VANTAGE

Play a little Christmas

Creative afternoons and cosy family games







Puzzles, colouring and a ready-to-hide scavenger hunt

Eight different bingo boards / memory pairs

Charades / drawing game / answer keys

Start a little magic

Your printing and personalisation guide

Choose your paper size

Open either A4 or US Letter to match your paper. Each version has the same content. Print single-sided at Actual size / 100%. Turn off Fit, Shrink and borderless enlargement. Leave all printer margins on; no design needs edge-to-edge printing.

Personalise before you print

Download and open the PDF in a desktop PDF reader with form support, such as Adobe Acrobat Reader. Click the name and message lines, type, then Save As a new copy. Reopen it to check your entries. Only marked fields are editable; artwork and other text stay fixed. You can also write by hand.

Paper and finishing

Use ordinary 90-120 gsm paper for activities and letters. For tags, props and cards, use 160-200 gsm cardstock if your printer supports it. Cut on solid outer outlines; fold on dashed lines. An adult handles scissors and small pieces. Keep paper crafts away from flames and young children who mouth objects.

Print a test first

Print this page and measure the line below: it must be exactly 50 mm (about 1.97 inches). Home printers and paper vary; check one page before printing the pack. Colours can differ from the screen. The low-ink edition uses black linework and white backgrounds.

50 mm scale check

For personal household use. Print again for your household; do not resell, redistribute or upload these files. Digital product: no physical items are included.

Let the games begin

A quick family guide

Choose your adventure

For ages 5-10 with help reading, plus mixed-age family play. Start with colouring, the maze or the word search. The hunt needs an adult to hide the clues first. Children can point, draw or ask a helper to read.

Christmas bingo / 2-8 players

Give each player a different board. Cut out all 24 caller cards, shuffle face down and draw one at a time. Read the word; players mark matching squares with pencil. First to mark a whole row, column or diagonal of four calls "Bingo!" The caller checks all four against drawn cards. Ties share the win. For a longer game, cover all 16 squares.

Memory pairs / 2-4 players

Cut all 24 cards from the two matching sheets. Mix face down in a 4 x 6 grid. Turn over two per turn. Matching words stay with you and you take another turn. If different, turn them back and pass play. Most pairs wins; equal totals are a tie. Easier version: use six pairs.

Charades / 2 or more players

Shuffle the 24 prompt cards. Take turns acting one without words; the others guess for about 60 seconds. A correct guess earns the team one point. Skip any tricky card. Play six turns per team and compare scores, or play cooperatively with no scores.

Draw & guess / 2 or more players

Use the 12 drawing cards, scrap paper and a pencil. One person draws a card without showing it and draws the object, without writing letters. Everyone guesses for about 60 seconds. Swap artists each turn. Play until everyone has drawn twice. Winning is optional; giggling is encouraged.

THE ELF POST OFFICE



Colour the scene and find the five stars.

Words from the workshop

Find ten words. All run from left to right; none run backwards.

