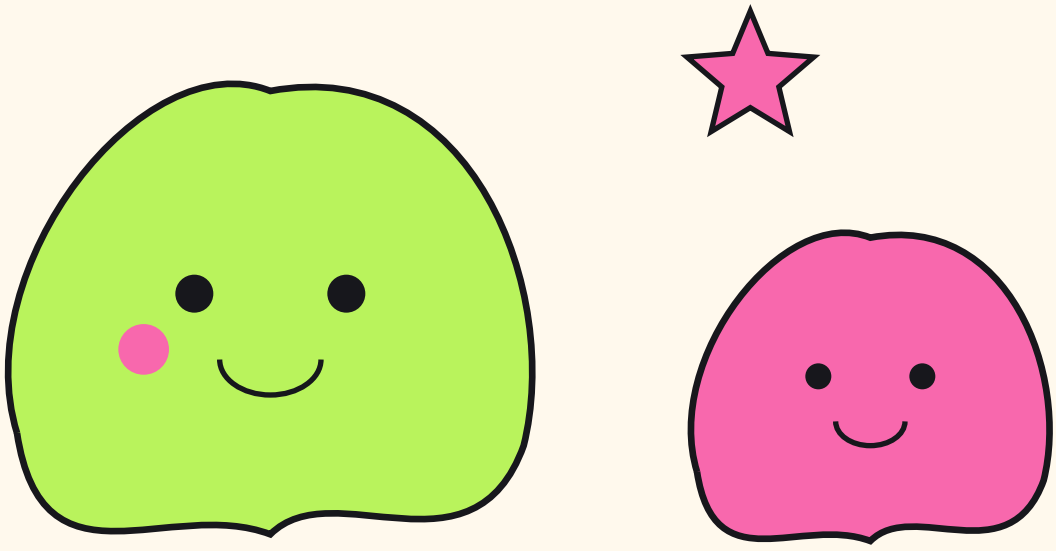
The Slime Lab Adventure

A play-first printable activity book + adult-led science moment



Meet Globby. Solve the lab mystery!

Find a path. Hunt for hidden pictures.
Connect the dots. Discover an invisible pull.

MY NAME: _____

Games can be played without supplies. The optional slime demonstration requires a grown-up and suitable equipment. No recipe or supplies included.

Choose your adventure

Point, circle, or color your way through the missions.

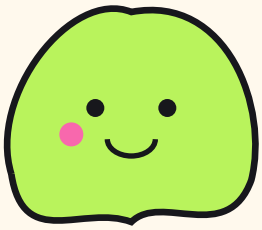
01	Escape the maze
02	Reveal the mystery picture
03	Spot the silly changes
04	Hunt for slime words
05	Design a slime buddy
06	Watch the invisible pull

Ages 4-6: play with a grown-up, trace, point, or draw. Ages 7-10: read clues and try solo. Choose a few missions at a time; no need to finish everything.

Before Lemme Slime arrives

A little adventure to start before your live slime experience!

Pick a play page



Color a slime buddy, solve a puzzle,
or draw something you wonder about slime.

No slime supplies needed

Use crayons, colored pencils, or a pencil.
Save the real slime demonstration for our visit.

Grown-ups: choose what fits

Ages 4-6: start with coloring and character drawing. Read directions aloud and help with counting. Ages 7-10: add the maze, word search, and picture hunt. Children can point or tell you their answers.

