

Curriculum Links

Year 3

English

- Select information, ideas and events in texts that relate to their own lives and to other texts.
- Create a range of texts for familiar and unfamiliar audiences.

HASS

- Pose questions and locate and collect information from sources, including observations, to answer these questions.
- Examine information to identify a point of view and interpret data to identify and describe simple distributions.

Maths

- Match positions on maps with given information.
- Recall addition and multiplication facts for single-digit numbers.
- Interpret and compare data displays.
- Use metric units for length, mass and capacity.

Year 4

English

- Use language features to create coherence and add detail to their texts.
- Create structured texts to explain ideas for different audiences.

HASS

- Develop questions to investigate.
- Locate and collect information and data from different sources, including observations to answer these questions.
- Interpret data and information to identify and describe distributions and simple patterns and draw conclusions.
- Sort, record and represent data in different formats, including large-scale maps using basic cartographic conventions.

Maths

- Interpret information contained in maps.
- Choose appropriate strategies for calculations involving multiplication and division.
- Recall multiplication facts to 10×10 and related division facts.

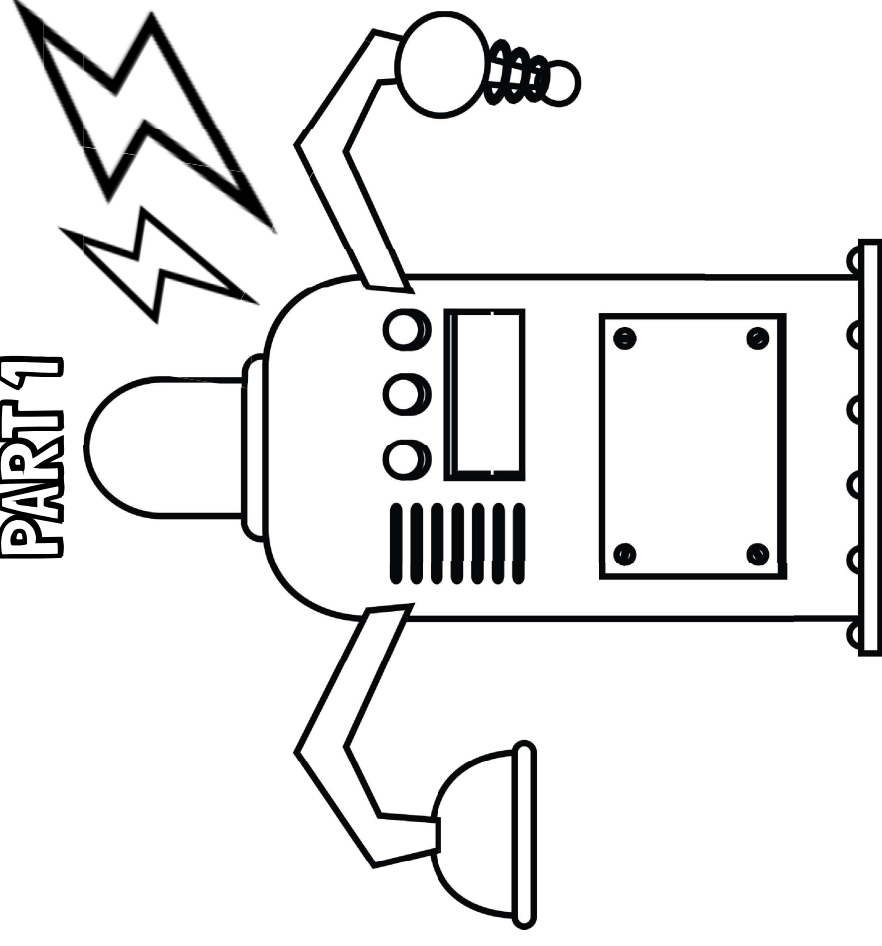
Year 3&4

Technologies

- Collect, manipulate and interpret data from a range of sources to support decisions.
- Plan and safely produce designed solutions for each of the prescribed technologies contexts.

THE MYSTERIOUS MACHINE

PART 1



NAME: _____

The Journey Begins...

