



Cambridge Assessment  
English

# ENGLISH

## ADVENTURES with Cambridge

# PARENT'S GUIDE

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We hope you enjoy English Adventures with Cambridge.

Please visit <https://www.cambridgeenglish.org/learning-english/games-social/english-adventures/feedback/>

to let us know about your experience.

# Introduction

## Overview for parents

This game was created to help students improve their English and for students to have fun too.

These notes were created to help parents (and their children).

You and your child do not need to be familiar with Minecraft to play this game.

There are four parts (levels) to the game. To support the learning in each part of the game, there are four printable worksheets (A – D) that your child can follow while they're playing. You can find them at the end of this pack.

We recommend that each part is played separately, in this order:

- The beginning: Worksheet A
- The Book of Treasure: Worksheet B
- The Book of Snow: Worksheet C
- The end: Worksheet D

Each part contains 30 to 40 minutes of play and learning time.

## Exploring the world

In the game, your child will explore the world independently. At the start of the game, a non-player character called Gary tells your child to look around. At this point, you can give your child the Explorer's Guidebook (Worksheet A). If printing is not possible, you can download the Explorer's Guidebook and give it to your child on a different screen, or a tablet.

The Explorer's Guidebook comes in two parts: the beginning (Worksheet A) and the end (Worksheet D). Your child will need Worksheet D for the very last part of the game, after they've completed the previous levels.

On the Explorer's Guidebook pages, there are **some sentences to complete**. Your child writes **one letter in each box**.

They write these letters as they play the game, when they move through the different locations.

The sentences follow the order of the game.

## The mission

Soon after the start of the game, your child enters a giant library and meets a librarian - a character called Lilac. Lilac gives your child a mission: to be her assistant and to fix the stories in the library books. The stories need fixing because the library books are damaged. The pages from the books had been ripped out, but we don't know who is responsible.

Your child will come across these torn out pages from the books during the game. Each time your child meets Lilac, she will draw their attention to a different page that your child picks up from the ground at some point in the game.

When that happens, give your child the corresponding printed out page:

- Page found on the dock at the start of the game – Worksheet B (The Book of Treasure)
- Page found in The Book of Treasure level – Worksheet C (The Book of Snow)
- Page found in The Book of Snow level – Worksheet D (Explorer’s Guide, the end)

If you can, print the corresponding page. For the Book of Treasure and the Book of Snow, if you can, make it look as if it was ripped out from a book. If printing is not possible, you can download the page and give it to your child on a different screen, or a tablet.

Once your child has the page, they go inside the book to fix the story.

### Fixing the stories

There are two stories that your child will visit in order to fix them: the Book of Treasure and the Book of Snow. Inside each story, right next to the interactive world there is a large white area. The white area represents the missing book page your child has to fix, and they won’t be able to walk or play inside it.

The characters your child will meet inside each story, will give them their in-story mission that will help them restore the white area to its original colour and fix the story.

Your child will be able to follow the ripped out page Worksheet during this time.

On the **Book of Treasure** page, there are **some sentences to complete**. Your child writes **one letter in each box**, or **one letter on each line**. They also have to **tick two boxes**. Additionally, there are **three optional sentences** to complete. Your child can tick the boxes next the optional sentences if they **complete the optional activities** in the game.

On the **Book of Snow** page, there are **some sentences to complete**. Your child writes **one letter in each box**, or **one letter on each line**. They also have to **match some words** and **sentences**. Additionally, there are **three optional sentences** to complete. Your child can tick the boxes next the optional sentences if they **complete the optional activities** in the game.

On both pages, your child will write the letters, match the sentences, and tick the boxes as they play the game, when they move through the different locations.

The sentences follow the order of the game.

### Before your child starts playing the game

Depending on the level your child is about to play, give them the Explorer’s Guidebook page, the ripped page from The Book of Treasure, or The Book of Snow. Explain that they have to write one letter in each box, or one letter on each line.

Give your child time to read the page before they begin.

# Game Walkthrough: Part I

## Part I: The beginning

\*The notes here are to help you to understand the game.

We suggest that you try and let your child play the game and complete the Explorer's Guidebook page without your help.



### The Hub world

The game starts in the **Hub world**.

Your child arrives in the world standing on a dock next to a **boat**.

Your child has to **explore** the world in order to start their mission.

They can talk Gary, the captain, who tells them to look **around**.

They complete the **first sentence** on their Explorer's Guidebook page.

They notice a shiny object lying on the ground - a **page**.



### Fixing the sign

Your child **follows** the page up to a library sign.

They meet a sleepy engineer called Steve, who asks the player to fix the **sign**.

Your child completes the **second sentence** on their Guidebook page.

This is an **optional activity**.

Your child can choose not to help Steve and to **look around** instead.

If they help Steve, they get a **Gormi coin** from him.

There's another Gormi coin hidden in the area which your child can **find** if they choose to explore some more.



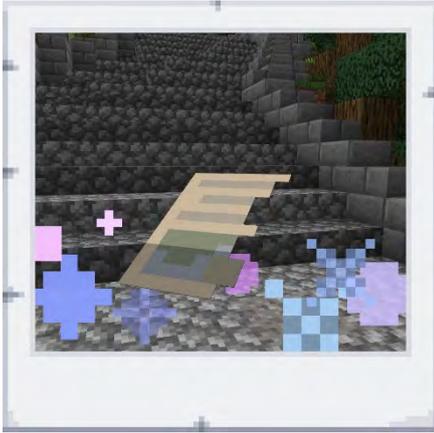
### Gormi coins

**Gormi coins** are given as a reward for exploring or for solving certain puzzles.

They are a currency that your child can spend on **hints** throughout the game.

Your child can visit **Gormi's Gift Shop**, where Gormi coins can be spent to purchase in-game items like appearances.