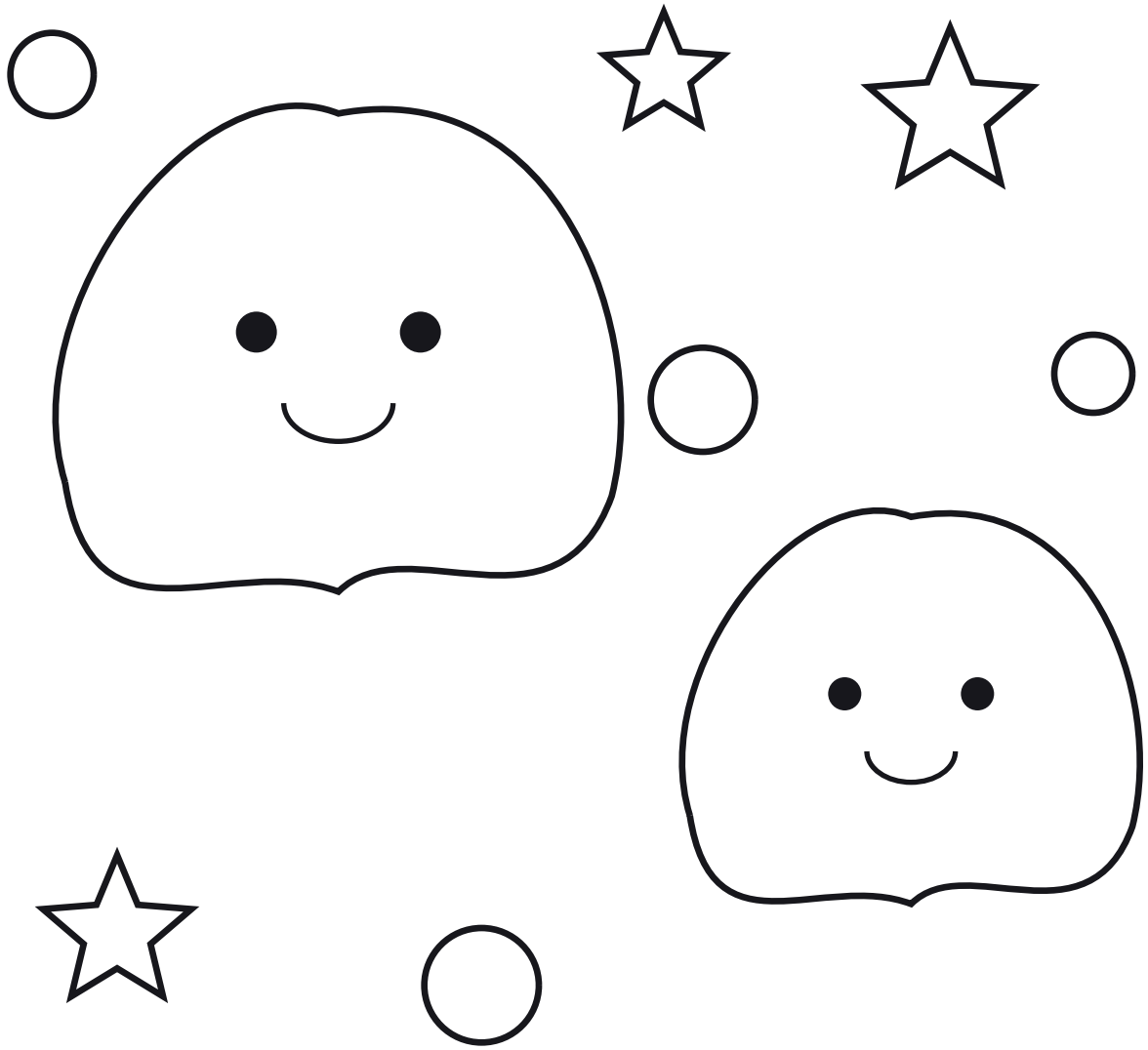
One question I want to ask Lemme Slime:

Keep the experiment page for the live session or a separately planned adult-led activity. No need to buy magnets or make slime before we arrive.

For teachers and group leaders: offer a few pages, not the whole packet at once. Participation is flexible. Completed drawings make a fun welcome display!

Color your slime crew!