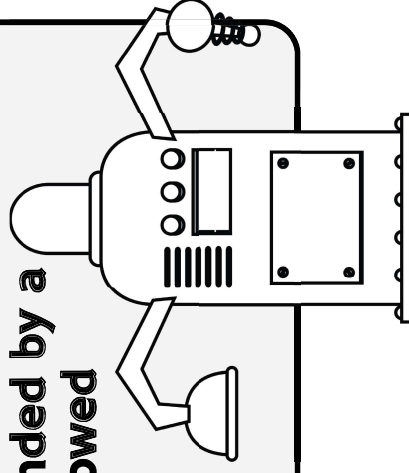
It was just like any other morning at school. You are waiting for the bell to ring when you notice a door in the corridor that has never been there before.

Your curiosity gets the best of you and you decide to step inside. The room is full of dull flashing lights, and a single big big red button.

YOU DECIDE TO PRESS IT.

The room begins to shudder and whirr. The thousands of lights surrounding you like a dazzling sky begin to brighten, and before you know what is happening you are blinded by a wall of white light followed by a sharp hiss.

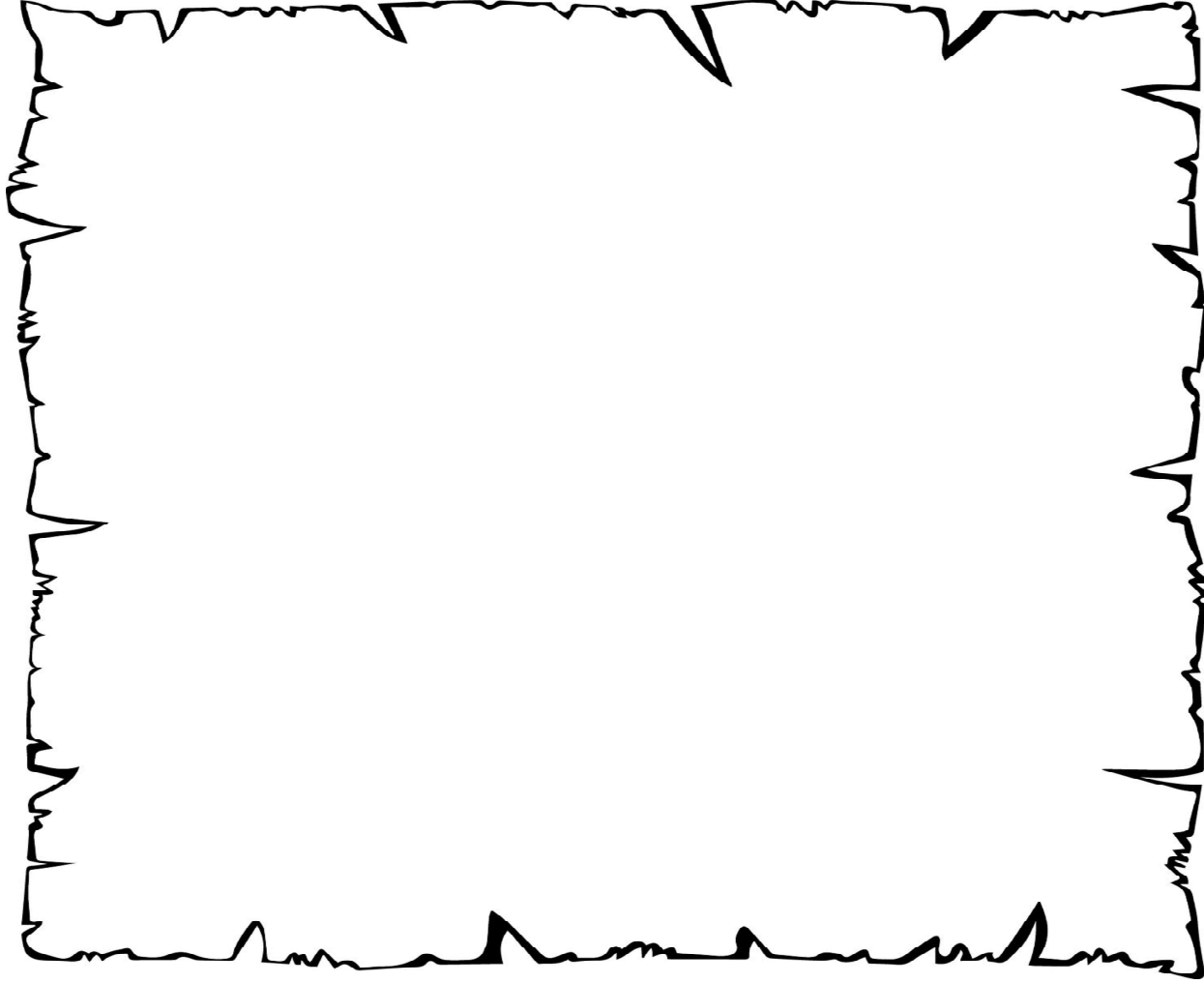
You open the door....



