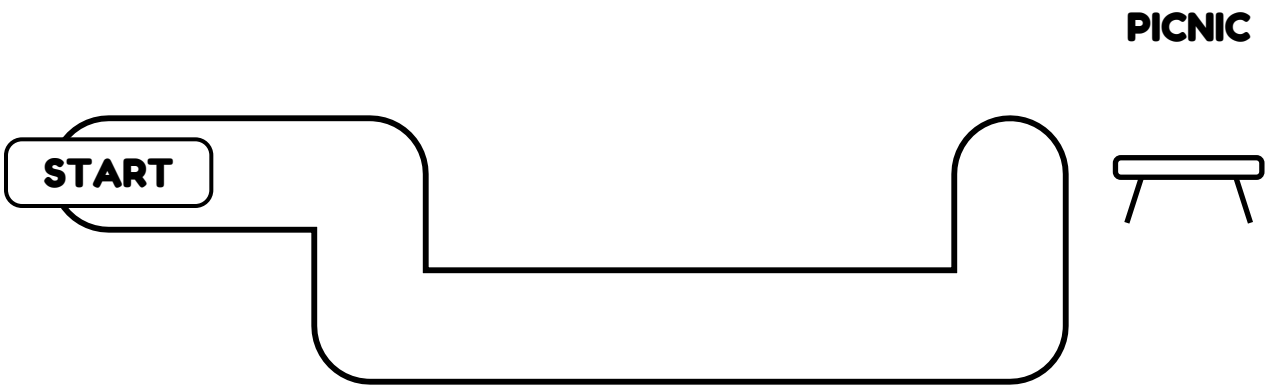


Both paths go somewhere. Which one goes to the banner?

To the Picnic Lanterns

Choose the path that reaches the picnic table.



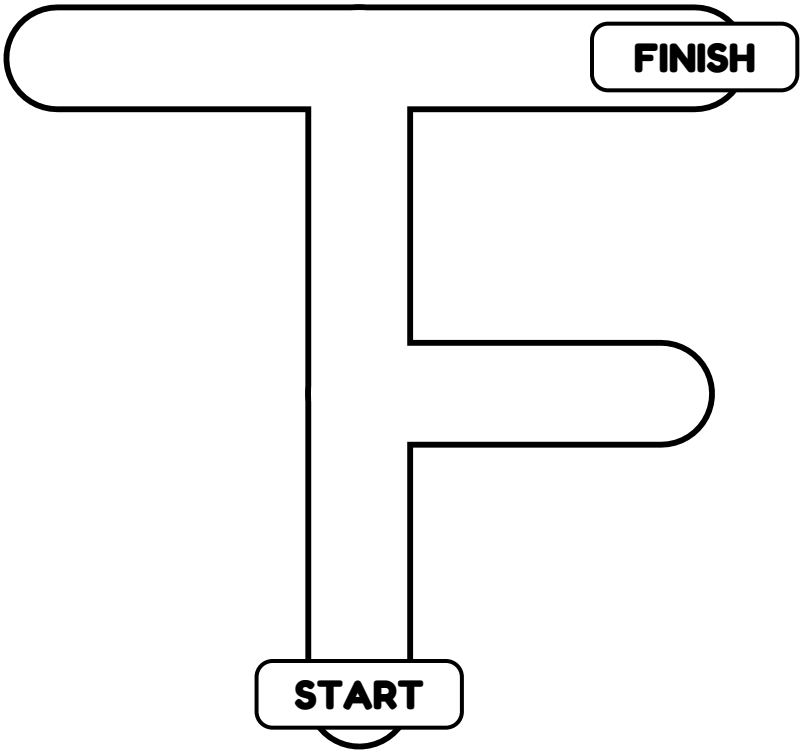




Where does the blocked path stop?

Anika's Pumpkin Maze

Find one path from START to FINISH.

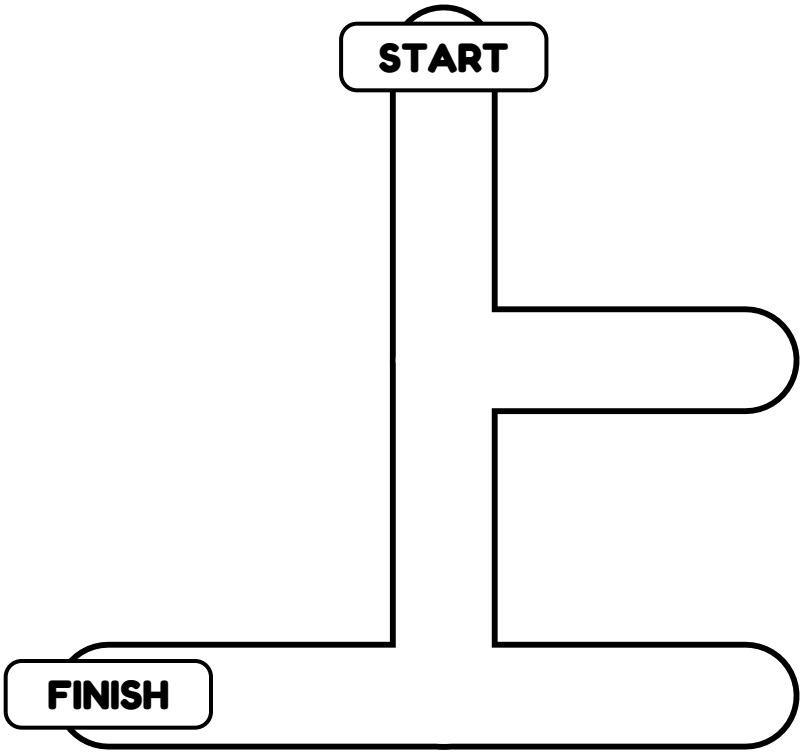




Try one turn. What can you do at a dead end?

The Book Nook Maze

Help Mateo reach Chrissy at the book nook.

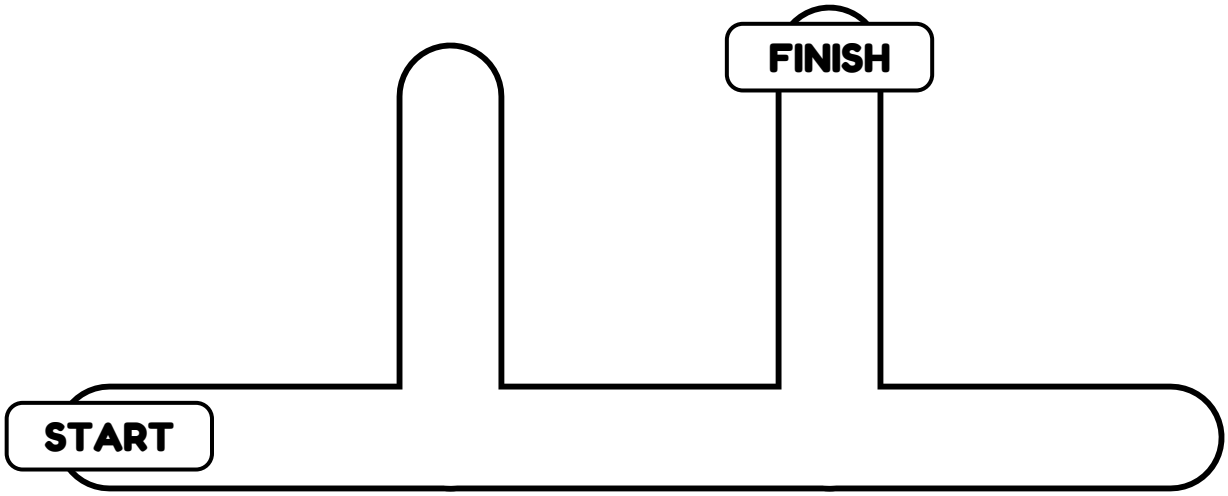




Check where the first turn leads.