S A N T A B Q J L G V W

X Z O E L F G V O I M V

B N E A L V S N O W M M

T R E E T K M Z W H Q C

S R M G I F T A E F E V

Q W I E Q K S T A R G J

B E L L Z B S W C D W V

S L E I G H C J U D S T

G K L X Z N P O S T F B

F V B N O R T H H V K C

A J P Z D X E E V T S G

S T I Q Z J C K I O V D

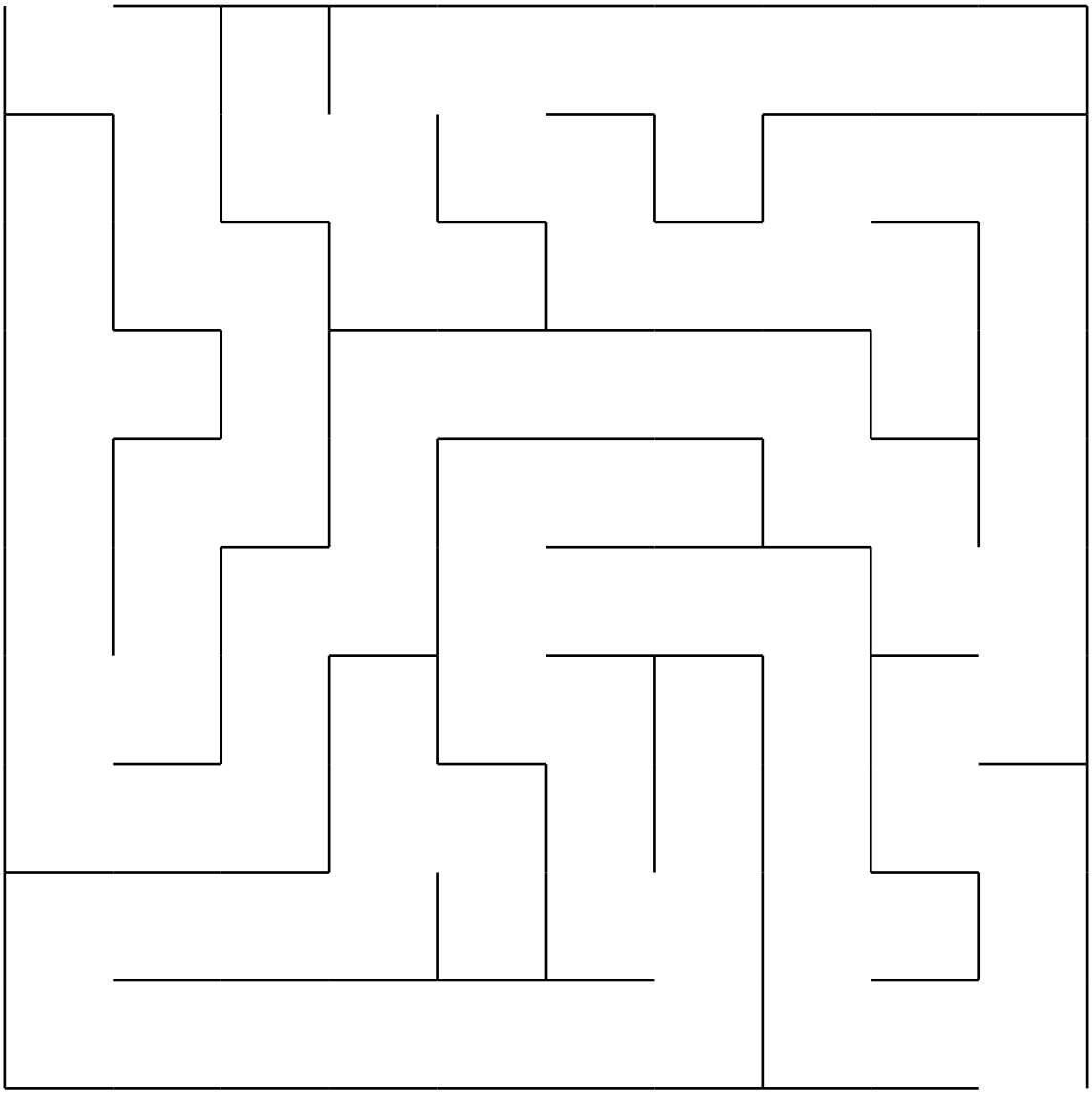
SANTA / ELF / SNOW / TREE / GIFT

STAR / BELL / SLEIGH / POST / NORTH

Deliver the letter

Start at the opening. Find the path to the North Pole postbox.

START



POSTBOX

Try tracing your route with a finger first. You may move up, down, left or right through openings, but never through walls.

Jumbled Christmas post

Put each set of letters in order. Use the word bank for a hint.

1. **ATNAS** _____
2. **FLE** _____
3. **ERTE** _____
4. **WONS** _____
5. **TFGI** _____
6. **RATS** _____
7. **LEBL** _____
8. **STPO** _____

WORD BANK

BELL / ELF / GIFT / POST / SANTA / SNOW / STAR / TREE

A secret snowy message

A=1, B=2, C=3 ... Z=26. Write one letter under each number.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

