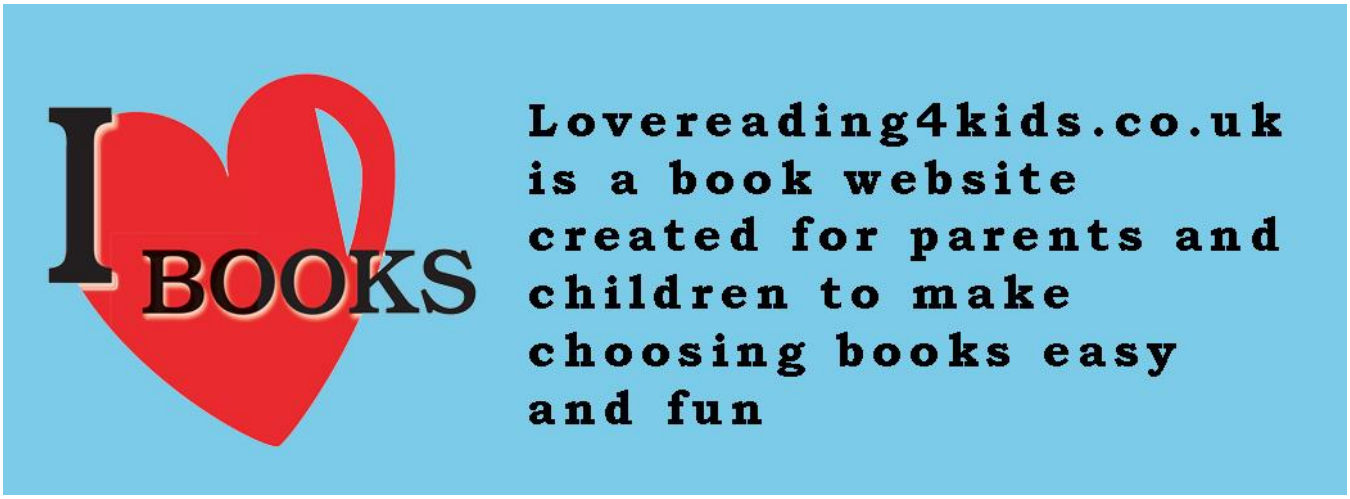


extracts from

Where's Wally? Takes Flight Activity Book

Written & Illustrated by

Martin Handford

Published by

Walker Books Ltd

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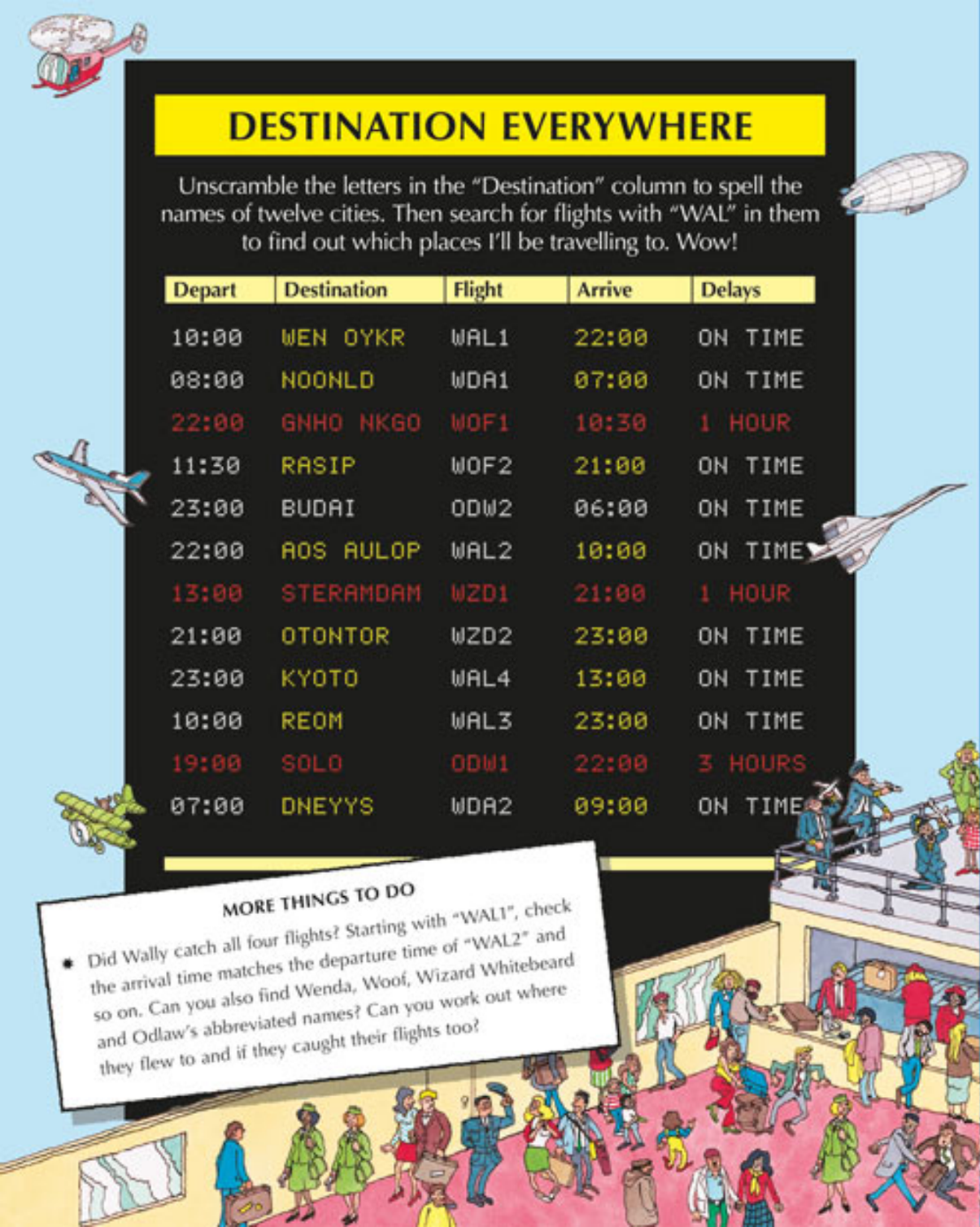
DESTINATION EVERYWHERE

Unscramble the letters in the "Destination" column to spell the names of twelve cities. Then search for flights with "WAL" in them to find out which places I'll be travelling to. Wow!

Depart	Destination	Flight	Arrive	Delays
10:00	WEN OYKR	WAL1	22:00	ON TIME
08:00	NOONLD	WDA1	07:00	ON TIME
22:00	GNHO NKGO	WOF1	10:30	1 HOUR
11:30	RASIP	WOF2	21:00	ON TIME
23:00	BUDAI	ODW2	06:00	ON TIME
22:00	AOS AULOP	WAL2	10:00	ON TIME
13:00	STERAMDAM	WZD1	21:00	1 HOUR
21:00	OTONTOR	WZD2	23:00	ON TIME
23:00	KYOTO	WAL4	13:00	ON TIME
10:00	REOM	WAL3	23:00	ON TIME
19:00	SOLO	ODW1	22:00	3 HOURS
07:00	DNEYYS	WDA2	09:00	ON TIME

