

# The Scottish SPCA's **ADVENTURE TAILS** Our online learning resource pack



## **BOOK 5 – ULTIMATE CHALLENGE**

**This activity book belongs to:**

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**ANIMAL WISE**<sup>®</sup>  
SCOTTISH SPCA



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Hi, I'm Gibson! Welcome back to the Scottish SPCA's Adventure Tails. Congratulations on reaching the final stage on your quest to become a Scottish SPCA Animal Champion.

Remember, in order to be crowned an Animal Champion there are five colour stages to complete – **Orange**, **Blue**, **Pink**, **Purple** and **Green**.

A new colour stage will be released each month so keep an eye on our website ([scottishspca.org/education-resources](http://scottishspca.org/education-resources)). To be Scotland's Animal Champion you must complete all coloured booklets in order so the **orange** booklet would be your first and the **green** booklet would be your last.

Now, Martha and I have an exciting final challenge for you where you can really show your creative side. So... shall we get started?!



**GIBSON**



**MARTHA**





# HOW TO USE THE PACK



1. This pack is slightly different to the previous **purple** stage as we have set you a unique ultimate challenge!
2. Look out for me, Gibson, as I have lost some of my animal friends along the way so we need your help. Look at my clues and see if you can guess what the animals are. Use your answers to crack the code, complete this final booklet and be crowned Scottish SPCA Animal Champion!
3. If you can't guess what the animal is, take a sneak peak on page 16 as I have left you some clues.
4. You can either print off the pack and draw on it directly or use your own paper. Once you have completed all the steps and cracked Inspector Martha's secret code, take a photo of page 16, along with a photo of your game and share it with us. If you have printed the booklet and filled in the pages, you can scan these in or take photos and then ask your parent/carer to email us: **education@scottishspca.org**. Don't forget to include your first name, initial of your second name, class, school and local authority. For example I would be Gibson S, P7, Dogtastic Primary School, Edinburgh.
5. Complete our challenge and we will send you a certificate confirming you have successfully become one of the Scottish SPCA's Animal Champions.
6. Pssst....if at least 50% of the pupils at your school take part, your school will also get the amazing honour of being one of the Scottish SPCA's **School Animal Champions 2020**.



# CURRICULUM LINKS

We have made sure that our Adventure Tails booklets have lots of links to the Curriculum for Excellence so that you can impress your teachers with what you have learnt!