Zora's Harvest Maze

Find one path to the harvest basket.

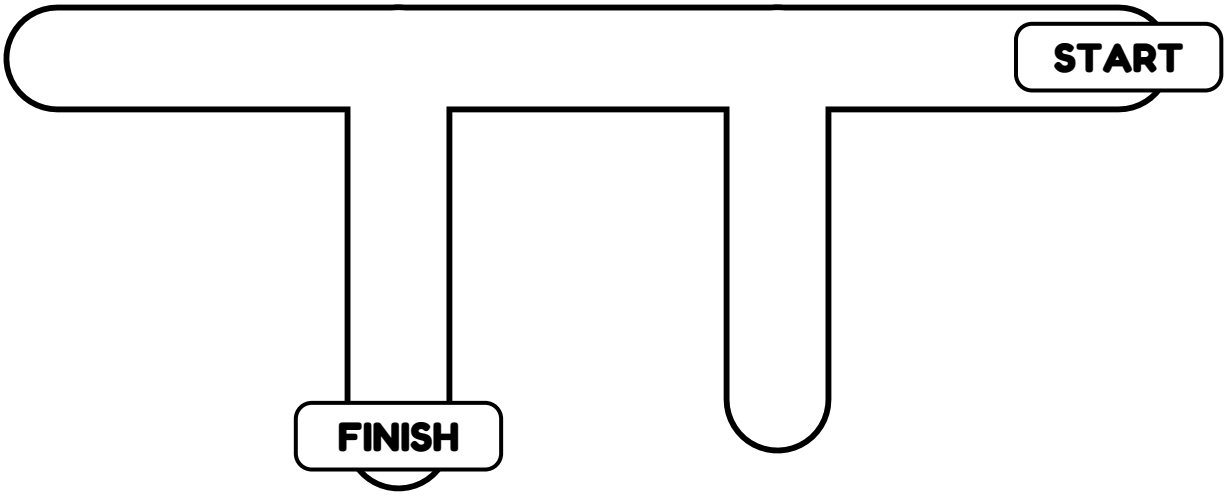




Does your path still lead toward the basket?

The Porch Lantern Maze

Help Eli reach Miles at the porch lantern.

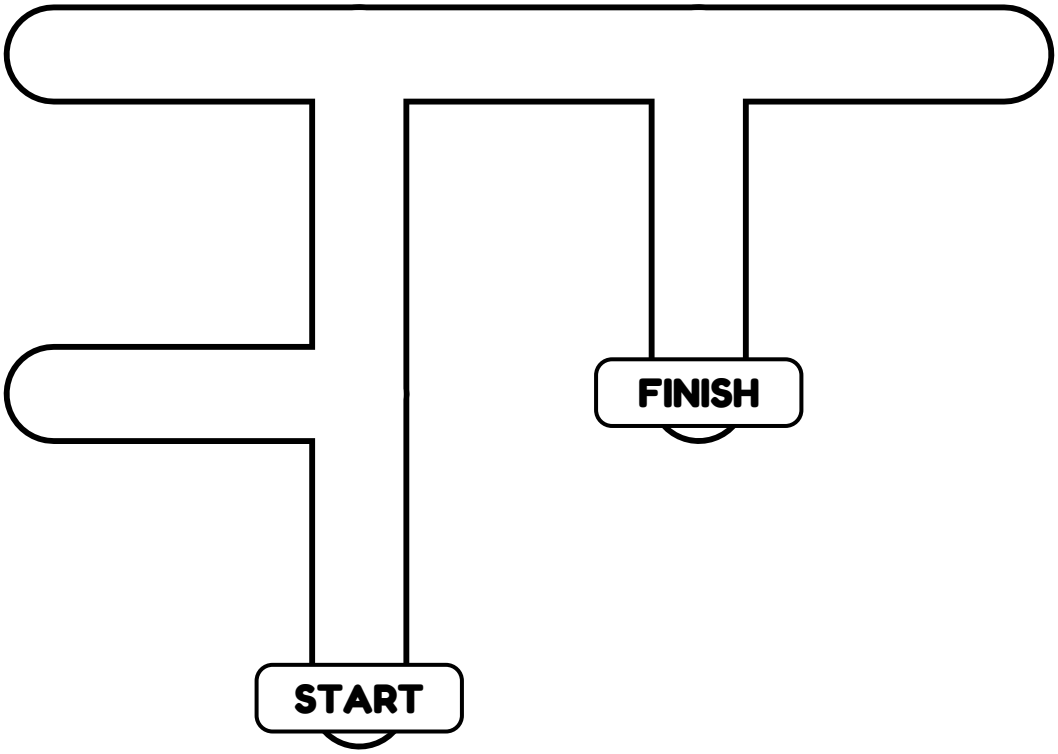




Which first turn keeps the path open?

Dre's Maker Maze

Find one path to the paper lantern.

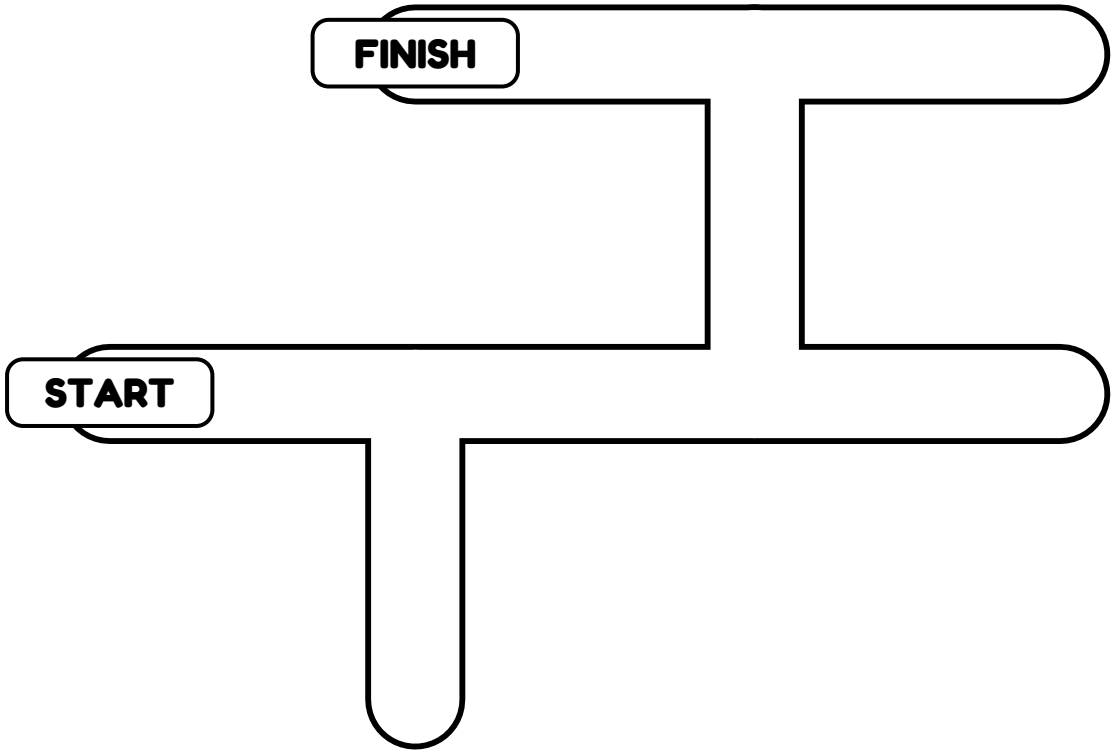




Pause at each place where the path splits.