There are a fixed number of coins in the game so **spend** them wisely!



### Following the page

Next, your child follows the page up the stairs to a locked **gate**.

This is the **first time** your child finds a page in the game.

They will find **two more pages** in the next two levels of the game.

The **page** lands behind the gate.



### Opening the gate

Behind the locked gate there is a **library** – a big and beautiful building.

The library is the centre of the **Hub world** and your child will **return** to it at several points during the game.

Your child has to solve the puzzle on the gate to **open** it.

To **solve** the **puzzle**, your child spells the word OPEN.

They complete the **third sentence** on their Guidebook page.



### Using hint blocks

There's a **hint block** next to the locked gate.

Your child can choose to put their **Gormi coin** inside it to get a hint.

The hint helps them **solve** the **puzzle** and open the gate.

Hint blocks are available **next to** most puzzles in the game.

Hint blocks are **optional** and they offer help if needed.

To use a hint block, your child needs to **spend** a Gormi coin so they should only buy a hint if they really need it.



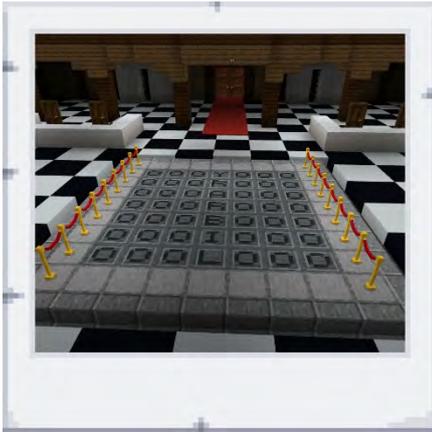
### Entering the library

In front of the library, your child will see that something is **wrong**.

There is **scaffolding** around the entrance.

There are **signs** that warn against entering the library.

The signs are easily ignored, and your child can **go inside**.



### Stepping on the stones

Your child finds a **stepping stones** puzzle in the foyer.

To complete it, your child **walks on the letters** to spell a word.

The word is **library**.

They complete the **fourth sentence** on their Guidebook page.

The completed puzzle opens the doors to the **main part** of the library.



### Meeting the librarian

Inside the main part of the library, your child meets **Lilac**.

Lilac is a fairy and a **librarian** in charge of the giant library.

Lilac is excited – she thinks your child is her new **assistant**.

Your child completes the **fifth sentence** on their Guidebook page.

Lilac has **three tasks** for your child to complete.

The first task is to buy Lilac a **hot drink**.

Lilac gives your child a **token** for the vending machine in the library.



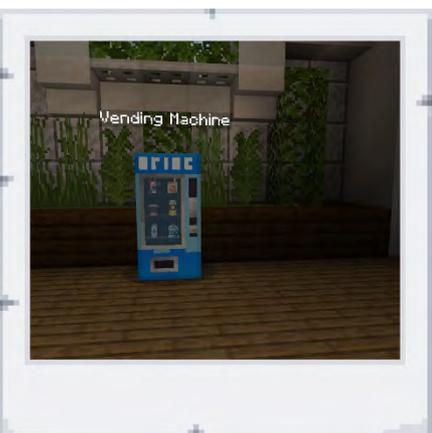
### Gormi's Gift Shop

On the way to the vending machine, your child finds **Gormi's Gift Shop**.

The Gift Shop is run by a character called Gorminzhillidon the Great (known as **Gormi**).

Gormi explains that you can use Gormi coins in the shop to buy **special outfits**, like **butterfly wings** or **sunglasses**.

The shop is full of interesting objects. Can your child find the **dragon egg**?



### Buying a drink

In the **vending machine**, there are six drinks to choose from:

- juice
- water
- milk
- milkshake
- coffee
- lemonade

Your child can buy **any drink**.

But if they buy a cold drink, Lilac will send them back to get the hot drink – **coffee**.

Your child completes the **sixth sentence** on their page.



### Watering the plant

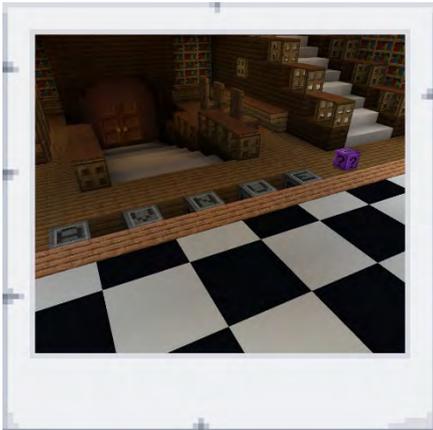
Lilac gives your child their **second task**.

She asks them to **water** a dry plant near the entrance.

She gives your child a **watering can**.

Your child uses the watering can to water the **plant** and watch it **grow**.

They complete the **seventh sentence** on their Guidebook page.



### Fixing the floor

Finally, Lilac gives your child their **third task** to complete.

The floor next to a **reading room** is broken.

Your child has to **find** the **letters** in the library to fix it.

They can find the letters by looking **upstairs**, on the **balcony**, and in one of the **chests**.

Your child can **fix the floor** by spelling the word **adventure**.

They complete the **eighth sentence** on their Guidebook page.



### Inside the adventure section

By completing the three tasks, your child becomes Lilac's trusted **assistant**.

Lilac leads your child into the **reading room** full of books on adventure.

Lilac draws your child's attention to the **page** they found outside.

Lilac gives your child their first important **mission** as her assistant:

The page is from the **Book of Treasure** and the story needs to be fixed.

Your child completes the **last two sentences** on their Guidebook page.



### Entering the Book of Treasure

At this point, you can pause the game and **return** another time for the Book of Treasure level.