MORE THINGS TO DO

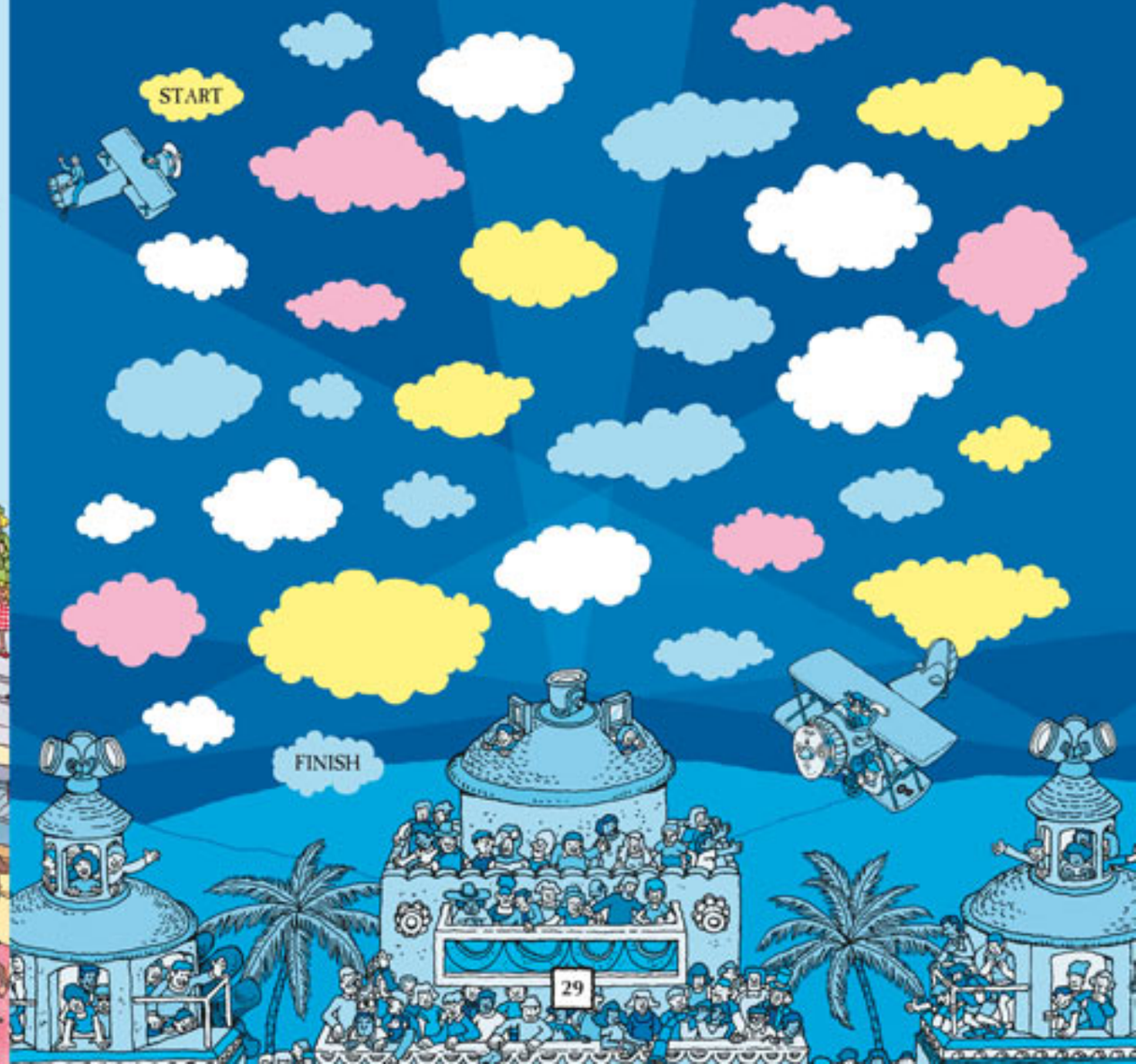
- Did Wally catch all four flights? Starting with "WAL1", check the arrival time matches the departure time of "WAL2" and so on. Can you also find Wenda, Woof, Wizard Whitebeard and Odlaw's abbreviated names? Can you work out where they flew to and if they caught their flights too?





UP IN THE CLOUDS

Ta-da! Help Wizard Whitebeard hop to the finish by moving in repeated sequences of yellow, pink, white and then blue clouds. You can only hop to a cloud that is close by!




BIRDS OF A FEATHER
Match each flying creature, machine, person or thing in the sky to another one (or more) of the exact same to reveal an odd one out.
MORE THINGS TO DO
• Feathers are ticklish, are you? Tell this joke to a friend and see if it makes them laugh out loud: Why does a seagull fly over the sea? If it flew over Dragon Town it'd be called a dragontowngull!
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