The Garden Owl Maze

Help Hana reach Anika at the owl decoration.

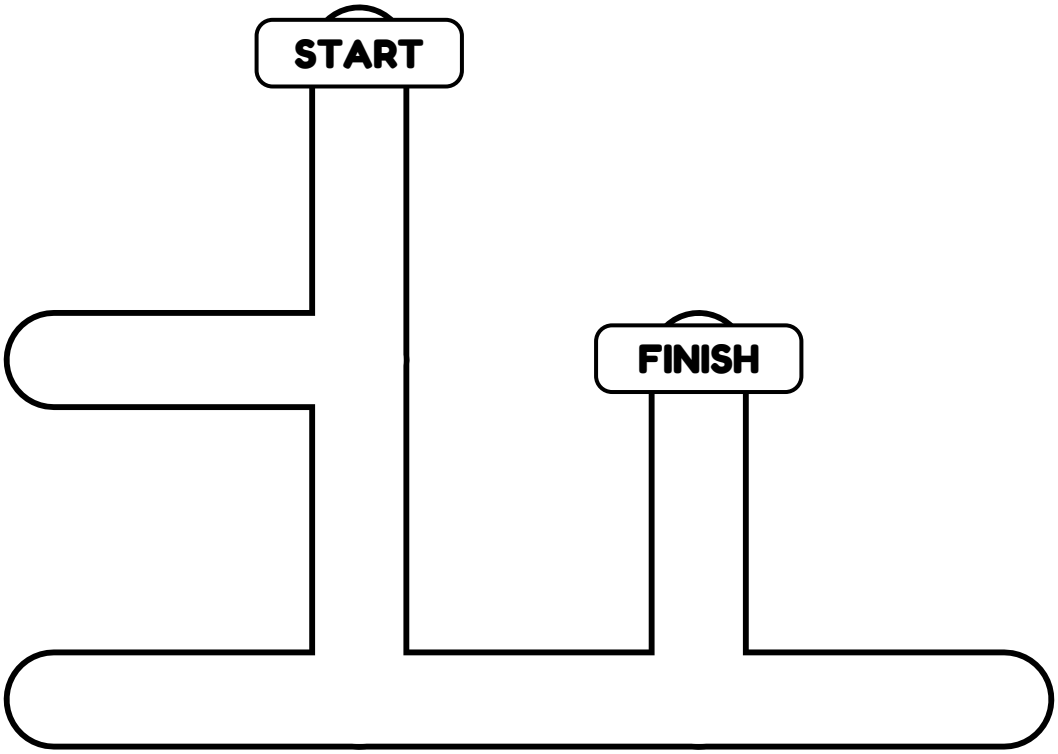




Who notices that the path has stopped?

The Meetup Invitation Maze

Find one path to the invitation basket.

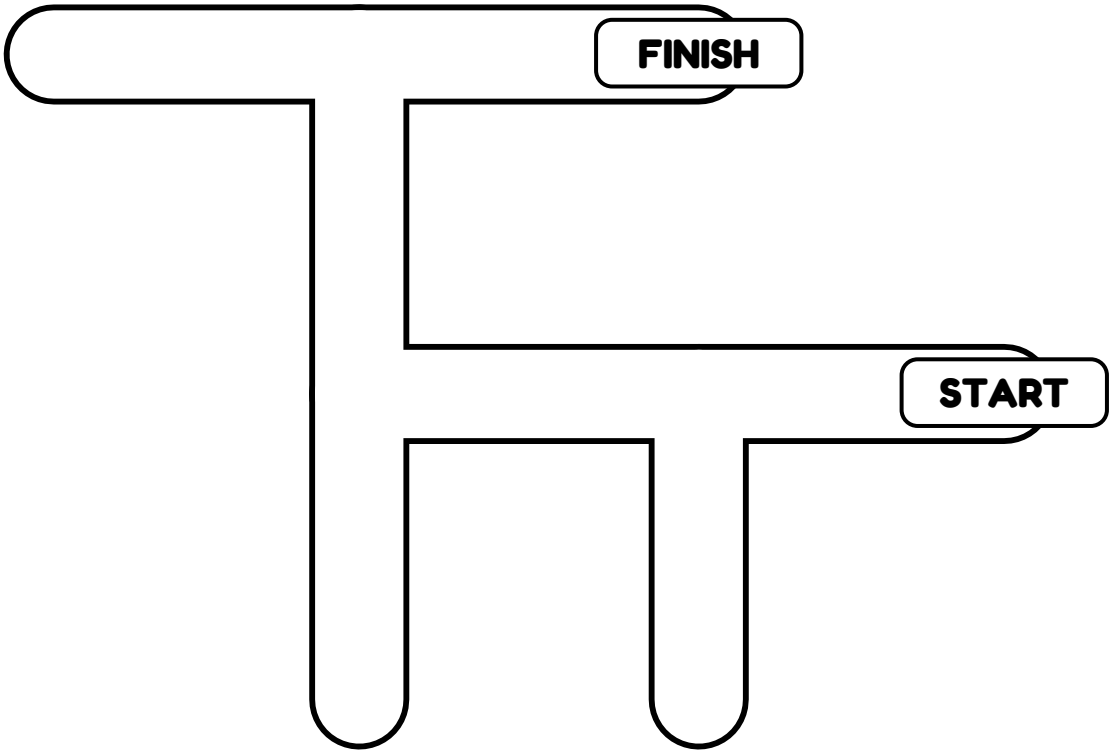




Can you explain your turns in order?

The Garden Crate Maze

Help Anika find the community garden crate.

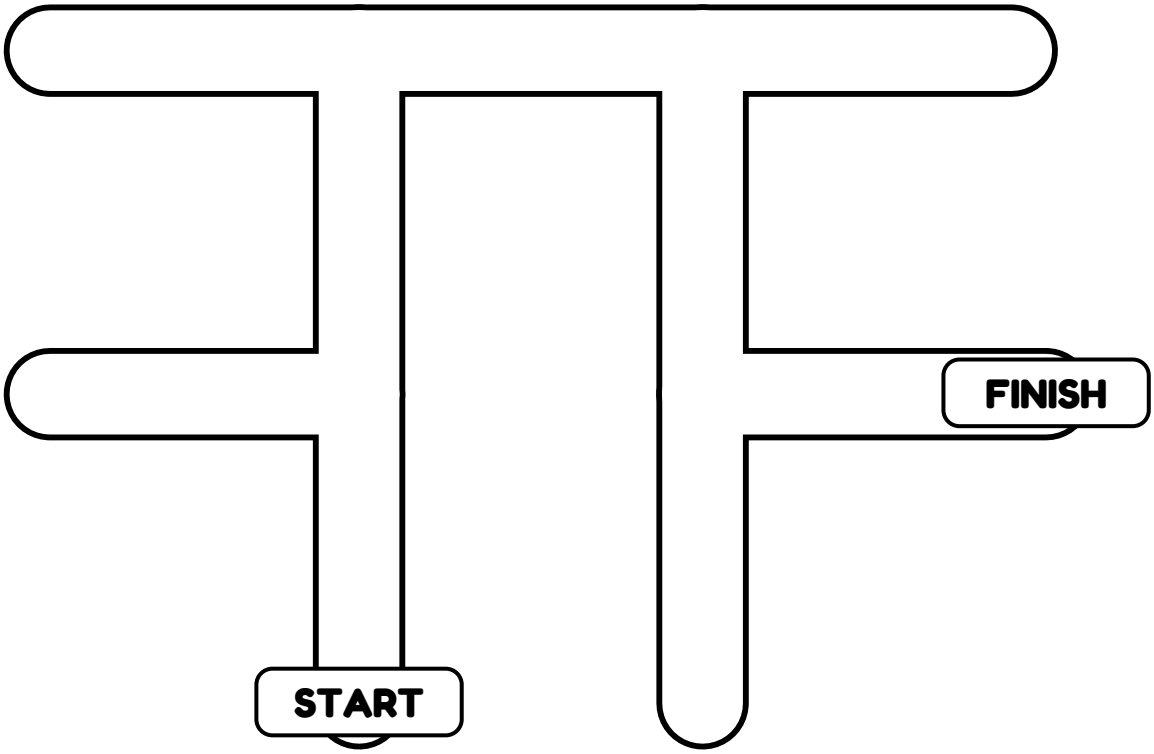




What changed after the first idea did not work?