Your child can begin the Book of Treasure level by **touching** the **book**.

Before they begin, print out the **Book of Treasure page** for your child to follow.

Alternatively, you can set it up electronically on another screen or a tablet.

# Game Walkthrough: Part II

## Part II: The Book of Treasure

\*The notes here are to help you to understand the game.

We suggest that you try and let your child play the game and complete the ripped out page from the Book of Treasure without your help.



### The problem in the village

Your child starts next to an **empty well** in the village.

By talking to the villagers and Elliott, your child learns that there is a **problem**.

The river is dry and there is no **water** in the village.

Your child completes the **first sentence** on their ripped page.



### The dry river and the mission

Your child **follows** Elliott to learn why the river is **dry**.

They come to the edge of the **white** area.

The white area **stops** the water from flowing.

Elliott asks your child to **find** the pirate captain who is a water expert.

Elliott tells your child how to **find** the pirate captain:

- go **past** the well
- go **over** the bridge

Your child completes the **second sentence** and **ticks two boxes** on their Book of Treasure page.



### Charlie the troll

Your child goes **past the well** to the bridge and finds Charlie – a friendly troll.

Charlie says he's the **guard** for the bridge.

Your child completes the **third sentence** on their Book of Treasure page.

Charlie's job is to make sure people from the village do not **cross** the bridge.

Charlie asks your child if they're from the **village**.

If your child says 'yes', Charlie won't let them **past**.

If your child says 'no', Charlie will agree to let them go and will ask for **help**.



### A new fishing rod for Charlie

Charlie's fishing rod is **broken** (it's a stick).  
 He gives the **stick** to your child and sends them to the village.  
 There's someone who can help to make a **new fishing rod**.  
 Your child explores the village and finds **Cora**.  
 Cora can be asked for a **cake**, a **milkshake** or a fishing rod.  
 But Cora is a **blacksmith**. She can only help with the **fishing rod**.  
 Your child completes the **fourth sentence** on their Book of Treasure page.



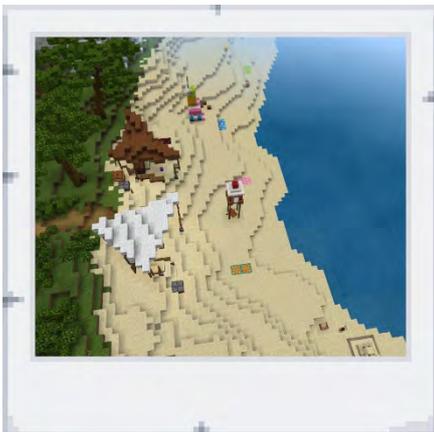
### Crafting with Cora

Cora helps your child find the **ingredients** to make the fishing rod.  
 Some sticks and some string are in the **small chests** in the **basement**.  
 Cora directs your child to the **recipes** (patterns) on the wall.  
 There's a recipe for a **shovel**, a **pickaxe** and a **fishing rod**.  
 Your child uses the **crafting table** and the **strings** and the **sticks** they found.  
 They follow the recipe on the wall to make a **fishing rod**.  
 They can now take it back to **Charlie**.



### The dangerous bridge

Your child gives the fishing rod to Charlie and he lets them **go past**.  
 Charlie is **happy** and starts fishing even though there is **no water**.  
 To cross the bridge, your child **solves a puzzle**.  
 They walk on the letters to spell the word **bridge**.  
 If they make a **mistake**, the bridge falls down.  
 A few moments later, the bridge comes **back up**.  
 Your child can **try again** and again until they spell the word **correctly**.



### The beach

On the other side of the bridge, your child finds another **page**.  
 Your child **follows** the page to the beach.  
 At the beach, they can **pick up** the page and **keep it safe**.  
 There are **three optional tasks** to complete on the beach.  
 They can be completed in **any order**.  
 If your child completes all three tasks, they earn a **Gormi coin**.



### Monica the lifeguard

When your child arrives on the beach, the **lifeguard** talks to them.

Her **name** is Monica.

Your child asks Monica where to find the **pirate captain**.

Monica says the **pirate ship** is on a different **beach**.

She tells your child to go to the **cave**.

But **NO RUNNING!**



### Optional task 1 - Lucy's pool

There's a child named Lucy **playing** in the **sand**.

She is **lonely** and asks your child to **play** with her.

If your child agrees, Lucy gives them a shovel to help her dig a **pool**.

They complete and tick the **fifth sentence** on their Book of Treasure page.

Your child digs the sand to make **water** flow into the pool.

Lucy is very happy. She finds a **token** in the sand and gives it to your child.



### Optional task 2 - Sam's milkshakes

There's a milkshake stand and a **vendor** called Sam.

Sam's milkshakes are popular. He only has **strawberry** ones left in stock.

Your child can buy a **milkshake** using Lucy's token.

They complete and tick the **sixth sentence** on their Book of Treasure page.



### Optional task 3 - helping Bernie

There's a teenager called Bernie **sunbathing** on the beach.

Bernie is too **hot** and he needs some help.

He asks your child to look in the **chest** to find some sunscreen for him.

But there isn't any **suncream!**

Your child can offer Bernie a **cold** milkshake.

Bernie is very happy and your child earns a Gormi coin.

They complete and tick the **seventh sentence** on their Book of Treasure page.



### Gormi coin

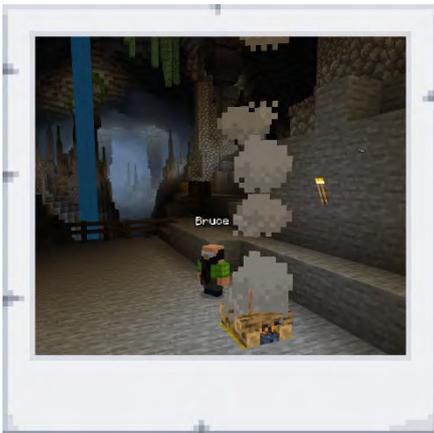
There is a Gormi coin **hiding** in a secret location.