**You have safely arrived home!
Design your own Mysterious Machine.**

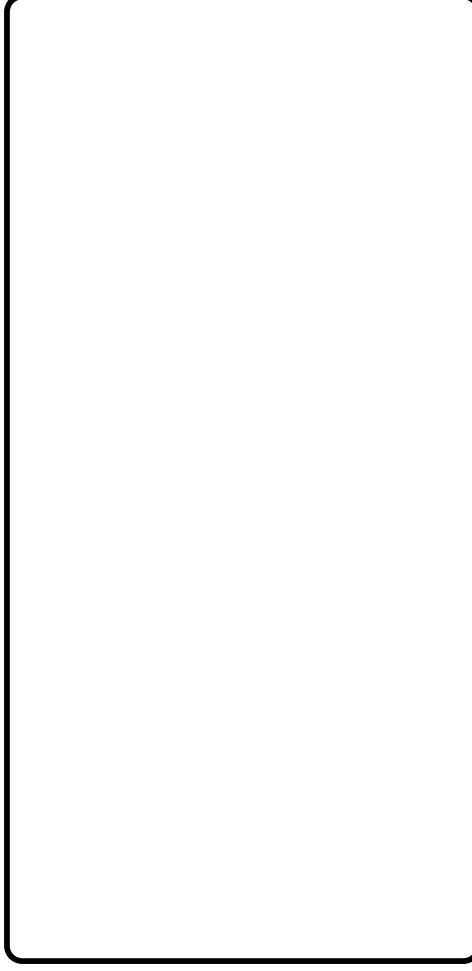


**When you arrived, you found a letter written by Hieronymus .
Write a letter warning the next person who travels in the
Mysterious Machine. What would you tell someone, what clues or
help could you give them. Remember - try to help and not give to
many clues!**



**You exit the room, and are shocked by what you see.
Your familiar school corridor is no longer so familiar. Your
senses are overwhelmed by this new world.**

**Draw a picture of the new world and use your senses to
describe it.**



I see

I smell

I hear

I feel

You notice an old crumbled bit of paper
on the ground...

To my poor and unfortunate successor,
if you have found this, then it means that
you have found the Mysterious Machine,
and like me, you have been too curious for
your own good. You pressed the **BIG RED**
BUTTON.

This place is filled with strange creatures
and machines and events that no human has
ever encountered before - and survived to
tell the tale. I do hope that you have more
luck here than I have had, and do not
crumble under the many dangers that await.

The Mysterious Machine is programmed to
take you home in **SEVENTEEN** days. That
means you must survive here for just over
two weeks. It is harder than it seems.

I have included information and challenges
you will need in order to survive until then.

Good luck, my friend,

Hieronymus Baxter

You will also need to create your own private five letter
password. Use the code system to store your information.
The trickier you make it the harder it will be to guess.

Create your own code by writing some questions:

	ANSWER	CODE

1 = A	2 = B	3 = C	4 = D	5 = E	6 = F	7 = G
8 = H	9 = I	10 = J	11 = K	12 = L	13 = M	14 = N
15 = O	16 = P	17 = Q	18 = R	19 = S	20 = T	21 = U
22 = V	23 = W	24 = X	25 = Y	26 = Z		

Congratulations - it is now time to go home!
To start the Mysterious Machine,
you will need a four letter password.

Use the following information to crack the code:

	ANSWER	LETTER
24 - 21 =		
3 x 5 =		
24 - 6 =		
There was 8mm of rain on the first day and 6 on the second. How much rain was there all together?		

1 = A	2 = B	3 = C	4 = D	5 = E	6 = F	7 = G
8 = H	9 = I	10 = J	11 = K	12 = L	13 = M	14 = N
15 = O	16 = P	17 = Q	18 = R	19 = S	20 = T	21 = U
22 = V	23 = W	24 = X	25 = Y	26 = Z		

The code for the Mysterious Machine is:

Write a list of the questions you have so far.