2 **5**

_____ _____

11 **9** **14** **4**

_____ _____ _____ _____

19 **8** **1** **18** **5**

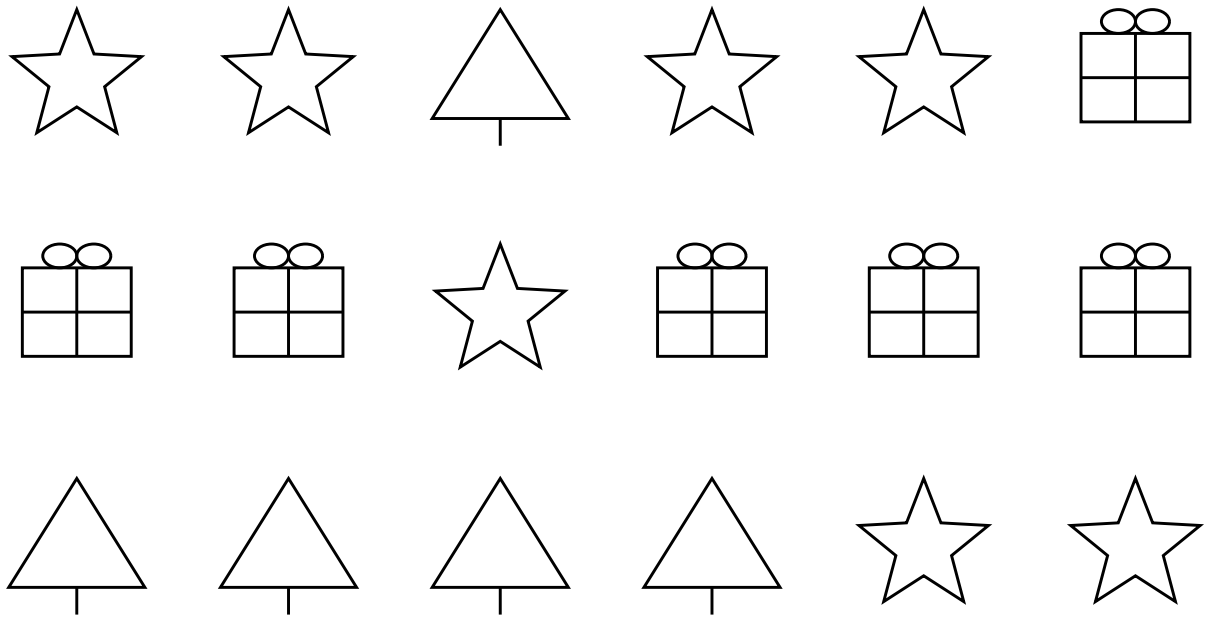
_____ _____ _____ _____ _____

10 **15** **25**

_____ _____ _____

Count the Christmas shapes

Count each kind. Then add the totals to check how many shapes there are.



Stars

_____

Gifts

_____

Trees

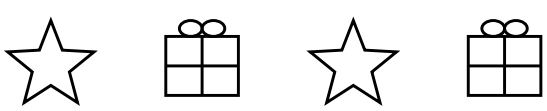
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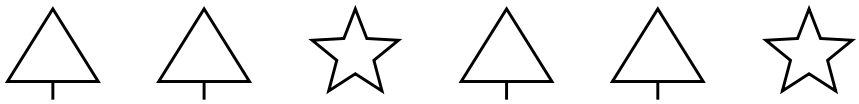
All shapes

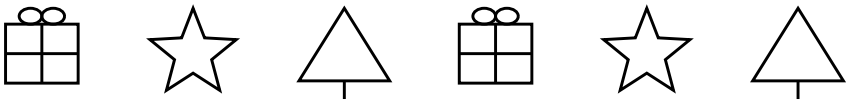
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What comes next?

Say each pattern aloud. Draw the next two shapes.







Challenge: invent your own repeating pattern on another sheet.

The lost Christmas letter

Finish the story with words, pictures, or both.

One snowy evening, a little elf found a letter with no name on the envelope. Inside was a picture of...

What happened next?

The North Pole trail

Grown-ups: read and hide clues before children start.

Prepare the route

Cut the eight numbered clue cards on the next two pages. Hand card 1 to the child. Hide card 2 at the answer to clue 1, card 3 at the answer to clue 2, and so on. Hide a little note, drawing or optional surprise at the final answer: the toy box.

Keep the trail safe

Choose one example of each location. Use only accessible spaces; never hide clues near heat, medicines, cleaning products, electricity or open windows. Children walk with an adult and do not climb. If a location does not suit your home, use the editable replacement cards after the hunt.

1. Give card 1 by hand.

2. Hide card 2 inside or beside a clean shoe.

3. Hide card 3 inside a chosen book, with a corner showing.

4. Hide card 4 under a sofa cushion at child height.

5. Hide card 5 beside a dry hand towel, away from water.

6. Hide card 6 taped under a dining chair seat, within easy reach.

7. Hide card 7 on a low windowsill; keep windows closed.

8. Hide card 8 under a bed pillow.

Finish: hide your surprise in the toy box or toy basket.