Can your child **find** it?

Go to the **left** of Lucy's **pool** and **cross the water**.

Walk to the **right** and follow the side of the mountain.

The Gormi coin is there!



### The collapsed cave

Your child goes along the beach and finds a **cave**.

There's a **miner** called Bruce sending smoke signals.

Bruce needs help: there was an **earthquake** and the cave is now **dangerous**.

Bruce leads your child to the entrance of the **mine** inside the cave.



### Safety inspection

At the **entrance** to the mine, your child finds Tony.

Tony is a safety inspector: only mining experts are **allowed** past this point.

Tony asks your child questions about **mining**:

- What do you wear on your **head**? (a helmet)
- What do you wear on your **feet**? (boots)
- What **tool** is best for breaking rocks? (a pickaxe)

When your child answers the questions correctly, Tony lets them **past**.

Your child takes the **lift** down into the mine.



### The lazy miner

Down in the mine your child finds a **miner** called Steve.

Steve is **asleep** and your child wakes him up.

Your child asks Steve for a **pickaxe**.

Steve only has one pickaxe (his own). He can't do any **work** without it.

Steve happily **gives** his pickaxe to your child and sends them to do his work.

Steve isn't coming. Instead, he gives a **radio** to your child.



### Steve's directions

Your child can listen to Steve's **directions** over the radio and dig some rocks.

Behind the rocks, your child finds different **rooms**.

In each room, there's a blue radio your child can use to **listen** to Steve.

They can also **read** Steve's directions if they can't hear or don't understand.

In the first room, Steve tells your child to **go right**.



### Straight is wrong

Your child can ignore Steve's directions and **go straight** in the first room.

They dig through a blocked exit and find a **dead end**.

Over the radio, Steve reminds your child that they need to **go right**.

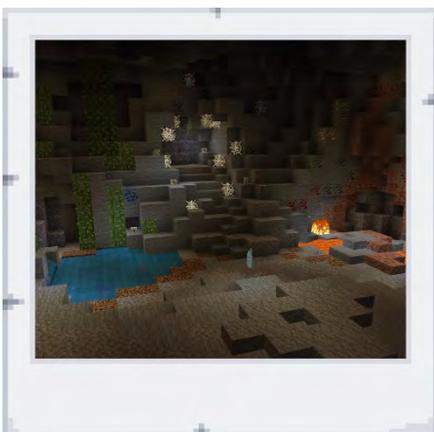


### Left is wrong

Your child can also **go left** in the first room.

They dig some blocks and find another **dead end**.

Over the radio, Steve reminds your child that they need to **go right**.



### Right is right

Your child follows Steve's directions and walks to the exit on the **right**.

They use the pickaxe to dig through some rocks and get to the **next** cave.

There's a **waterfall, spider webs** and **lava** in it.

Steve tells your child to not wake up the **spiders** and to not **get hot**.

He tells them to **get wet**.



### Gormi coin

On the way into this room, there is a **Gormi coin**.  
Can your child find it?



### Spiders are wrong

Your child can ignore Steve and walk past the spider webs instead.  
They can use the pickaxe to **unblock** another room.  
Inside, there are more spider webs. Steve's **radio** activates.  
'Don't **wake up** the spiders!' Steve reminds your child to **get wet**.



### Lava is wrong

Your child can ignore Steve's 'don't get hot' **instructions**.  
They can walk past the **lava** and unblock another room behind it.  
Inside, they find more lava, fire, and **dangerous** magma blocks.  
'Can I hear **fire**?' Steve asks over the radio.  
He reminds your child to **get wet**.



### Water is right

Your child follows Steve's directions (get wet) and walks through the **water**.  
They dig through the blocked exit and get to a **big** cave. It is dark.  
There's some **letters, green plants, and orange and red mushrooms** in it.  
Steve tells your child to find the letters. There are nine letters to find.  
**Three** letters are in the big cave: **P, U and E**. There's also a **hint block**.  
Your child can use the hint block to find out where the other **six** letters are.



### The sandy room

Your child can find a blocked exit behind the **green plants** in the big cave.

They mine the blocks and get to a room with **sand** in it.

In the room, they can find the letters **L, I** and **S**.

Steve reminds your child to **keep looking** for more letters.



### The treasure room

Back in the big cave, your child can find another blocked exit behind the **orange mushrooms**.

They dig through the blocks and find a **treasure room**.

In the treasure room, they have to **cross** a bridge to get to the letters.

They cross the bridge by spelling the word correctly.

The word is **treasure**. Your child gets the letters **T, H** and **A**.



### The puzzle room to exit

Your child can go past the **red mushrooms** in the big cave.

Behind the red mushrooms there is another blocked **exit**.

Your child mines through it and finds a **puzzle**.

They use the letters to **solve** it, it says:

**DANGEROUS EARTHQUAKES**

**PLEASE USE THE EXIT**

Steve thanks your child for doing all his **work**.

Your child completes the **eighth sentence** on their Book of Treasure page.



### From the cave to the pirate beach

When your child solves the last puzzle in the cave, a **minecart** appears.

Your child can **take** the minecart up and out of the mine.

The minecart takes them to the **beach**.

It's a different beach – there's a giant **pirate ship** on it.



### Meeting the pirates

At the beach, your child can meet some **pirates**: Carol, Peter and Nick.

They also meet the pirate **captain** called Gary.

Pirate Gary is the captain that Elliott talked about in the **village**.



### Pirate Gary

Pirate captain Gary calls your child to **come up** to his ship.

