



# Race against time

Help Andy race back to the magic clock and do the actions!

**DING!**

**DONG!**

It's the clock!  
I've no more time. Quick!

Draw a line to get Andy back to the clock.

**Action!**  
Pretend you are jumping over spiky grass.



Hmm...  
whose footprints are these?

Colour in 4 more footprints.

How many footprints are there now?



**Action!**  
Stomp like T-Rex.

# ROAR!

**Action!**  
Give a loud roar.



# WOAH!

Swing Andy forwards.

**Action!**  
Hop as high as you can.

Draw magic beams to help Andy get back to the museum.

Phew! I made it!

**Action!**  
Say 'ding, dong' like Andy's clock.

**BBC Andy's Amazing Adventures Magazine is on sale now!**