Eg. Who is Hieronymus Baxter?

Answer the questions about the weather.

I have collected the following information about the weather patterns... these might be of help to you. It is strange here. The weather is exactly the same every week.

Temperature

	Mon	Tues	Wed	Thu	Fri	Sat	Sun
Max	15°C	18°C	20°C	22°C	20°C	0°C	0°C
Min	0°C	0°C	0°C	3°C	0°C	0°C	1°C

Rainfall

	Mon	Tues	Wed	Thu	Fri	Sat	Sun
Max	0	0	0	0	0	90mm	150mm

What day has the most rain?

What day had the highest temperature?

What do you notice happens on weekends?

To celebrate surviving to your 17th day, write as many ways as you can to make 17 using all four operations (+ - ÷ x).

$2 \times 8 + 1$



$16 + 1$

If you are going to last the harsh weather conditions, you need to build a shelter.

Using the weather information to guide you, design a temporary shelter. Be sure to include a list of materials to use.

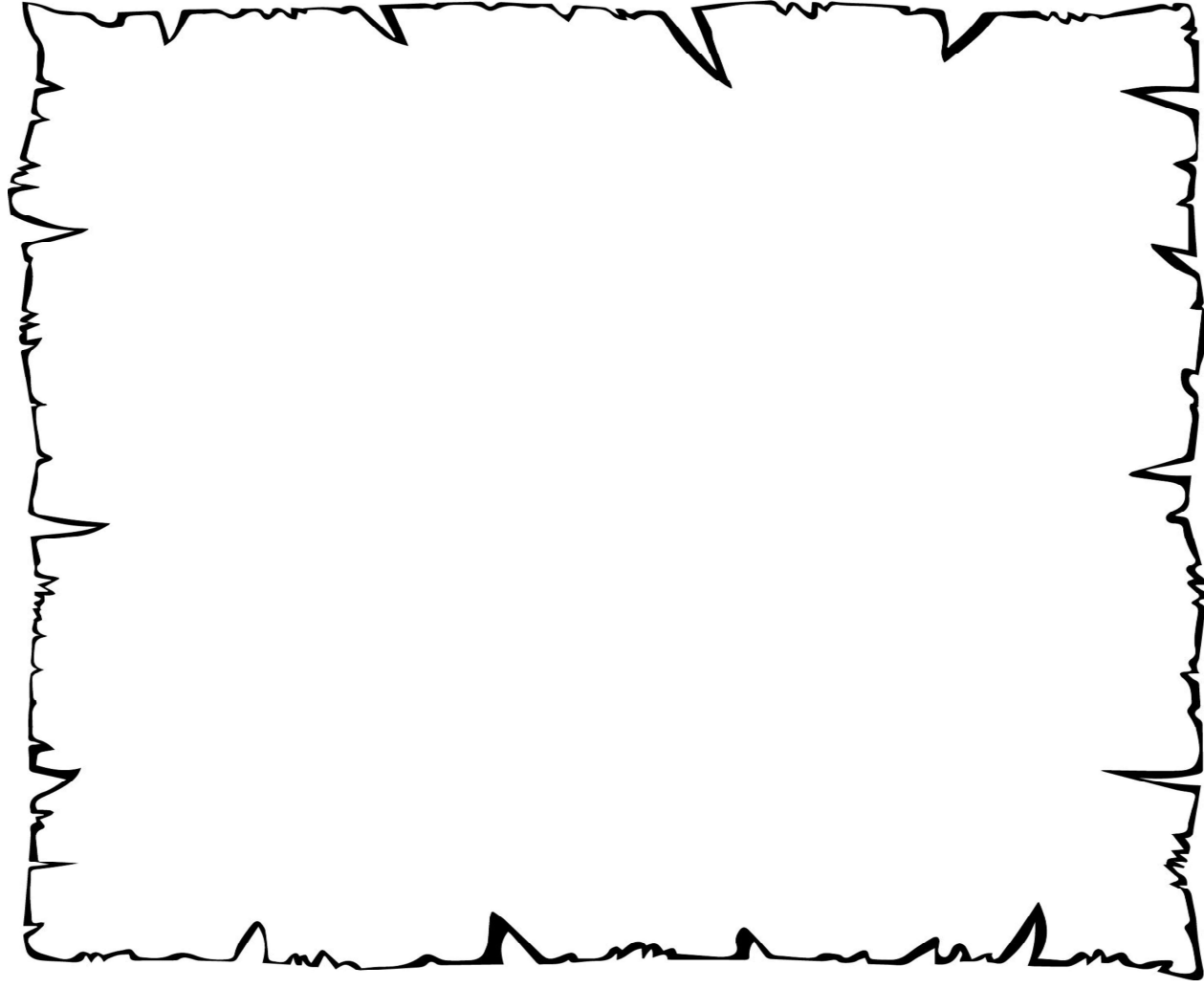
Plan

Materials

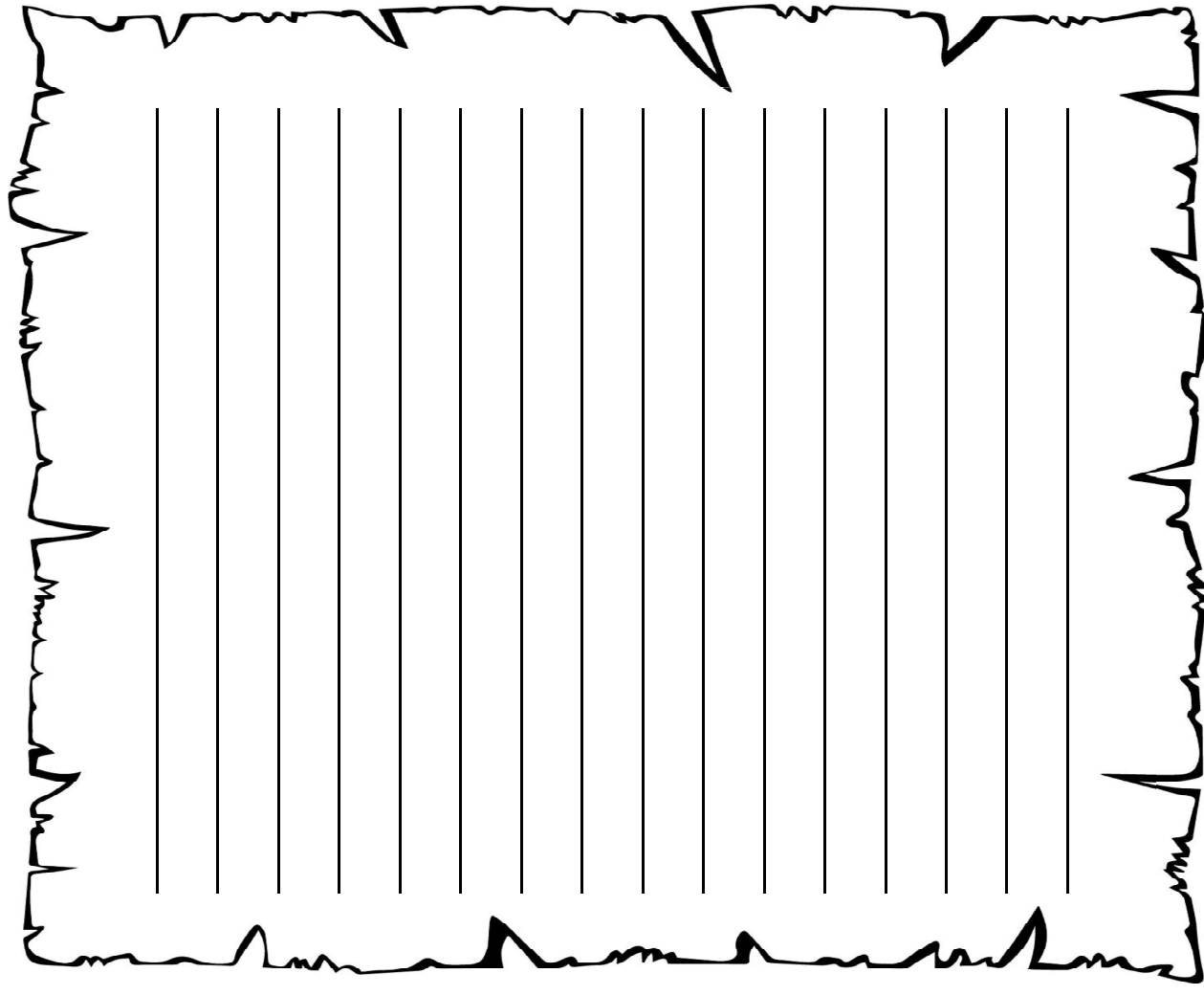
-
-
-
-
-

A large rectangular area with a decorative, jagged border, containing 20 horizontal lines for writing.