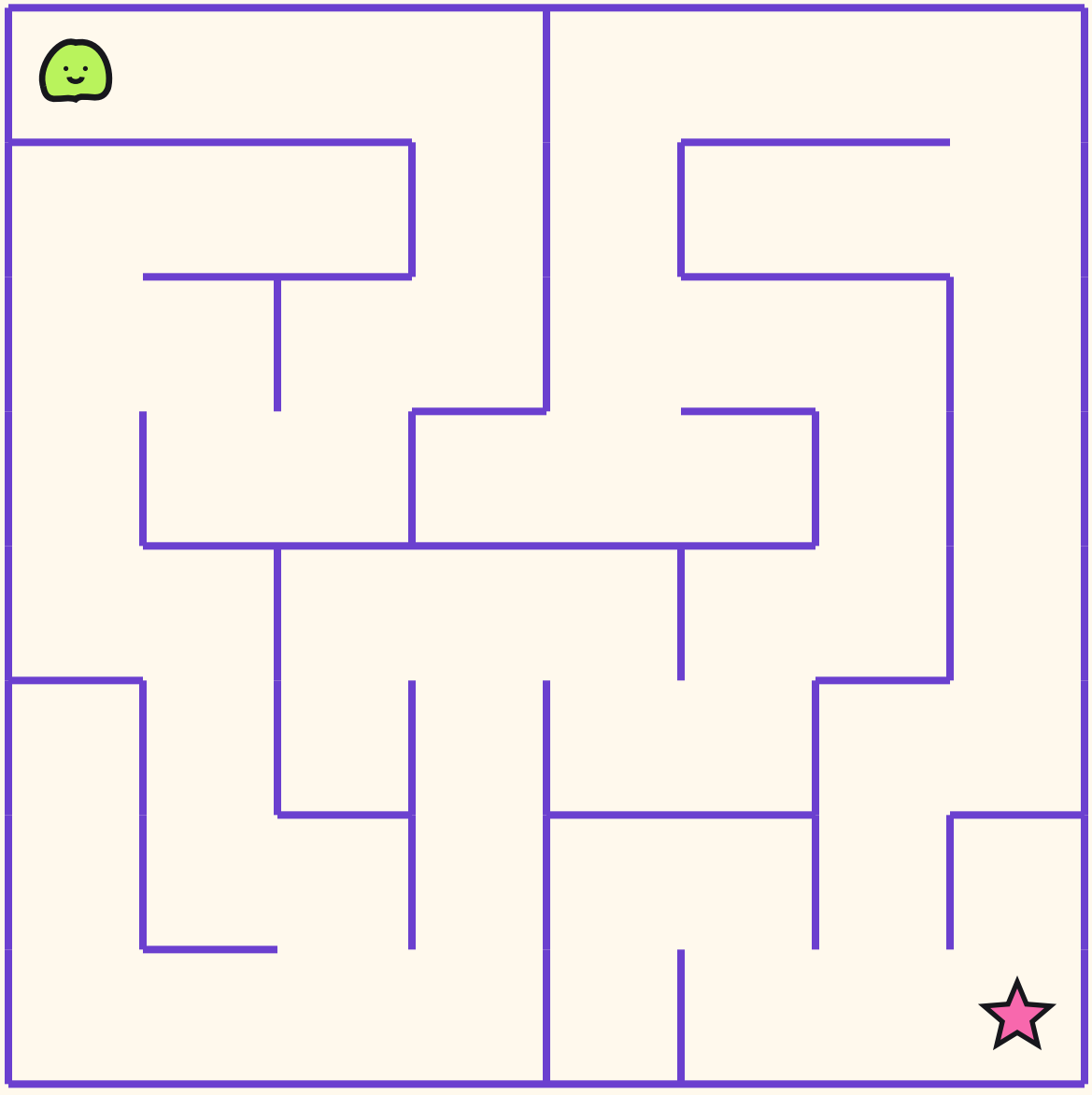
Any colors you like. There is no wrong way to color slime.



Colored by: _____

Globby got lost!

Draw a path from Globby to the star. You can turn your paper.