Follow the snowy post

Cut four 80 x 85 mm clue cards. Read aloud if needed.

CLUE 01



Where pairs wait quietly for your feet,
your next small clue is tucked in neat.



CLUE 02



When stories open, worlds appear; a book
is where your clue waits near.



CLUE 03



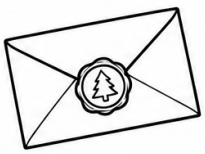
A comfy place to sit and stay; a cushion
hides the next step away.



CLUE 04



When little hands are clean and dry, a soft
square helper hangs nearby.



Follow the snowy post

Cut four 80 x 85 mm clue cards. Read aloud if needed.

CLUE 05



We gather here to talk and eat; look underneath a dining seat.



CLUE 06



A chilly view, a pane of light; your next clue waits by windows bright.



CLUE 07



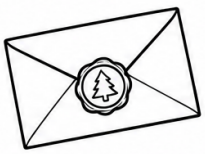
Where sleepy heads lie down at night, a pillow keeps your clue just right.



CLUE 08



Where favourite playthings take a rest, your final surprise is with the rest.



Make the trail your own

Replacement clue cards. Change your hiding plan to match.

YOUR NEXT CLUE



Clue number

_____

Your clue

_____

YOUR NEXT CLUE



Clue number

_____

Your clue

_____

YOUR NEXT CLUE



Clue number

_____

Your clue

_____

YOUR NEXT CLUE



Clue number

_____

Your clue

_____

Christmas bingo

BOARD 01 / Four in a row, column or diagonal wins.

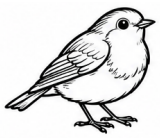
 **BAUBLE** ○	 **BELL** ○	 **SCARF** ○	 **SLEIGH** ○
 **REINDEER** ○	 **SLED** ○	 **MITTEN** ○	 **ELF** ○
 **TREE** ○	 **ROBIN** ○	 **LANTERN** ○	 **STOCKING** ○
 **GIFT** ○	 **CANDLE** ○	 **STAR** ○	 **HAT** ○

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

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Christmas bingo

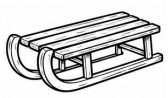
BOARD 02 / Four in a row, column or diagonal wins.

 HOLLY ○	 HAT ○	 SNOWFLAKE ○	 SLEIGH ○
 ROBIN ○	 STAR ○	 CANDLE ○	 SNOWMAN ○
 STOCKING ○	 SCARF ○	 MITTEN ○	 TREE ○
 RIBBON ○	 BELL ○	 GIFT ○	 SLED ○

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

Christmas bingo

BOARD 03 / Four in a row, column or diagonal wins.

 STOCKING ◯	 LANTERN ◯	 SLED ◯	 CANDLE ◯
 SNOWMAN ◯	 REINDEER ◯	 STAR ◯	 GIFT ◯
 COOKIE ◯	 RIBBON ◯	 BAUBLE ◯	 HAT ◯
 TREE ◯	 SNOWFLAKE ◯	 MITTEN ◯	 BELL ◯

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

Christmas bingo

BOARD 04 / Four in a row, column or diagonal wins.

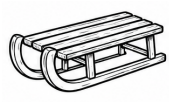
 **ELF** ◯	 **HAT** ◯	 **LANTERN** ◯	 **REINDEER** ◯
 **SNOWFLAKE** ◯	 **WREATH** ◯	 **TREE** ◯	 **GIFT** ◯
 **LETTER** ◯	 **SNOWMAN** ◯	 **ROBIN** ◯	 **RIBBON** ◯
 **BAUBLE** ◯	 **SLEIGH** ◯	 **STAR** ◯	 **BELL** ◯

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

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Christmas bingo

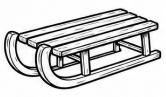
BOARD 05 / Four in a row, column or diagonal wins.

 SLED ○	 BAUBLE ○	 SNOWFLAKE ○	 LETTER ○
 CANDLE ○	 ELF ○	 HOLLY ○	 SNOWMAN ○
 ROBIN ○	 BELL ○	 LANTERN ○	 GIFT ○
 SANTA ○	 WREATH ○	 REINDEER ○	 TREE ○

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

Christmas bingo

BOARD 06 / Four in a row, column or diagonal wins.

