

## The Adventurers

Thank you for sending us the pictures of the animals and plants you have completed. If you can think of anything else that might be on the island, **please send over drawings, descriptions and names.**

We received another radio transmission, listen to it by clicking here:



As we can't see any island on the map. We checked the location of audio message with experts specialising in GPS (short for Global Positioning System) to find out exactly where in the world the message was coming from. The GPS system has 30 satellites zooming around the earth, so it provided us with the explorer's location in latitude and longitude.



Earth is surrounded by navigation satellites. Credit: NOAA.

We can confirm the message came from 25.47 N 45.1 W co-ordinates.

So we are pretty sure that there is an island there, even though it is not visible. What do think? Maybe the satellite maps are not updated yet or the island is in some sort of time warp, so it is not visible until you journey there. We have decided to send a staff member to bring back the Explorer. But we need your help! We've never done this before.

### Let's Go on an Adventure!

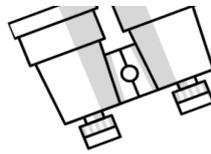
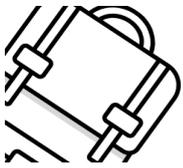
As no one can travel yet, your next final mission is to design and make an **Adventure Game** to help us plan our journey to the island, find out what obstacles we might encounter and to search for the explorer.

Hopefully you will take on this challenge and help us to step into the unknown and be better Adventurers. We have to use our imagination, all the clues we have gathered over the last 3 missions and the latest message from the explorer. What do you need for your journey?

### Mission 4 – Design an Adventure Board Game

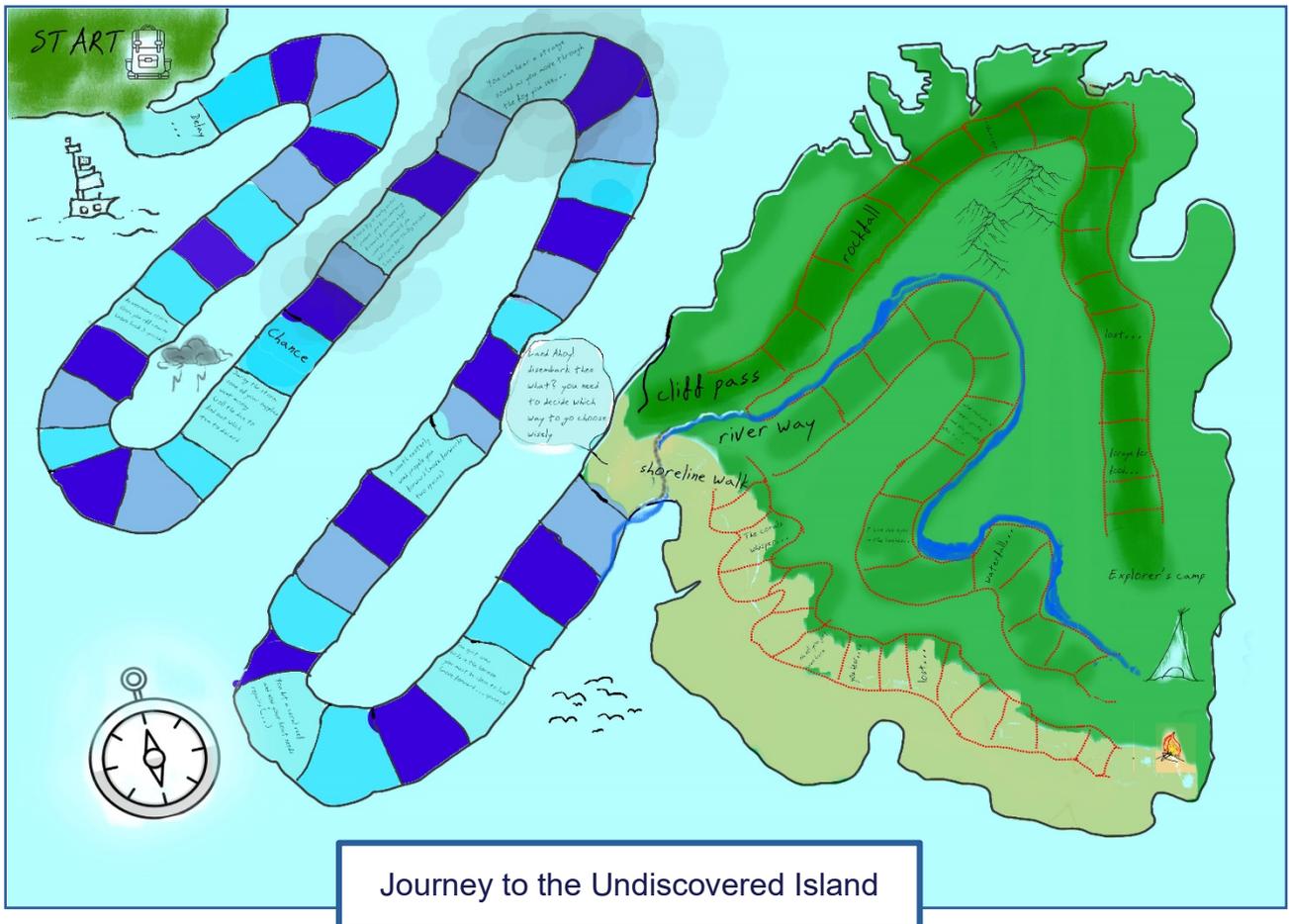
**Theme:** An adventure game    **Mission:** Rescue the explorer    **Transport:** Fits two