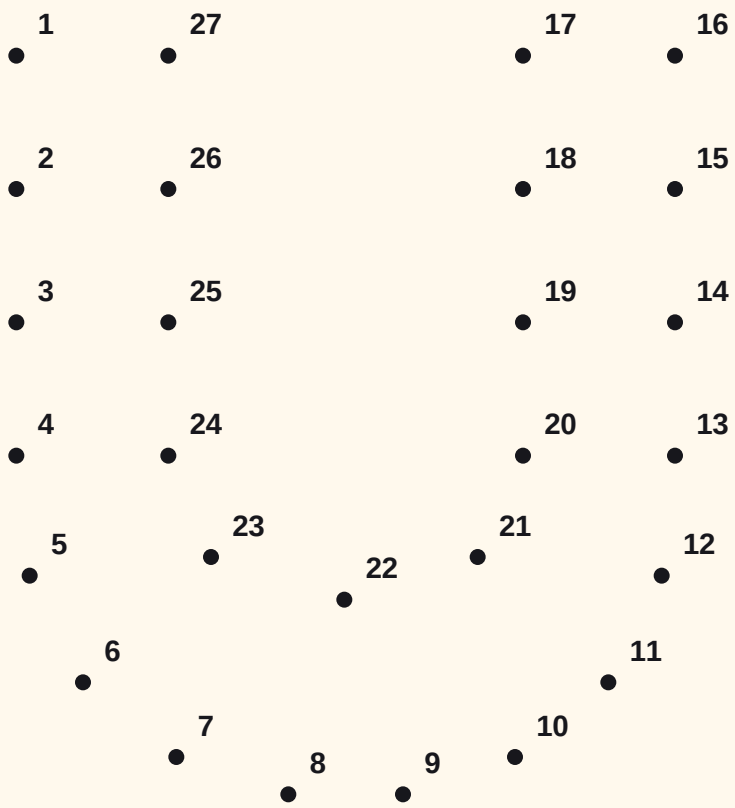
START: top left

FINISH: bottom right

Little explorers: ask a grown-up to point out your first two turns. Extra challenge: solve it with your finger before using a pencil.

What is hiding in the dots?

Connect 1-27, then back to 1. Color your mystery picture.

