KIDSMARTER / PRINT & PLAY

# If-Then Obstacle Course

Adult-held whole-page rules. Point to ONE panel: it is the cue for this turn; other panels are not active. Pause and read its action. Keep the floor empty, or stay seated. Color AND shape identify the cue; no independent reading is required.

**If the cue is BLUE circle**



then WAVE once.

Keep whole; adult points to one panel.

**If the cue is RED square**



then Touch your OWN shoulders once.

Keep whole; adult points to one panel.

**If the cue is YELLOW triangle**



then CLAP three times.

Keep whole; adult points to one panel.

**If the cue is GREEN rectangle**



then Open and close hands TWICE.

Keep whole; adult points to one panel.

**START**

Say ready or signal, then begin.

Keep whole; adult points to one panel.

**Family rule**

If the cue is _____, then _____.

Keep whole; adult points to one panel.

No jumping, spinning, climbing, or paper underfoot. A repeated cue means the same action again. Announce any new family rule before playing; do not change a rule secretly. Stop or stay seated whenever useful.