Mateo’s Pumpkin-Row Maze

Find one path to the pumpkin row.

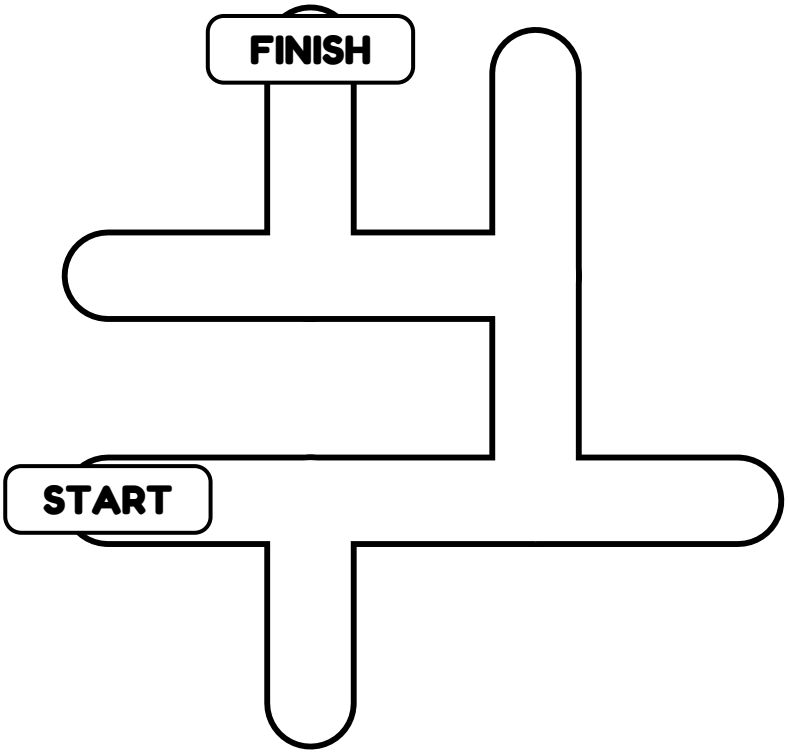




Can waiting at a split help you choose?

The Costume Cape Maze

Help Zora reach Hana and the costume cape.

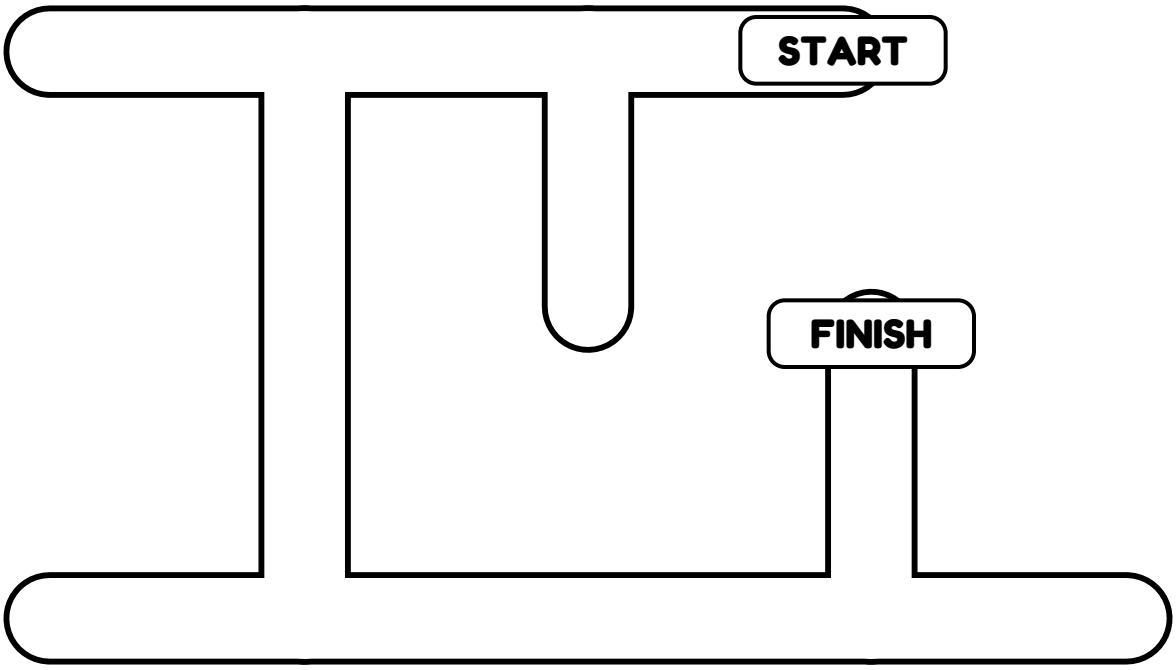




What can Zora try after a path stops?

The Mural Moon Maze

Find one path to the moon decoration.

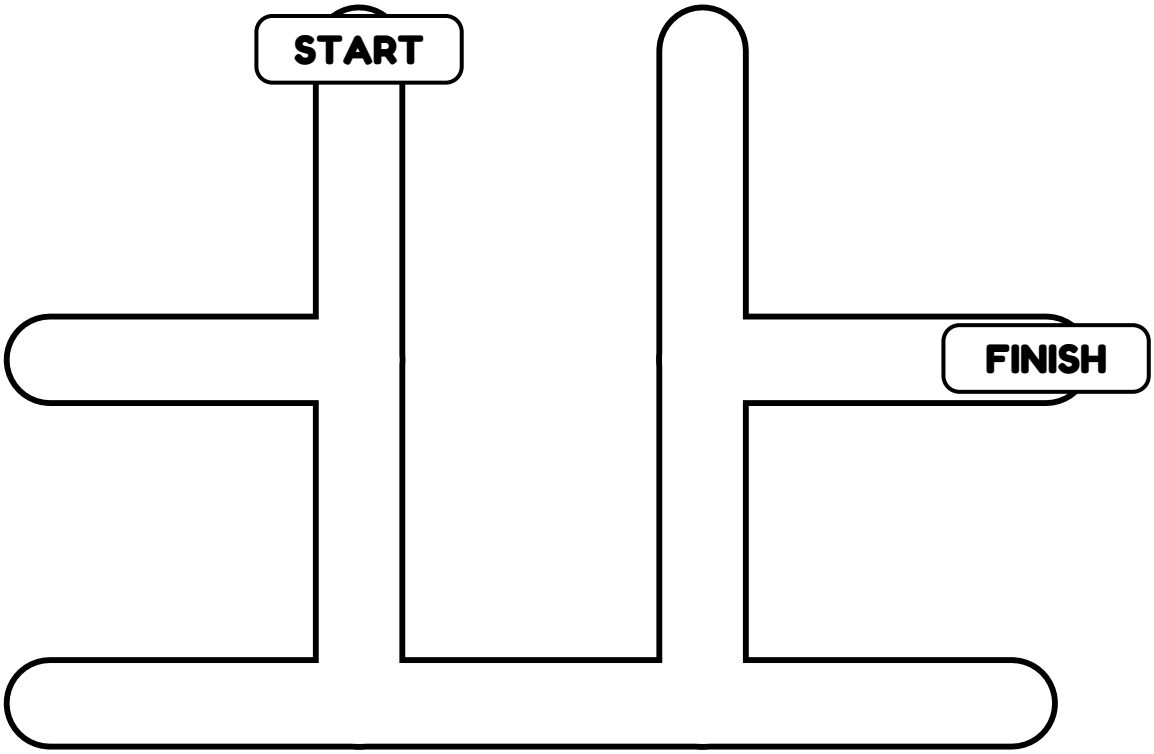




Which path is known, and which one is only a guess?