On the ship, your child asks pirate Gary about the **water**.

Pirate Gary explains that there was an **earthquake**.

During the earthquake, something from the village **damaged** his ship.

It landed in the **sand** on the beach.



### Gary's password

Pirate Gary tells your child to **dig** the sand on the beach.

Your child needs a **shovel** for digging.

Gary has a shovel in his shovel shed, but it's **locked**.

Gary thinks your child can't guess the **password** for his lock.

The password isn't hard to guess.

Pirate Gary isn't good at choosing good passwords.

(It's 'password')

Your child completes the **ninth sentence** on their Book of Treasure page.



### X marks the spot

Your child gets the shovel and pirate Gary tells them to **look around**.

Your child looks and sees a big **cross** in the sand.

Pirate Gary tells your child to go dig the cross in the sand with a **shovel**.

They complete the **tenth sentence** on their Book of Treasure page.

Pirate Gary wants your child to bring him the **treasure** they find.



### Gormi coin

There is a Gormi coin **at the top** of the pirate ship.

Can your child **find** it?



### Getting back to the village

Your child digs the cross in the sand and finds the letter **X**.

They **bring** it back to the pirate captain.

The pirate captain tells your child to take the letter **X back** to the village.

Pirate Gary tells your child to get inside a **cannon**.

He fires the cannon and your child **flies** back to the village.



### Fixing the river

Back in the village, Elliott **meets** your child.

He asks your child to **fix** the river.

Your child walks on the white ground and finds some **letters**.

They put the letters inside the puzzle to **fix** the river.

They complete the **last sentence** on their Book of Treasure page.

Lilac takes your child back to the **library**.



### The return to the library

In the Library, Lilac congratulates your child on fixing the **story**.

She notices another **page** and leads your child to the next book.

At this point, you can pause the game and return another time for the **Book of Snow** level.

Your child can begin the Book of Snow level by **touching** the **book**.

Before they begin, print out the **Book of Snow page** for your child to follow.

Alternatively, you can set it up electronically on another screen or a tablet.

# Game Walkthrough: Part III

## Part III: The Book of Snow

\*The notes here are to help you to understand the game.

We suggest that you try and let your child play the game and complete the ripped out page from the Book of Snow without your help.



### The snowy village

Your child starts by a lake next to a **village**. There's a **castle** in the distance.

It's night time and it is cold – it's **dark** and there is **snow**.

By the entrance, there is a **broken sign** with the name of the village.

Under the sign there's the village elder called **Mayor Boots**.

Mayor Boots asks your child to **fix** the sign.

Your child finds the three missing **letters** and fixes the sign.

The sign says, **Snowy Village**.

Your child completes the **first sentence** on their Book of Snow page.



### The lights and the mission

The village lights are **broken**.

Mayor Boots shows your child the village light **sign** that needs to be fixed.

He gives them their mission: to **bring** him some **light**.

Your child completes the **second sentence** on their Book of Snow page.

The light can be found in a big cave. The cave is on the other side of the **lake**.

Mayor Boots tells your child to take the **boat**.



### Going to the cave

On the way to the boat, your child find another **page**.

Your child takes the boat to **go across** the lake.

They **follow** the page to the other side of the lake.

They can **pick up** the page by the entrance to the cave.



### Entering the cave

To **go inside** the cave, your child solves a puzzle.

They rotate the letter blocks to spell the word **enter**.

Your child completes the **third sentence** on their Book of Snow page.



### Meeting the seven dwarves

Inside the cave, your child finds a big **mine**. There are **seven** dwarves working inside it. They all have special names.

Their special names are **adjectives** that **describe** them.

They also all **look** different and are **wearing** different colour **clothes**.

Your child learns the special names by **talking** to the dwarves and asking them about the light. Each dwarf tells your child to **ask** someone else.

They **describe** the dwarf your child should **find** and ask. Your child progresses through the level by **talking to** the dwarf that matches the description. Your child **first** talks to Steve.



### Lazy

If your child completed any of the previous levels, they will **recognise** Steve.

Steve was **snoring** next to the broken sign by the library.

Steve also made your child do **all his work** in the Book of Treasure.

Steve likes **sleeping** and doesn't like **to do any work**. He's called **Lazy**.

Your child asks Lazy Steve for **some light** for Mayor Boots.

Lazy doesn't know **anything** about the light.

Lazy tells your child to ask **Noisy** and tells them how to find him.



### Noisy

**Noisy** is also known as Bruce.

If your child played the previous levels, they will **recognise** him.

He was sending smoke signals and **calling for help** in the Book of Treasure.

He's **bald**. He's got a **long black beard**, and he's **wearing a green sweater**.

He has a **loud voice** and makes lots of **noise** because he's clumsy.

Noisy **doesn't know** anything about the light.

Noisy tells your child to **go back up** and find **Hungry**.

Hungry is easy to find – he's **next to** all the **food**!



### Getting back up

Your child can **climb up** the ladder next to Noisy to go back up.

They can also take the **minecart** rollercoaster instead.

This bit is just **for fun**.

Both the ladder and the minecart take your child to the higher part of the mine to **talk** to the **other dwarves**.



### Hungry

**Hungry** is also known as Nick.

If your child played through the Book of Treasure, they might **recognise** him.

He was also one of the **pirates** on the beach, cooking fish next to the fire.

He's got **short grey hair**, and he's **wearing** a **blue top**.

He always wants something to eat and your child finds him standing **next to** a vending machine.

Hungry asks your child for **some fruit** and gives them a vending machine token.



### Buying fruit

In the **vending machine**, there are six items to choose from:

- doughnut
- pineapple
- pizza
- sandwich
- cookie
- cake

Your child can buy **any item** they like.

