

# Our favourite Witches and Wizards are great at solving problems...have a puzzle night and solve different dilemmas



Age 14 - 18

Age 3 - 5

Age 5 - 7

Age 7 - 11

## Activity details

This activity counts towards...



• WIZARDING ADVENTURES

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£/Free Day/Night	Indoors
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<input type="checkbox"/> 11 - 14	<input checked="" type="checkbox"/> 14 - 18
<input checked="" type="checkbox"/> 5 - 7	<input checked="" type="checkbox"/> 7 - 11
<input checked="" type="checkbox"/> 3 - 5	

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<input checked="" type="checkbox"/> Autumn	<input checked="" type="checkbox"/> Spring
<input checked="" type="checkbox"/> Summer	<input checked="" type="checkbox"/> Winter

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## Skills:

- Communication
- Decision making
- Fine Motor Skills
- Flexibility
- Independence
- Leadership
- Listening
- Observation
- Problem solving
- Relaxation
- Resourcefulness
- Self motivation
- Teamwork
- Time management

## Equipment:

- Various Age Appropriate Puzzles