The Harvest Wagon Maze

Help Eli guide the wagon to Dre.

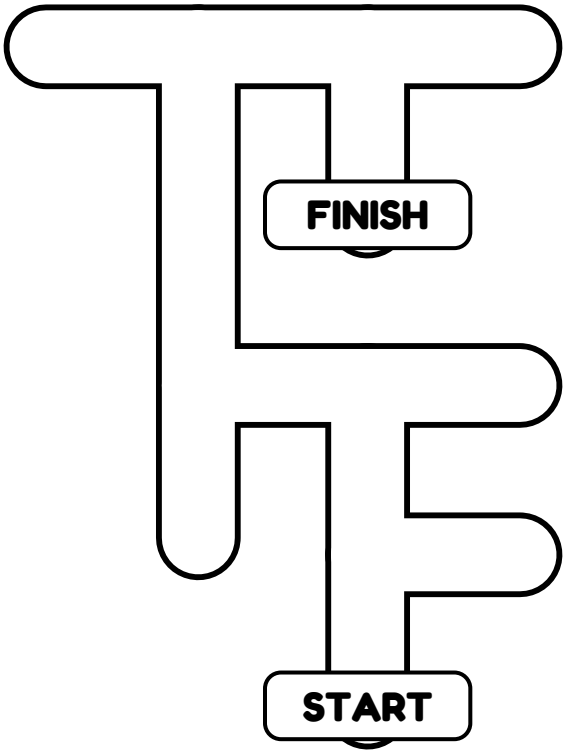


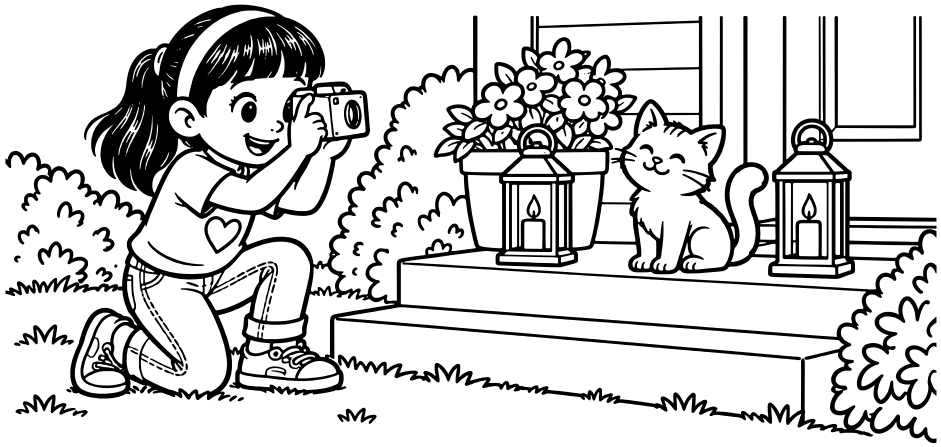


How do you know the wagon can reach the finish?

The Porch Cat Maze

Find one path to the paper cat.

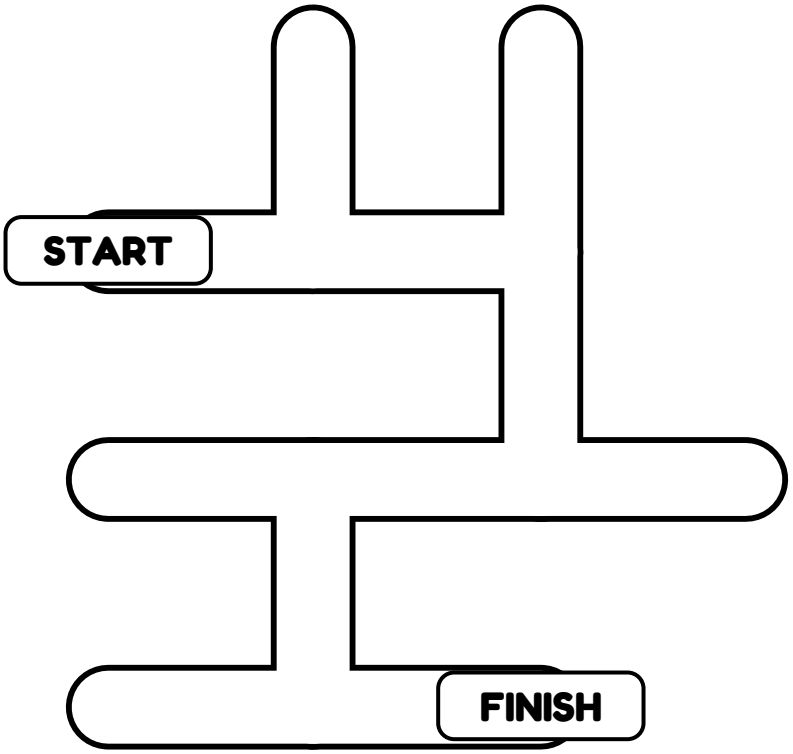




Check one turn at a time.

The Friendly Ghost Maze

Help Tomi reach Zora at the ghost display.

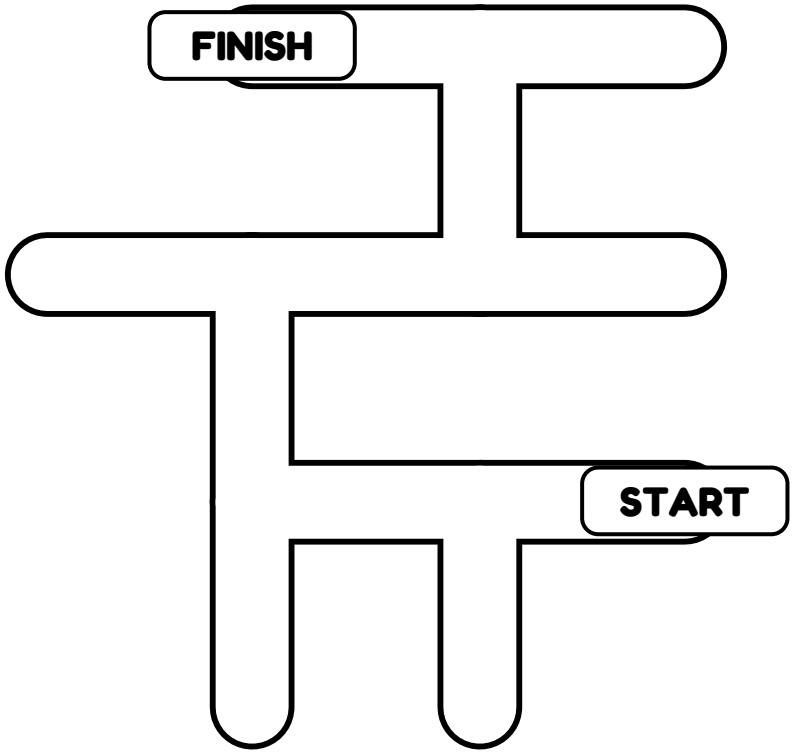




Can a wrong turn still teach us something?