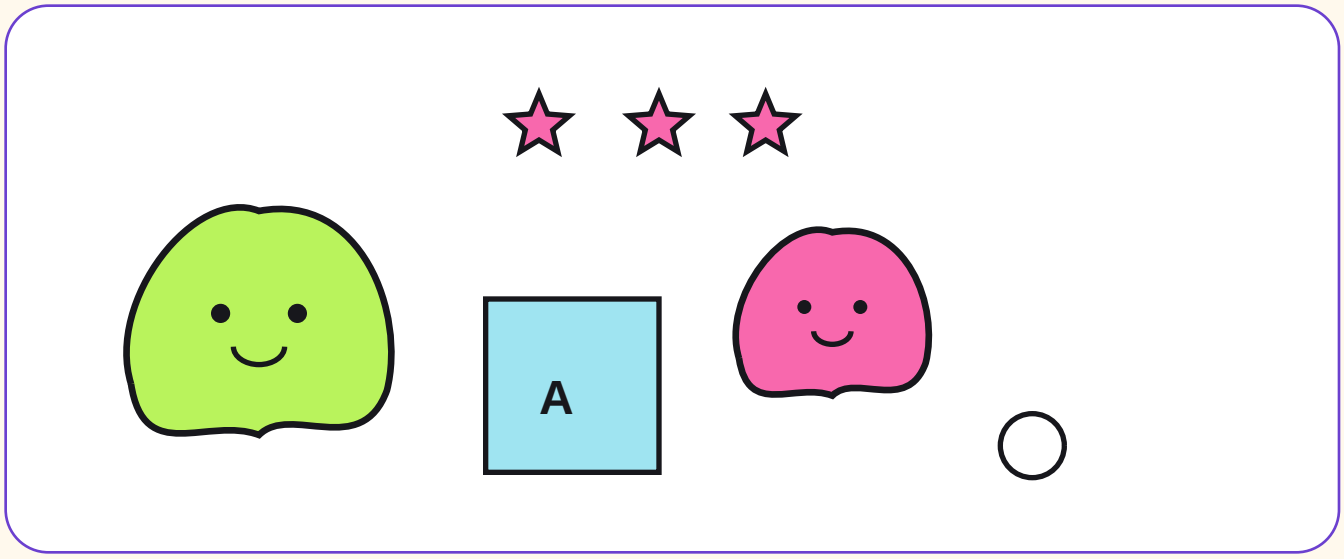


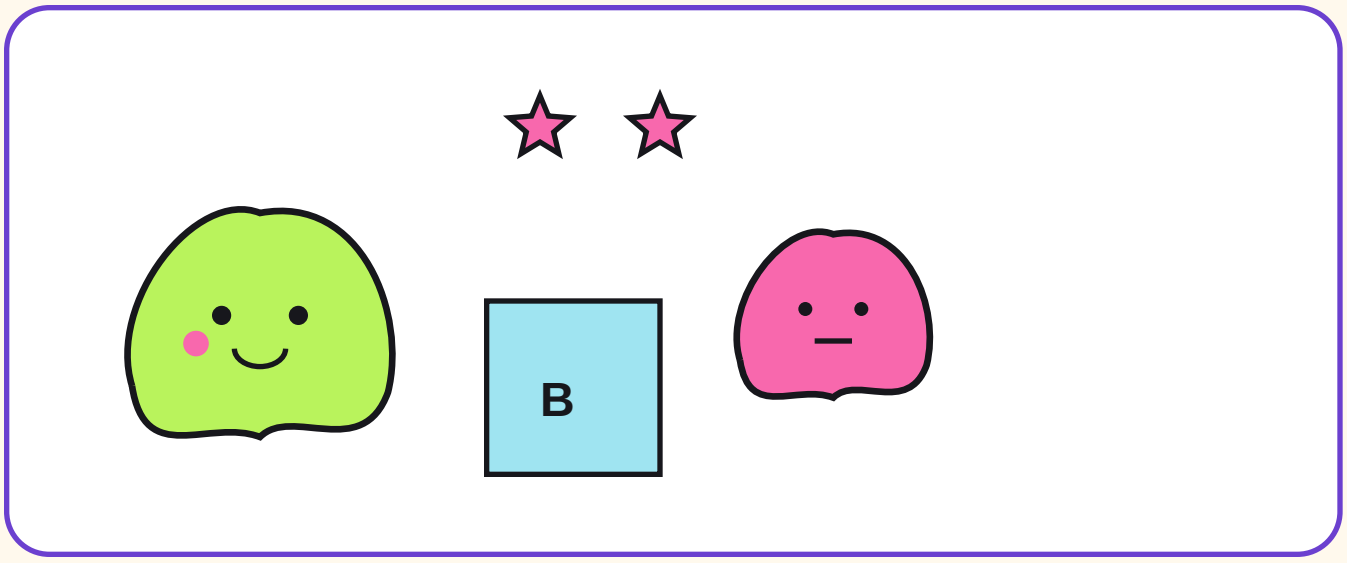
I found a _____

Need a hand? A grown-up can say the next number. Extra challenge: count backward from 27 when you finish.

Spot the silly changes

Find FIVE differences. Circle them in the bottom picture.





Talk it out: tell a grown-up what changed. Extra challenge: describe a difference without pointing.

Slime word hunt

Find 6 words. They go across to the right or straight down.

SLIME / PULL / TEST

DRAW / LOOK / WASH

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

Ages 4-6: find and circle every S with a grown-up. Older readers: circle the six full words. Bonus: make up a silly sentence with SLIME.

Invent your slime buddy

Draw a face, funny arms, a hat, or a whole slime planet!



NAME: _____

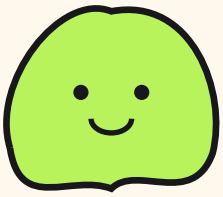
SUPERPOWER: _____

Tell a story: where does your slime buddy live? Drawing superpowers are pretend. Our lab explanation uses real observations.

The invisible-pull show

An adult-led science moment. Read the grown-up pages first.

1 / Make your guess



Will the slime stretch, slide, or stay still?
Circle one. A grown-up can read the choices.

2 / Watch the grown-up

The adult brings the permitted magnet near the slime without touching it. Watch for a change.

3 / Draw what REALLY happened

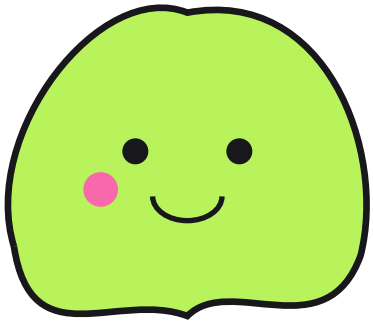
Add an arrow if you saw movement.

A magnet can pull on special particles inside magnetic slime. That can change its shape. Sometimes there is no visible change.

The adult handles the magnet. After this session, the adult seals and discards used slime. Wash hands. Keep your pictures, not the slime.

Slime Scientist Award

Celebrate your curiosity after the slime experience.



I predicted, explored, and discovered!

Presented to

_____

Write your scientist name here

Grown-up: present this award after the live visit or your adult-led activity. Celebrate questions and careful observations, not perfect answers.

Grown-up setup + safety

Keep these instructions with the child activity pages.

Games need only pencils or crayons. The optional demonstration needs finished magnetic slime, a nonmetal tray, a sealable disposal bag, and an intact fully enclosed educational magnet compatible with the slime and permitted for the intended ages and use. No recipe is included.