 HAT ○	 SCARF ○	 SLED ○	 COOKIE ○
 SNOWMAN ○	 SANTA ○	 STAR ○	 CANDLE ○
 LANTERN ○	 MITTEN ○	 SNOWFLAKE ○	 ROBIN ○
 STOCKING ○	 GIFT ○	 TREE ○	 WREATH ○

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

Christmas bingo

BOARD 07 / Four in a row, column or diagonal wins.

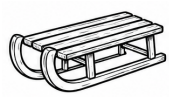
 SANTA ○	 STOCKING ○	 ROBIN ○	 SCARF ○
 REINDEER ○	 SLED ○	 SNOWFLAKE ○	 CANDLE ○
 MITTEN ○	 BELL ○	 TREE ○	 HAT ○
 GIFT ○	 BAUBLE ○	 HOLLY ○	 SNOWMAN ○

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

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Christmas bingo

BOARD 08 / Four in a row, column or diagonal wins.

 SLED ○	 CANDLE ○	 ELF ○	 STAR ○
 SNOWFLAKE ○	 BAUBLE ○	 SNOWMAN ○	 TREE ○
 LETTER ○	 SLEIGH ○	 BELL ○	 HAT ○
 REINDEER ○	 WREATH ○	 MITTEN ○	 SANTA ○

Mark with pencil when your word is called. Use a different board for each player. Caller checks winning words against the drawn cards.

Bingo caller cards

Sheet 1 of 2. Cut all 24 cards and shuffle together.



SANTA



ELF



REINDEER



SLEIGH



STAR



TREE



GIFT



BELL



STOCKING



SNOWFLAKE



MITTEN



SCARF

Bingo caller cards

Sheet 2 of 2. Cut all 24 cards and shuffle together.



CANDLE



HOLLY



WREATH



SNOWMAN



LETTER



COOKIE



ROBIN



BAUBLE



LANTERN



HAT



SLED



RIBBON

Christmas memory pairs

Set 1 of 2. Combine both sheets for 12 matching pairs.



SANTA



ELF



REINDEER



SLEIGH



STAR



TREE



GIFT



BELL



STOCKING



SNOWFLAKE



MITTEN



SCARF

Christmas memory pairs

Set 2 of 2. Combine both sheets for 12 matching pairs.



SANTA



ELF



REINDEER



SLEIGH



STAR



TREE



GIFT



BELL



STOCKING



SNOWFLAKE



MITTEN



SCARF

Act a little Christmas

Charades cards 1-12. Rules on A-PLAY.

Wrapping a gift	**Flying a sleigh**	**Building a snowman**
Putting on mittens	**Hanging a stocking**	**Ringing a bell**
Writing to Santa	**Decorating a tree**	**An elf sorting letters**
A reindeer taking off	**Opening a surprise**	**Carrying a big parcel**

Act a little Christmas

Charades cards 13-24. Rules on A-PLAY.

Ice skating	**Pulling a sled**	**Making a snow angel**
Reading a cosy story	**Climbing into bed**	**Stirring pretend cocoa**
Tying a ribbon	**Looking for a lost hat**	**Singing a carol**
Tiptoeing through snow	**Lighting a pretend lantern**	**Waving goodbye to Santa**

Draw a little Christmas

Twelve drawing prompts. Rules on A-PLAY.

Snow globe	**Reindeer**	**Christmas tree**
Sleigh	**Stocking**	**Snowman**
Gift	**Mittens**	**Santa hat**
Wreath	**Bell**	**Gingerbread house**