The Picnic Lantern Maze

Help Miles reach Mateo at the picnic lantern.

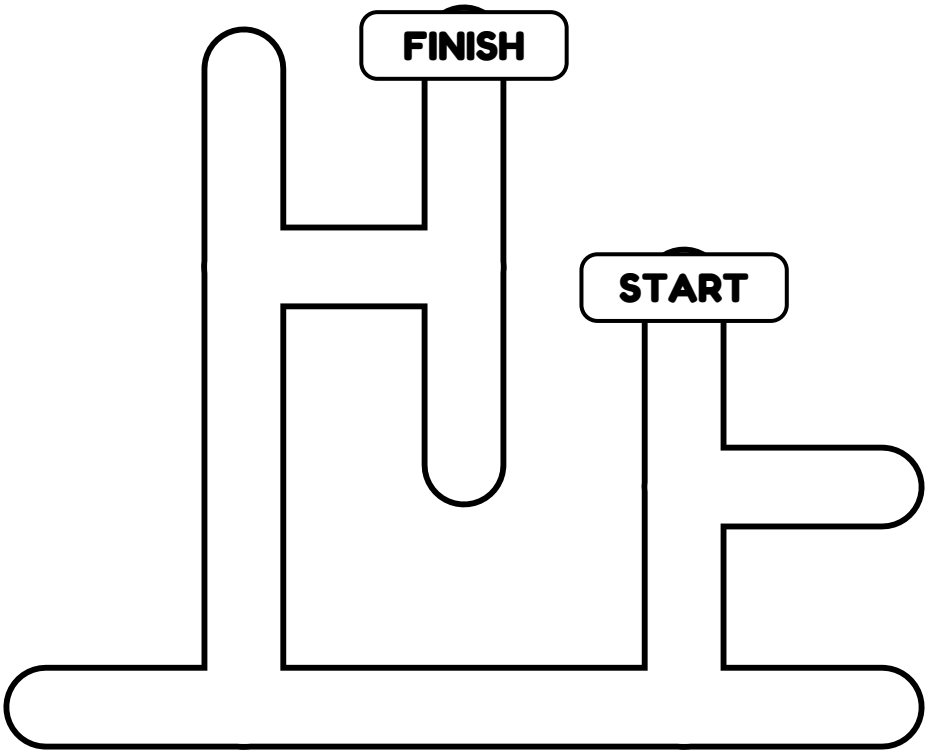




Which turn should Miles check before moving on?

The Pumpkin Pail Maze

Help Dre and Anika find the pumpkin pail.

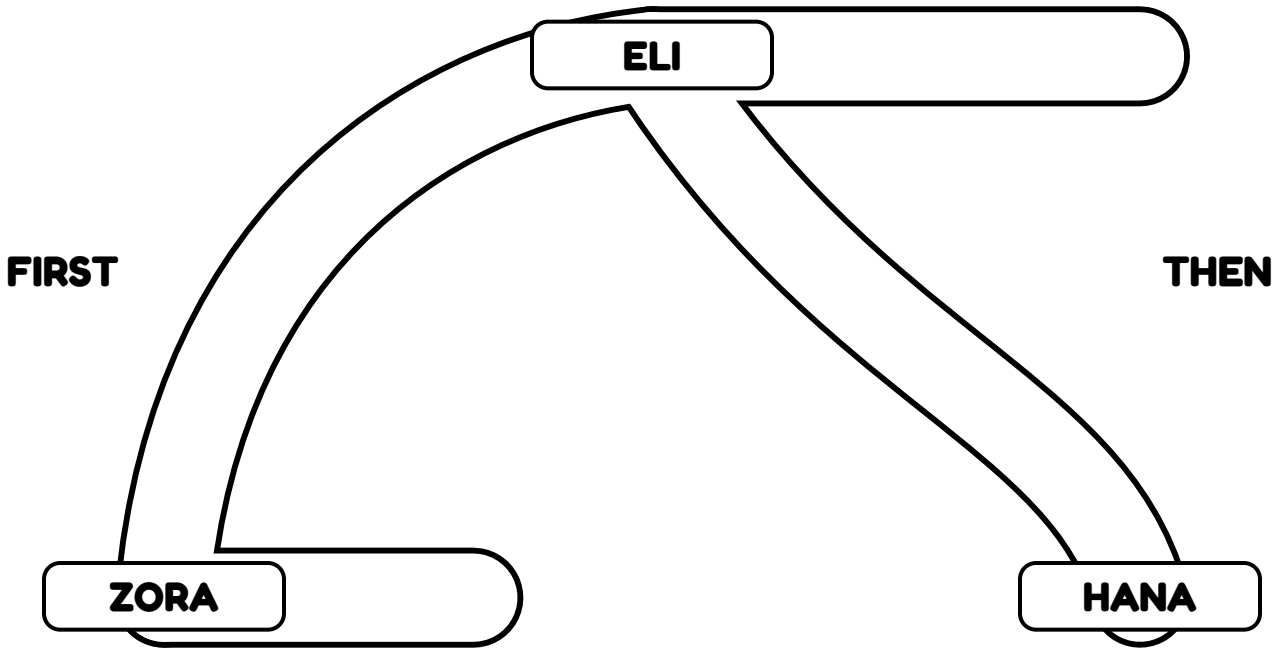


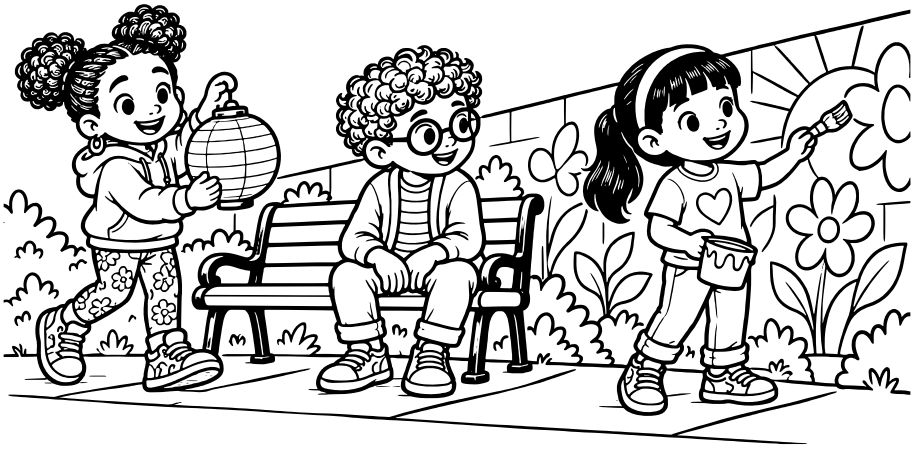


Where did the successful path change direction?

Pass the Paper Lantern

First, trace the lantern to Eli. Then trace it to Hana.