Before the demonstration

Read all manufacturer instructions and ingredient warnings. Worksheet ages do not override equipment restrictions. Adult-only handling is required. Pretest without children nearby; if suitable equipment does not produce movement, skip the demonstration. Do not substitute loose high-powered magnets.

Magnet rules

No loose rare-earth magnets, magnetic balls, cubes, or detachable magnets. Keep magnets away from mouths, noses, ears, young children, and pets. Stop for damaged or missing equipment. Suspected swallowing requires immediate medical attention; do not wait for symptoms. Follow product guidance on pinch hazards, electronics, and implanted medical devices.

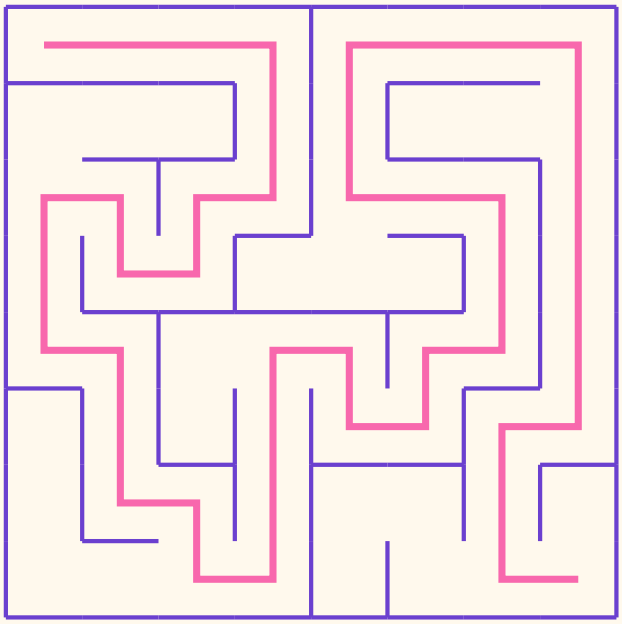
Slime + cleanup

No tasting or sniff-testing. Avoid eyes, mouth, broken skin, fabrics, and food surfaces. Do not add iron powder, filings, borax, or activator. Check sensitivities; stop for irritation or unusual odor. Never let slime cover the magnet. The Lemme Slime experimental batch can break down and develop odor: use for one session, then seal and discard as permitted by its label and local rules. Do not save or send home used slime. Never put it down a drain. Wash hands, account for equipment, clean as directed, and secure the magnet.

Grown-up solutions

Check the games together. Give hints before showing the answers.

MAZE: follow the pink path.



Connect the dots

A horseshoe-shaped magnet. This is a symbolic drawing, not an equipment recommendation.

Five differences

Bottom picture: green buddy has pink cheeks; one star is missing; block says B instead of A; small circle is missing; pink buddy has a straight mouth.

Word hunt

SLIME: row 1, columns 1-5. PULL: column 1, rows 2-5. LOOK: row 2, columns 4-7. TEST: row 3, columns 4-7. DRAW: row 4, columns 4-7. WASH: row 6, columns 1-4. Rows count from top; columns from left.

About this adventure

A Lemme Slime printable for curious kids and their grown-ups.

What you receive

14 printable pages with a pre-visit guide, full-page coloring sheet, maze, 27-dot picture, spot-the-difference game, word search, character-design page, adult-led observation activity, award page, adult instructions, and solutions. Games suit mixed abilities with adult help. No supplies, recipe, or embedded video are included. Any accompanying video is delivered separately.

Print + play

Print US Letter at actual size, in color or grayscale. Choose a few pages at a time. Ages 4-6 may need reading and counting help; ages 7-10 can try the extra challenges. No curriculum alignment or experiment outcome is guaranteed.

Use license

The purchaser may print and reuse within one household or one classroom/group they personally lead. Completed pages may go home with learners. Do not upload, share, redistribute, or resell this PDF or blank pages. Independent classrooms/facilitators need separate purchases.

Science + safety references

CPSC, Magnets (accessed November 2, 2026).
https://www.cpsc.gov/Safety-Education/Safety-Education-Centers/Magnets
Adventure Science Center, Reach for the Stars Slime (June 27, 2018). Science background only; recipe and equipment advice not adopted.
https://www.adventuresci.org/diy-science/posts/reach-for-the-stars-slime/

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