ENGLISH ADVENTURES with Cambridge

PARENT'S GUIDE
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We hope you enjoy English Adventures with Cambridge.

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.
**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 to 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.

You 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.
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 suncream 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. (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?

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**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.

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**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**.

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**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.
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 it 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.
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.
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

The 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 [53].

Lilac wants a hot drink. You buy her a [74].

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.

Elliott tells you how to ___ ___ ___ ___ 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 ___ ___ ___ ___ for the bridge.

Cora helps you make a ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ 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 ___ ___ ___ ___ .

I can buy a ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ from Sam.

I can give Bernie something ___ ___ ___ ___ .

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

Pirate Gary doesn’t want you to know his ___ ___ ___ ___ ___ ___ ___ ___ .

You dig the sand with a ___ ___ ___ ___ .

You ___ ___ ___ ___ the river in the village.

Lilac thinks you are a great assistant. But you are NOT…
You are in Village.

Mayor Boots asks you to bring him some .

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

Who likes to sleep and not do any work? HUNGRY
Who is really loud? LUCKY
Who wants some food to eat? FUNNY
Who has lots of work to do? NOISY
Who is smart and knows a lot? LAZY
Who is good at finding things? BUSY
Who likes jokes and laughs a lot? 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 .
I can water the .
I can put tools, books and on the wall.

In the library, you have to be .

In the cave, you the .

Clara gives you in the forest.

In the village, you the lights for Mayor Boots.

It’s dark and everyone is asleep. You are leaving. What can you say to Mayor Boots?
In the library, you give Lilac another

Lilac knows which book the page comes from.

There is a loud noise.

Lilac tells you to run.

Outside, everything is quiet.

Someone is damaging the shelves and the books!

Lilac knows who did this! Was it her assistant?

Did you see who it was? Write the letters to find out:
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.