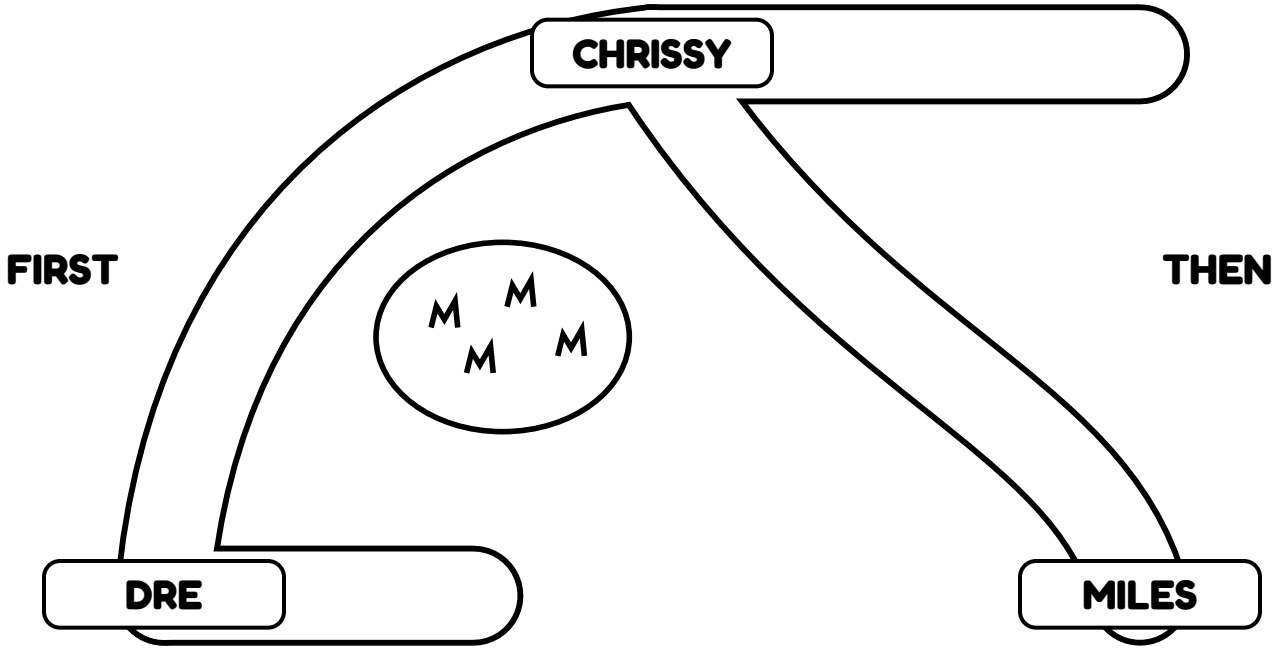




Who receives the lantern first? Who receives it next?

The Cape Delivery

First, help Dre reach Chrissy. Then help Chrissy reach Miles at the porch.

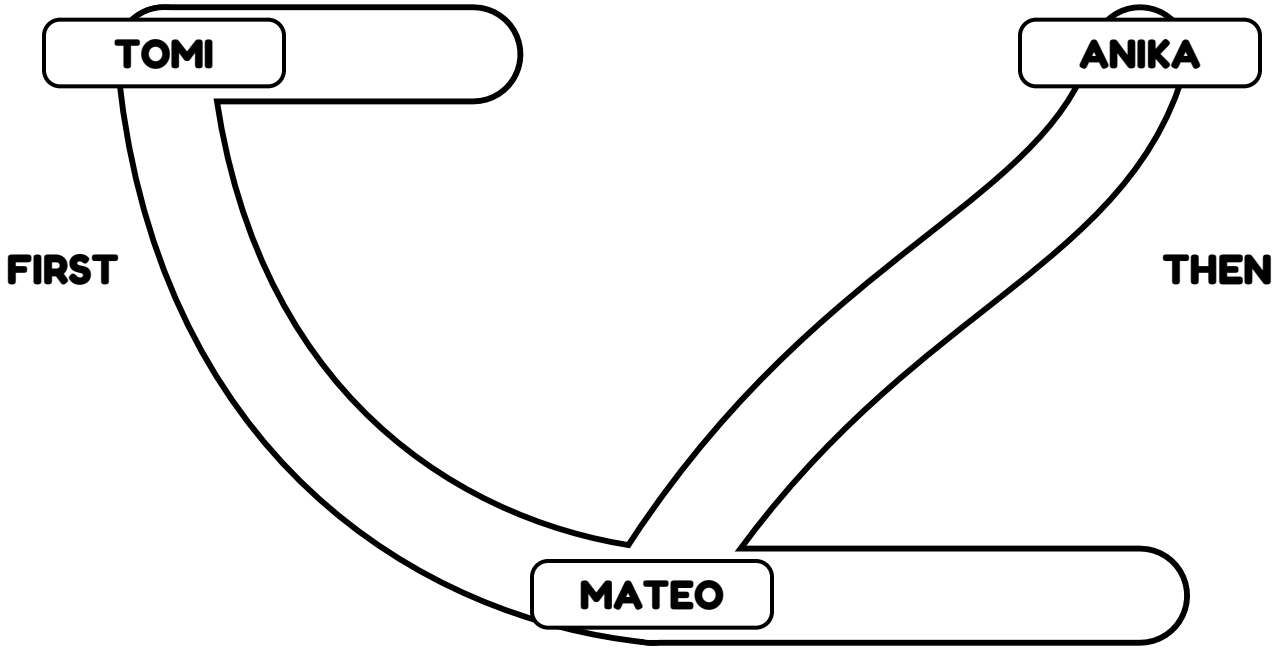




What happens first, and what happens after the leaf pile?

The Pumpkin Sign Route

First, help Tomi reach Mateo. Then help Mateo reach Anika.

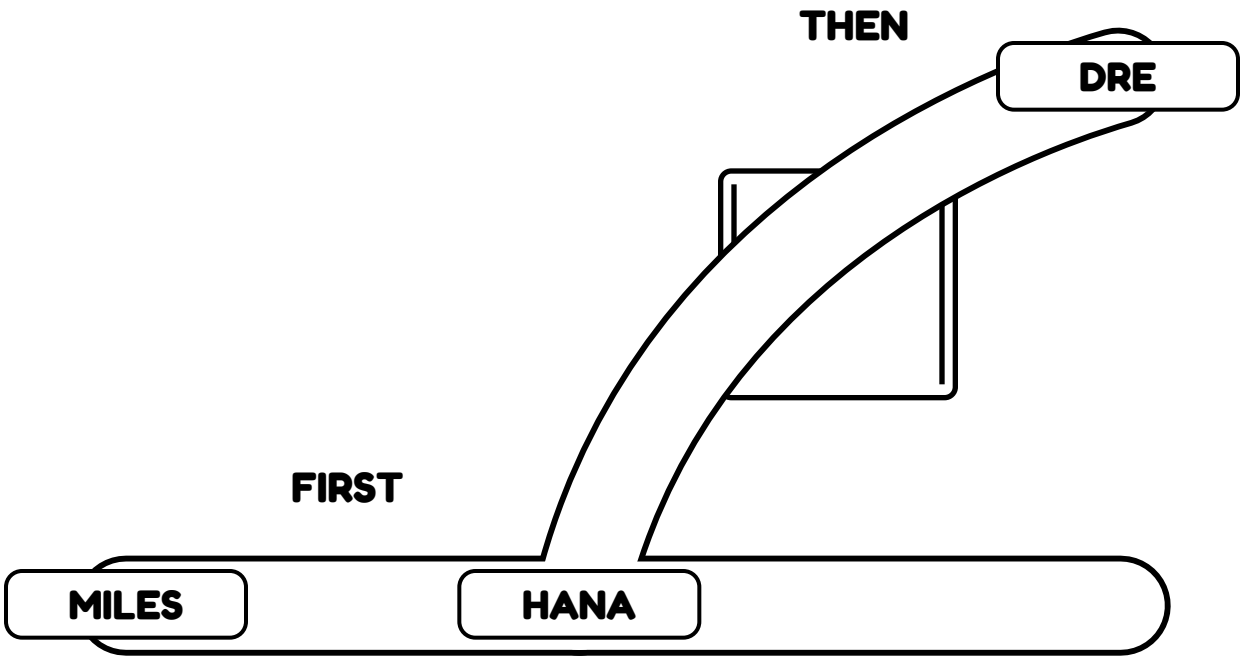




Who carries the sign during the second part?