If they do, Hungry will send them back to get the fruit – **pineapple**.

When your child gives the pineapple to Hungry, he agrees to **answer** their question about the light. The answer is – he doesn't know.

Hungry tells your child to ask **Busy**.



### Busy

**Busy** is also known as Natasha.

She could also be found working **outside** Lilac's library.

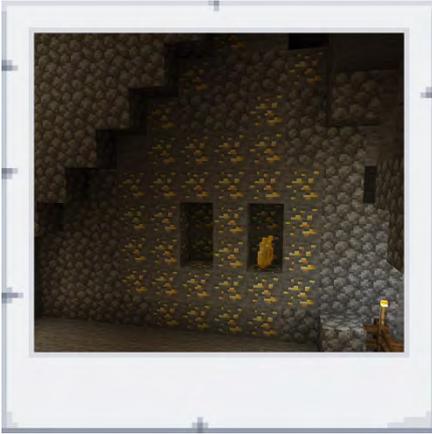
She's got **long red hair**, and is **wearing** a **yellow shirt**.

She always has **lots of work to do**.

Your child finds her standing **next to** some blocks on the wall.

Busy is too busy to answer questions and wants your child to help her **mine some blocks** first.

She gives your child a **pickaxe**.



### Busy's task

Your child uses the pickaxe to **mine** the blocks next to Busy.

If your child breaks all the blocks, they will reveal a **picture** and get a reward.

Busy is happy with the work and answers your child's question about the **light**.

She doesn't know where to **find** it.

She tells your child to **find Clever**.



### Clever

**Clever** is also known as Tony.

She was also the **safety inspector** in the Book of Treasure.

She's got **short black hair**, and is **wearing** an **orange sweater**.

She is very **smart** and **knows** a lot of useful information.

She tells your child about a special **purple** torch hidden somewhere in the cave.

Nobody knows **where** it is!

She tells your child to ask Lucky to help **find** it.



### Lucky

**Lucky** is also known as Peter.

He was also one of the **pirates** in the Book of Treasure.

He's **bald**, he's got a **big moustache**, and is **wearing** a **blue sweater**.

He is always **happy** and can be usually found **singing** a song.

**Good things** usually happen around Lucky.

He takes your child to the cave where the dwarves go to **relax**.

Lucky finds lots of **vending machine tokens** on the ground there.

Lucky **gives** a token to your child if they **talk** to him again.



### Funny

**Funny** is also known as Carol.

She was also one of the **pirates** in the Book of Treasure.

She's got **grey hair** and is wearing a **red** shirt. She always has a **joke** to tell.

Funny Carol is in charge of keeping the relaxing area in the cave **nice**.

Your child can find lots of **signs** around the area that Carol left for others.

Your child has now met all the **dwarves**.

They complete the **name matching task** on their Book of Snow page.

In Carol's rest area, there are some **optional tasks** for your child to do.



### Optional activity 1

There are three **towels above the sink** and some signs.

Each sign says the **name** of a dwarf and the **colour** of their towel.

Your child can find more towels in one of the **chests** and hang them up.

This is a learning opportunity: your child puts the **correct** colour towels **under** each sign.

There is also a '**guest towel**' spot. Your child can put their own towel there.

They can also **write** their **name** and the **colour** of their towel on the sign.

They **complete and tick the fourth sentence** on their page.



### Optional activity 2

There is a drinks **vending machine**.

Your child can get a vending machine token by **talking** to Lucky.

Your child can get **three tokens** from Lucky, one at a time.

Your child can **keep** their drink or leave it in the area.

This is another learning opportunity: your child **reads** the sign.

They **follow the instructions** and place their drink on an empty **tray**.

**Tray** is a new word to learn.



### Optional activity 3

Your child can **talk** some more to Funny Carol.

She has more **jokes** to tell.

She also gives them a **watering can** and asks them to water the plants.

The watered plants **grow** and **sparkle**.

Your child completes the **fifth sentence** on their Book of Snow page.



### Optional activity 4

There are some items in one of the chests:

- a book
- a writing book
- a helmet
- boots
- a bucket
- a watering can

Your child can keep all the items or **follow the instructions** on the sign.

They can put the items from the chest under the correct signs: tools (a bucket and a watering can), books, and clothes (a helmet and boots).

They complete the **sixth sentence** on their Book of Snow page.

There is **Gormi coin** hidden in this area. Can your child find it?



### Optional activity 5

There is also a **mini library** in the area.

One of the sections contains the books on **photography**.

This is a hint for your child to find a **camera** in one of the chests and use it.

They can take **pictures** of the things in the area that they made **nicer**.

They can also keep the camera and take **photos** of other things in the cave.



### Be quiet!

The mini library has some **signs** that tell your child to keep the noise down.

You have to be **quiet** in the library.

Your child **solves the puzzle** to unlock the next part of the cave.

They complete the **fourth sentence** on their Book of Snow page.



### Following directions (written)

Your child opens a passage to the **next part** of the cave.

In it, they follow the signs with simple **directions**: go straight, continue straight on.

There is also a **blackboard** where Peter and Carol wrote their names.

Your child can **write** their name on the blackboard too.



### Following instructions

At the end of the passage there's **nowhere** else to go.

The signs say to **turn right** and to **go right** and **dig**.

Your child finds a **pickaxe** in the chest.

They **dig** the wall on the right to get to the next part of the cave.

They can dig the wall on the **left** too, but that's the wrong way.

There's a **Gormi coin** hidden somewhere. Can your child find it?



### The abandoned mine

Behind the wall, your child finds an abandoned **mine**.

There is some lava in it, some **letters**, and a **puzzle**.

Your child collects the letters and puts them inside the wall to make a sentence.

The sentence is: **WAKE UP THE DRAGON**

Your child completes the **seventh sentence** on their Book of Snow page.