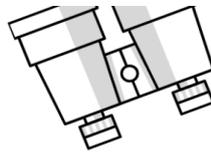
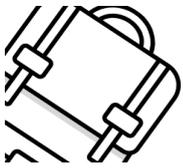
Task		Level 1 – Starter Game	Level 2
1	Research	Think about your favourite boardgames	Compare and contrast them, what makes the game exciting? Is it just luck or is there skill or strategy?
2	Write	Write a travel logbook Think like an adventurer and imagine the whole journey. <i>(A ship's logbook is use to record all important events during a journey.</i>	You can make a more advanced level add:  More actions/ mission for the players  Different dice i.e weather dice, obstacle  Chance cards



<p>3 Design</p>	<p>Sketch your ideas for the layout and components.</p>	<p>Tokens -2D or 3D Board – what map style? How do the player move? Dice or spinner Think about the rules. What is the name of your game?</p>	<p>More pathways  Limit the number of rucksack items.  Interaction between players</p>
<p>4 Make</p>	<p>Make the board game components.</p>	<p>Use art &amp; craft materials- paper, pen, paints/ markers, computer and recycle materials i.e. cereal boxes, bottle tops make good tokens etc. Remember- make the important element stand out Test your game by playing it yourself and with others and make any changes required.</p>	

### Adventure Game Map example





### **Examples of some log entries:**

*"It was a giant squid twenty-five feet long. It was heading toward the Nautilus, swimming backward very fast.... We could clearly make out the 250 suckers lining the inside of its tentacles, some of which fastened onto the glass panel of the lounge. The monster's mouth--a horny beak like that of a parakeet--opened and closed vertically.... What a whim of nature! A bird's beak in a mollusk!"*

**Jules Verne, *Twenty Thousand Leagues Under the Sea*, 1870**

*"On the 6th of July 1734, when off the south coast of Greenland, a sea-monster appeared to us, whose head, when raised, was on level with our main-top. Its snout was long and sharp, and it blew water almost like a whale; it has large broad paws; its body was covered with scales; its skin was rough and uneven; in other respects it was as a serpent; and when it dived, its tail, which was raised in the air, appeared to be a whole ship's length from its body."*

**Hans Egede, Norwegian missionary, later bishop of Greenland**

We cannot wait to find out what adventures lie ahead and what incredible journeys you imagined. Don't forget to send us some photos of your game and log book.

**Good luck with the mission! Follow the path that get you the most excited!**