Repair the Mural Route

First, trace the story card to Hana. Then choose the bridge route to Dre.



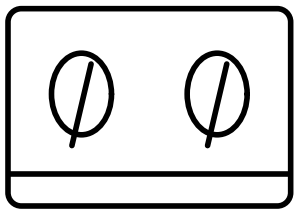


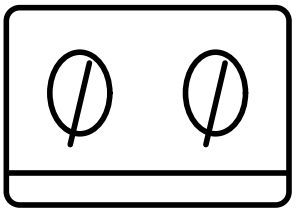
How does each friend help the route continue?

Draw a Garden Route

Draw a wide path from START to FINISH. Go around the garden beds.

FINISH





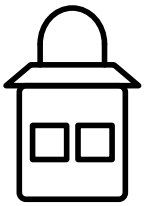
START



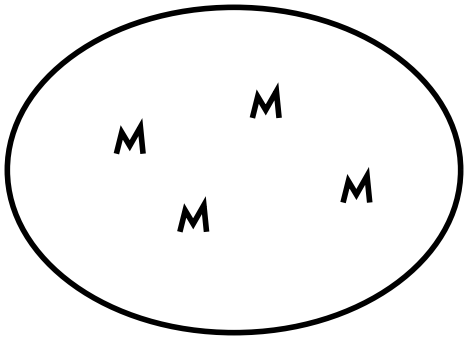
Show me how your path takes care of the garden.

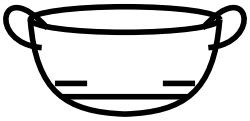
Make Two Ways

Draw one path around each side of the grassy island.



START





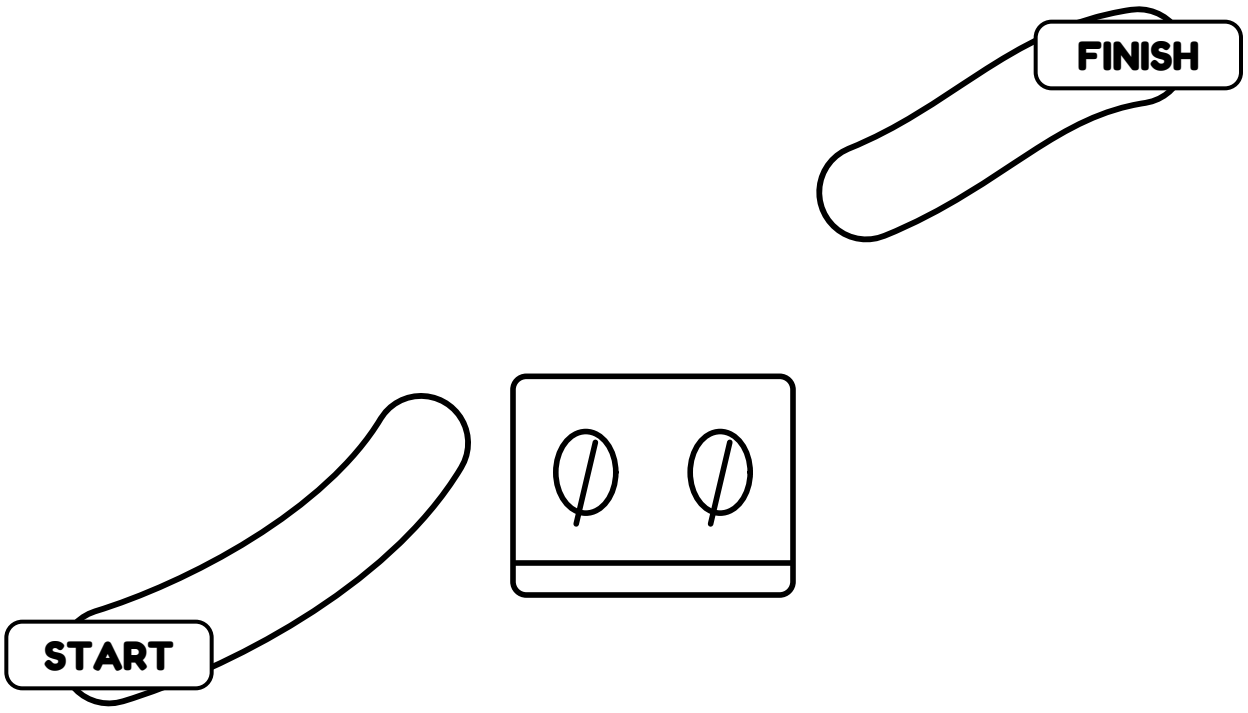
FINISH



Do the two paths need to be exactly the same?

Finish the Missing Path

Draw a path across the open space to reach the book nook.



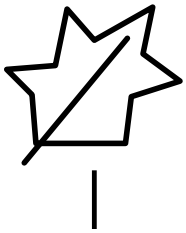


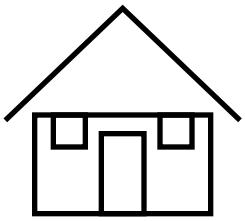
What must the new path connect?

Tell a New Path Story

Draw your own path from START to FINISH. Tell what happens first, next, and last.

FINISH





START



What does your traveler notice along the way?

Share What You Noticed

Which picture would you like to show someone?

What did you try today?

What would you like to try another day?

You can point to a picture, make a mark, name something, or tell a tiny story. Invite your grown-up to listen.

A Guide to Pages 1–24

Use this guide after your child has time to try. Pointing, talking, or tracing with a finger are welcome.

1. Follow the single wide lane.
2. Follow the single wide lane.
3. Follow the single wide lane.
4. Follow the single wide lane.
5. Follow the single wide lane.
6. Follow the single wide lane.
7. Follow the single wide lane.
8. Follow the single wide lane.
9. Follow the single wide lane.
10. Follow the single wide lane.
11. Follow the single wide lane.
12. Follow the single wide lane.
13. Upper path reaches porch.
14. Lower path reaches lantern.
15. Lower path reaches pumpkins.
16. Upper path reaches island.
17. Lower path reaches book box.
18. Upper path reaches owl.
19. Lower path reaches porch.
20. Upper path reaches bench.
21. Upper path reaches basket.
22. Lower path reaches cape.
23. Upper path reaches bats.
24. Lower path reaches picnic.

A Guide to Pages 25–48

Use this guide after your child has time to try. Pointing, talking, or tracing with a finger are welcome.

25. up then right.
26. down then left.
27. right then up.
28. left then down.
29. up then right then down.
30. right then up then left.
31. down then right then up.
32. left then up then right.
33. up then right then down then right.
34. right then up then left then up.
35. left then down then right then up.
36. down then right then up then right.
37. up then left then up then right then down.
38. right then down then left then down then right.
39. left then up then right then up then left.
40. down then left then up then right then up.
41. Zora to Eli to Hana; upper, then lower.
42. Dre to Chrissy to Miles; around island, to porch.
43. Tomi to Mateo to Anika; lower, then upper.
44. Miles to Hana to Dre; use the upper bridge.
45. Open route; go around both garden beds.
46. Two routes, one on each side of the island.
47. Join the gap ends; avoid the planter.
48. Open route and a story about a landmark.

Keep Your Story Going

Choose a favorite page. Tell someone what caught your eye.

Make up another friendly Halloween idea. You can draw it, describe it, or point to a picture that helps.

Every small try can begin a story.

Be kind. Be curious. Be brave.

That's the Marigold way.