### Waking the dragon

There's a deep **noise** and a wall falls down to reveal a **dragon**.

He just **woke up** from his sleep, his mouth is open and he is breathing **fire**.

His **tongue** is out and your child can walk on it.



### Getting the torch

Inside the dragon's mouth, there's a shiny **purple** object.

It's the special **purple torch** Clever told your child about.



### Don't get eaten by the dragon

Your child **walks** on the dragon's tongue to get the torch.

When they get the torch, the dragon **closes** his mouth.

The dragon starts **talking**.



### Escaping the dragon

To escape and not to get eaten by the dragon, your child **talks** to him.

Your child tells the dragon to **let them out**.

The dragon **opens** his mouth and your child escapes.

An **exit** is now open in the cave – it leads your child out into a forest.



### Following directions (spoken)

Your child is reminded of their task to **bring the torch** to Mayor Boots.

They go through the forest to get back to the **village**.

In the forest, there are three **crossroads**.

At each one, a wise bird called Clara tells your child **where to go**.

Your child follows Clara's **directions** to get out of the forest.

Your child can ignore Clara and go the **wrong way**.

There's also a **Gormi coin** hidden somewhere in the forest.

Your child completes the **eighth's sentence** on their Book of Snow page



### Back in the village

The last path in the forest leads your child back to the **village**.

In the village, your child is greeted by **Mayor Boots**.

Mayor Boots is happy to see that your child got the **purple torch**.

He tells your child to **follow** him to the broken sign.



### Switching on the lights

The broken sign has the letter '**I**' **missing**. The torch looks like the letter '**I**'.

Your child puts the torch **into** the sign to spell the word LIGHTS.

The sign is still broken: there are some **more letters** missing.

Your child finds the letters and puts them in to **fix** the sign:

### SWITCH ON THE LIGHTS

The lights come back to the village and your child **returns** to the library.

They complete the **last sentence** on their Book of Snow page.

# Game Walkthrough: Part IV

## Part IV: The end

\*The notes here are to help you to understand the game.

We suggest that you try and let your child play the game and complete the last page from Explorer's Guidebook (the end) without your help.



### Back with Lilac

Your child is back in the **library** with Lilac again.

Lilac congratulates your child on **switching on** the lights for Mayor Boots.

She notices your child found another **page**.

Lilac knows which book the page comes **from**.

Your child can complete **the first two sentences** on their Guidebook page.



### Following Lilac

Lilac starts leading your child to the next book when there is a loud **noise**.

Your child completes **the third sentence** on their Guidebook page.



### Following the noise

Lilac tells your child that the noise came from **outside**.

Your child follows Lilac **outside the library**.

They can complete **the fourth sentence** on their Guidebook page.



### Outside the library

Your child is now with Lilac **outside** the library. Lilac is worried. Everything outside the library is **white**.



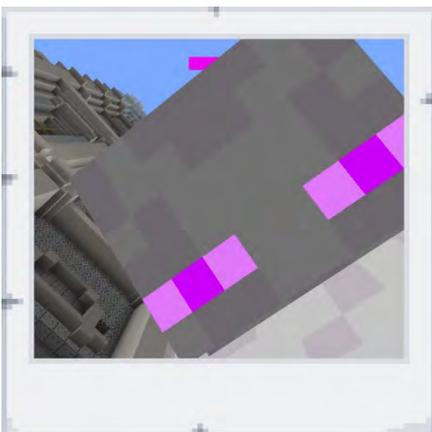
### But that's... impossible!

For the first time, Lilac doesn't know what is **wrong**. Lilac and your child can't **get out** of the library. It's just like in one of the **broken** story books! It's all **white**! Your child completes **the fifth sentence** on their Guidebook page.



### A glimpse of the antagonist

Suddenly, Lilac **screams**. 'It's you!' she says, looking at a **white** tall figure that suddenly appears. Lilac is **angry**. Your child can guess that Lilac is talking to someone who has been damaging the **library** and the books. Is it her **last** assistant? Your child can now complete **the last two sentences** on their Explorer's Guidebook page and learn the name of the white troublemaker. If they're quick, your child can catch a glimpse of his **face**!



### Did you see who it was?

It's...  
**THE PALE ENDERMAN!**

# Notes and practice

## Back in the Library

At any point in the game, in the library, your child can explore the Gormi gift shop. They can also visit their trophy case to see which in-game challenges they have achieved, and which are still to do. At the end of the game, your child is invited to replay the levels to try to earn any trophies they missed during their first playthrough.

## Practice After the game

Practise the words from the game.

- The walkthrough above featured some words in **bold**. When your child has finished the game, you can talk to them about the story. Encourage your child to talk in English. As they tell the story, you can help them to practise the words in **bold**.

Here are some more ideas for you to use:

You can ask your child to:

- Say the letters to spell the words from the word puzzles in the game.
- Say the letters for other words in the game: e.g. *librarian, guard, fishing rod, captain, forest, village*.
- Use the key words from the game to re-tell the story of what happened and what they did in the game. The key words indicated in bold in the game walkthrough.
- Write the adjectives from the game on a piece of paper and then write things that they think can be described using these adjectives.
- Write directions for you to find something in their room using the vocabulary from the game: e.g. *go left, turn right, go straight, over, past*.
- Write sentences to describe the dwarves they met in the cave.
- Write sentences to describe people they know using the vocabulary from the game.
- Write sentences to describe where they went and what they did in the game. Tell them to use words like *first, then, when*. And *up, down, above, below, inside, outside, near*.
- Role play any of the conversations they experienced in the game with you: e.g. a conversation with the milkshake vendor Sam, a joke from Carol, giving orders as captain Gary, or making requests as Lilac the librarian.