Workshop answer key

Word search and jumbled post

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

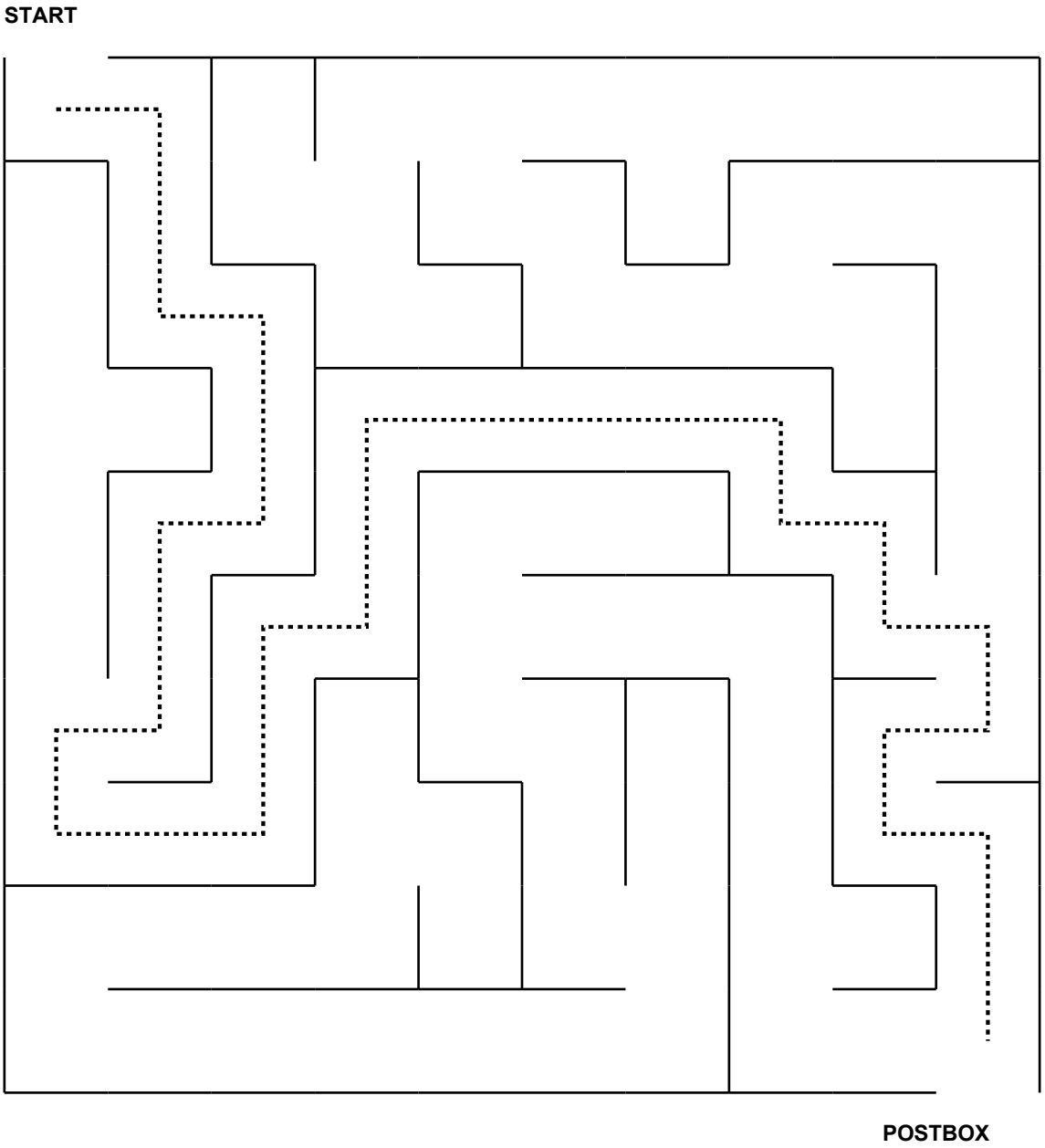
JUMBLED POST

1 SANTA / 2 ELF / 3 TREE / 4 SNOW

5 GIFT / 6 STAR / 7 BELL / 8 POST

The delivery route

Maze solution



There is one route from the start opening to the finish opening. The dotted line shows the route through the centre of each cell.

A little help from the elves

Remaining answers and game checks

Secret message

BE KIND SHARE JOY. Each number maps directly to its letter in A=1 ... Z=26.

Count the shapes

7 stars + 6 gifts + 5 trees = 18 shapes.

Repeating patterns

Row 1: star, gift. Row 2: tree, tree. Row 3: gift, star.

Scavenger hunt answers

1 shoes; 2 book; 3 sofa cushion; 4 hand towel; 5 dining chair; 6 window; 7 pillow; 8 toy box. The location answers tell you where the NEXT card goes. Card 1 is handed to the child; the surprise goes at answer 8.

Colouring star answer

Hat, left fir tree, upper-right sky, desk decoration and lower-right parcel.

Games and creative activities

Bingo: check a claimed line against the cards already called. Memory: only identical words form a pair. Charades and drawing: accept a clear equivalent of the prompt. Colouring, stories and personalised clues have no single correct answer.