Write or draw a guide on how you built your temporary shelter for the next unlucky person to arrive in the Mysterious Machine.

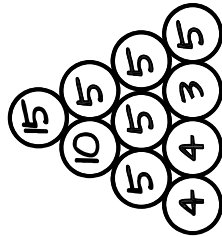


Write a letter home telling your family or friends about your journey.



To activate the fuel for the Mysterious Machine,
 solve the problem below.
 Every row needs to equal the same number as the top
 row. How many different ways can you make it?

Example:

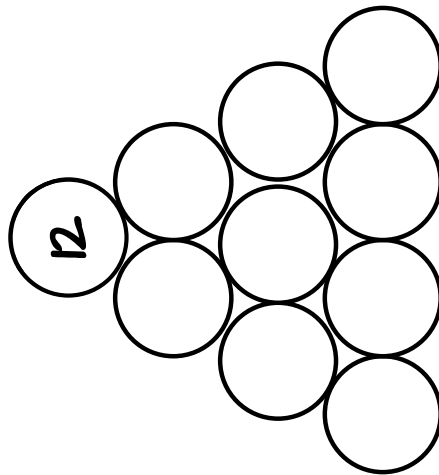
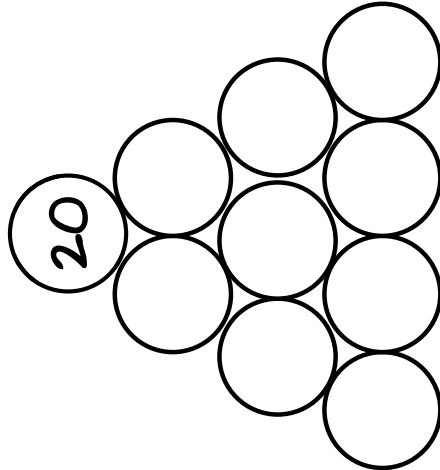


$$= 15$$

$$10 + 5 = 15$$

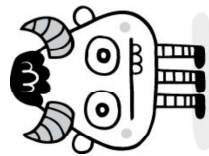
$$5 + 5 + 5 = 15$$

$$4 + 4 + 3 + 5 = 15$$



Finish the work Hieronymus started.

This world has weird and wonderful creatures.
 I have sketched some of them for you but
 need to collect some additional information (you
 can make this up!)



Name:

Pigpot

Diet:

Will only eat lemons

Habitat:

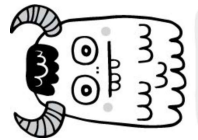
Lives underwater but
 sometimes comes to land



Name:

Diet:

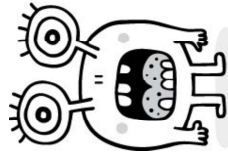
Habitat:



Name:

Diet:

Habitat:

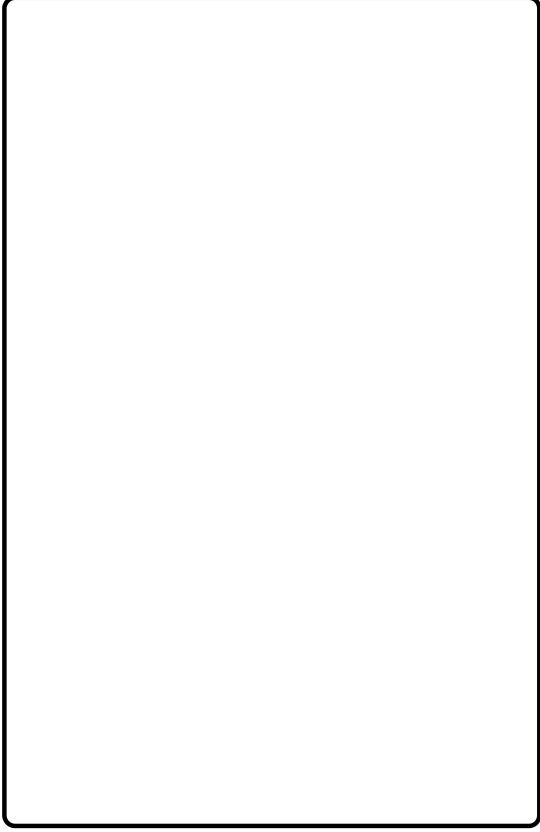


Name:

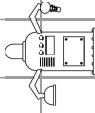
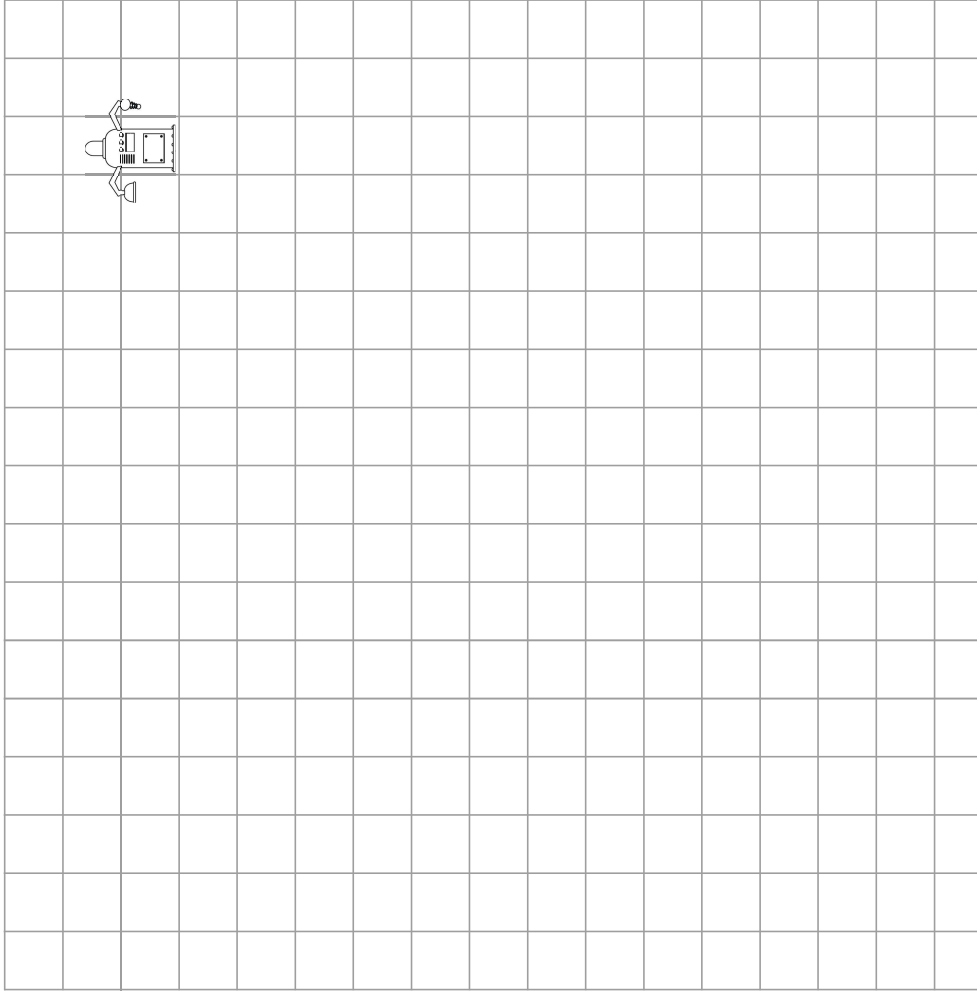
Diet:

Habitat:

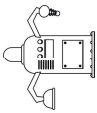
You have come across a brand new creature. Sketch it below and describe it. You might like to include information about its habitat, diet and environment.



Create a map of the places you have discovered in the new land. Be sure to include the landmarks you have discovered and your shelter. The Mysterious Machine has already been marked. Complete the key below when you have finished drawing your map.



The Mysterious Machine



Pick one of your locations and create an acrostic poem to describe it. (You might only use part of its name, eg. "mountains")

You will need to create fuel in order to get the Mysterious Machine running again. Use the recipe to help you with your mixture.