# Answer Keys

## The Guidebook

Captain Gary wants you to look **AROUND**.

You help Steve fix the **SIGN**.

You **OPEN** the gate.

You walk on the letters to make the word **LIBRARY**.

You meet Lilac. You are her new **ASSISTANT**.

Lilac wants a hot drink. You buy her a **COFFEE**.

Lilac asks you to **WATER** a plant.

You fix the broken floor. The word is: **ADVENTURE**.

Lilac knows you found a page from a book!

What book does the page come from? Write the letters to find out: **TREASURE**.

## The Book of Treasure

There is no **WATER** in the village.

Elliott tells you how to **FIND** the pirate captain. Tick the correct directions:

- Go **PAST** the well
- Go **INSIDE** the well

- Go **UNDER** the bridge
- Go **OVER** the bridge

Charlie is the **GUARD** for the bridge.

Cora helps you make a **FISHING** rod for Charlie.

On the beach, there are some people. Write the things you can do. Did you do them? Add a tick:

- I can help Lucy dig a **POOL**.
- I can buy a **MILKSHAKE** from Sam.
- I can give Bernie something **COLD**.

In the cave, Steve tells you to do all his **WORK**.

Pirate Gary doesn't want you to know his **PASSWORD**.

You dig the sand with a **SHOVEL**.

You **FIX** the river in the village.

Lilac thinks you are a great assistant, but you are not the **FIRST ONE**.

## The Book of Snow

You are in SNOWY Village.

Mayor Boots asks you to bring him some LIGHT.

You ENTER the cave and meet seven dwarves. What do their names mean?

Who likes to sleep and not do any work?	LAZY (given as example)
Who is really loud?	NOISY
Who wants some food to eat?	HUNGRY
Who has lots of work to do?	BUSY
Who is smart and knows a lot?	CLEVER
Who is good at finding things?	LUCKY
Who likes jokes and laughs a lot?	FUNNY

Peter takes you to place where you can rest. You can read, swim, and buy a drink. Carol keeps the place nice. Write the things you can do to make the place nicer! Did you do them? Add a tick.

- ✓ I can hang up the TOWELS.
- ✓ I can water the PLANTS.
- ✓ I can put tools, books and CLOTHES on the wall.

In the library, you have to be QUIET.

In the cave, you WAKE UP the DRAGON.

Clara gives you DIRECTIONS in the forest.

In the village, you SWITCH ON the lights for Mayor Boots.

It's dark and everyone is asleep. You are leaving. What can you say to Mayor Boots?

**HAVE A GOOD NIGHT!**

## The Guidebook, the end

In the library, you give Lilac another PAGE.

Lilac knows which book the page comes FROM.

There is a big NOISE.

Lilac tells you to run OUTSIDE.

Outside, everything is WHITE.

Someone, or something, is damaging the LIBRARY and the books!

Lilac knows who did this! Was it her LAST assistant?

Did you see who it was? Write the letters to find out: **THE PALE ENDERMAN.**



## EXPLORER'S GUIDEBOOK

Captain Gary wants you to look

--	--	--	--	--	--	--

28

You help Steve fix the

--	--	--	--

3

You

--	--	--	--

12

the gate.

You walk on the letters to make the word

--	--	--	--	--	--	--	--

7

You meet Lilac. You are her new

--	--	--	--	--	--	--	--	--	--

74

Lilac wants a hot drink. You buy her a

--	--	--	--	--	--	--

93

Lilac asks you to

--	--	--	--	--	--

41

a plant.

You fix the broken floor. The word is:

--	--	--	--	--	--	--	--	--

36

Lilac knows you found a page from a book!

What book does the page come from? Write the letters to find out:

--	--	--	--	--	--	--	--

36

71

12

74

3

28

41

93



## THE BOOK OF TREASURE

The is no  in the village.  
18

Elliott tells you how to  the pirate captain. Tick  the **correct** directions:  
2

Go PAST the well

Go UNDER the bridge

Go INSIDE the well

Go OVER the bridge

Charlie is the  for the bridge.  
23

Cora helps you make a  rod for Charlie.  
81

On the beach, there are some people. Write the things you can do. **Did you do them?** Add a tick

I can help Lucy dig a P \_\_\_\_\_ .

I can buy a M \_\_\_\_\_ from Sam.

I can give Bernie something C \_\_\_\_\_ .

In the cave, Steve tells you to do all his  .  
64

Pirate Gary doesn't want you to know his  .  
35

You dig the sand with a  .  
10

You  the river in the village.  
57

Lilac thinks you are a great assistant. But you are NOT...

**T H E**

57 2 23 35 18

64 81 10



## THE BOOK OF SNOW

You are in  Village.

20

Mayor Boots asks you to bring him some .

74

You  the cave and meet seven dwarves. What do their names mean?

52

Who likes to sleep and not do any work?

Who is really loud?

Who wants some food to eat?

Who has lots of work to do?

Who is smart and knows a lot?

Who is good at finding things?

Who likes jokes and laughs a lot?

HUNGRY

LUCKY

FUNNY

NOISY

LAZY

BUSY

CLEVER

Peter takes you to place where you can rest. You can read, swim, and buy a drink. Carol keeps the place nice. Write the things you can do to make the place nicer! Did you do them? Add a tick

I can hang up the T \_\_\_\_\_.

I can water the P \_\_\_\_\_.

I can put tools, books and C \_\_\_\_\_ on the wall.






In the library, you have to be .

22

In the cave, you   the .

19

69

Clara gives you  in the forest.

18

5

In the village, you   the lights for Mayor Boots.

11

86

**It's dark and everyone is asleep. You are leaving. What can you say to Mayor Boots?**

**HAVE**




19

69

20

86

18

52

5

74

11

22





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