1. There is already some pig pot wax in the beaker. How much has been poured in?

ml

2. The potion needs to have 200ml of Pig Pot Wax. Mark 200ml with a coloured line.

3. How much more Pig Pot wax did you need to add?

ml

4. You are now going to add 150ml of Dawn Dew on top of the Pig Pot wax. Mark the new measurement with a different colour.

5. How much total liquid is now in the mixture?

ml

6. You add 100ml of Tallow oil on top of the Dawn Dew. Mark the new measurement with a different colour

7. How much total liquid is now in the potion?

ml

8. You add 200ml of Lim Lim on top of the Tallow Oil. Mark the new measurement with a different colour

9. How much mixture have you made?

ml

Ingredients

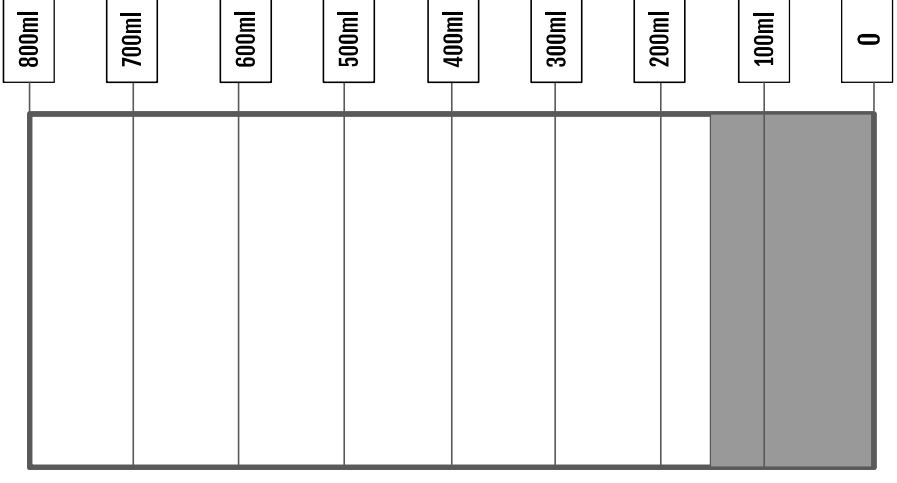
- 100ml Tallow Oil
- 150ml Dawn Dew
- 200ml Lim Lim
- 200ml Pigpot Wax

100ml Tallow Oil

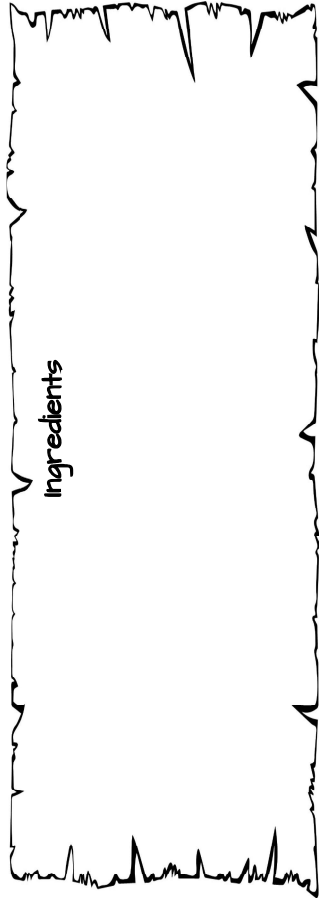
150ml Dawn Dew

200ml Lim Lim

200ml Pigpot Wax

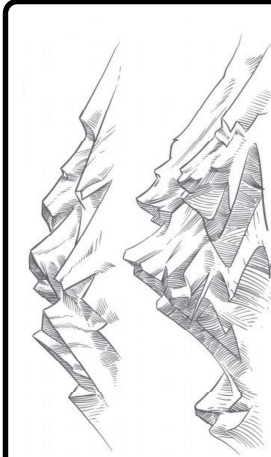


Invent your own recipe for an energy bar to keep you nourished while you wait to return in the Mysterious Machine..
Write the ingredients and quantities and colour in and label the section in the jar.



	800ml
	700ml
	600ml
	500ml
	400ml
	300ml
	200ml
	100ml
	0

You have had time to explore this new world.
Draw some of the landforms or landmarks you have discovered and give them a name. Make them as detailed as possible.



THE MISTY MOUNTAINS