**Health and wellbeing**



**Numeracy and mathematics**



**Expressive arts**



**Literacy and languages**



**Religious and moral education**



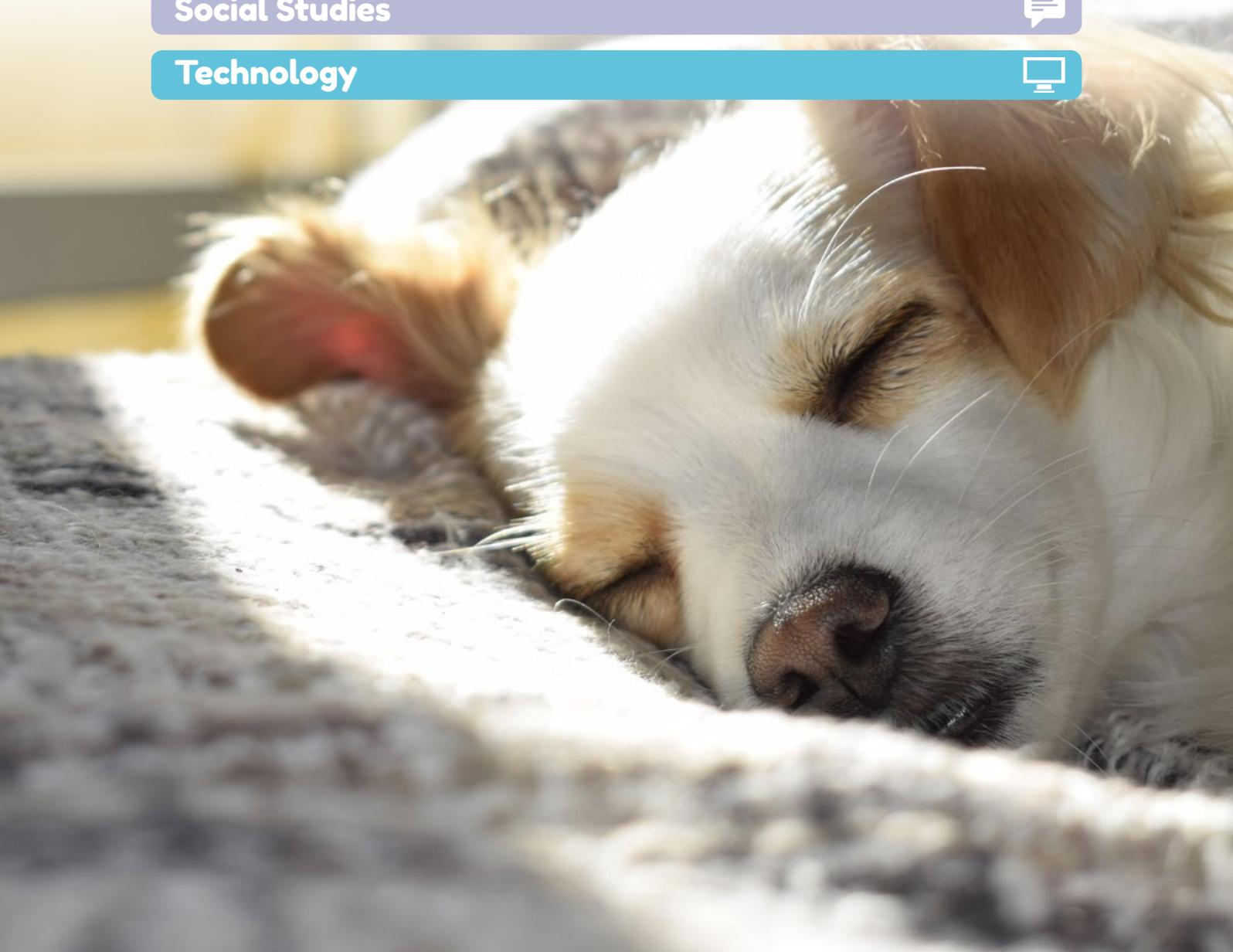
**Science**



**Social Studies**



**Technology**



# STEP 1 – RESEARCH

## THE CHALLENGE

**Everyone loves to play! Whether it be with toys, a family board game, an outside sports game or playing the computer against your friends! For your ultimate challenge we would like you to design a fun game that can be played by two or more players. We want you to build a prototype and consider how you might advertise your game to a toy or video game developer so that one day your game could be played by millions of people.**

**There is one rule – one of your characters must be based on the animal you created in the Blue Animaltronics Booklet.**

I'm sure you have all played lots of different games but how much do you know about them? See if you can find out the following information by using the internet or speaking to adults within your family.

-  Can you find out what the oldest game in history is?
-  What did your parents or grandparents play when they were your age? What difference is there from the games you play?
-  How has the introduction of computer games changed the way we play?
-  What was the first video game and who made it?
-  What do you think future games might look like?



### ULTIMATE TRIVIA #1

Which of a dog's senses is most highly developed?

Don't forget to record your animal trivia answers on page 16.

# STEP 1 – RESEARCH

**Ok... now let's think about what type of game you want to make.**

What is your favourite game to play? .....

Why do you like this game so much? .....

Choose one board game and one computer game you own and fill out the table thinking about what you like or dislike about them.

	Name of game	Good points	Bad points	How would you change it?
<b>Board game</b>				
<b>Video game</b>				

# STEP 1 – RESEARCH

## GENRE

A genre is a specific type or style. Many games have particular features and functions that make them different from one another.

Complete the mind maps with words that relate to or describe each genre. Gibson has given you a head start.



### ULTIMATE TRIVIA #2

What is the most commonly sighted bird in the uk?

.....

Don't forget to record your animal trivia answers on page 16.

# STEP 2 – DESIGN

Now you have thought about the type of game you would like to design, you need to think about how you want the game to look and the characters in your game.

## CHARACTER PROFILES

Fill in the template below for each character in your game. Remember one of the characters must be based on the robot animal you created in the blue 'Animaltronics' booklet.

Think about what kind of skills these characters have, use the information you gained from completing previous activity books to help you with super senses your animal character might have and how they might act if they were in a game. Does your animal character have any specific needs?

Maybe your characters might have special powers, perhaps some of them are a mixture of two animals together, you can include mythical characters and humans too. Be creative!

If you want to create more characters you can use the blank pages at the back of the book.

### Character 1

<b>Name:</b> .....	<b>Gender:</b> .....	
<b>Species:</b> .....	<b>Age:</b> .....	
<b>Attributes</b>		
<b>Strength:</b> ☆☆☆☆☆	<b>Intelligence:</b> ☆☆☆☆☆	
<b>Health:</b> ☆☆☆☆☆	<b>Wisdom:</b> ☆☆☆☆☆	
<b>Dexterity:</b> ☆☆☆☆☆	<b>Charisma:</b> ☆☆☆☆☆	
<b>Personality:</b> .....		
<b>Likes:</b> .....		
<b>Dislikes:</b> .....		
<b>Super sense:</b> .....		
<b>Special ailities:</b> .....		



### ULTIMATE TRIVIA #3

What are snakes scales made of?

Don't forget to record your animal trivia answers on page 16.

# STEP 2 – DESIGN

## Character 2

**Name:** ..... **Gender:** .....

**Species:** ..... **Age:** .....

**Attributes**

**Strength:** ☆☆☆☆☆ **Intelligence:** ☆☆☆☆☆

**Health:** ☆☆☆☆☆ **Wisdom:** ☆☆☆☆☆

**Dexterity:** ☆☆☆☆☆ **Charisma:** ☆☆☆☆☆

**Personality:** .....

**Likes:** .....

**Dislikes:** .....

**Super sense:** .....

**Special abilities:** .....



## Character 3

**Name:** ..... **Gender:** .....

**Species:** ..... **Age:** .....

**Attributes**

**Strength:** ☆☆☆☆☆ **Intelligence:** ☆☆☆☆☆

**Health:** ☆☆☆☆☆ **Wisdom:** ☆☆☆☆☆

**Dexterity:** ☆☆☆☆☆ **Charisma:** ☆☆☆☆☆

**Personality:** .....

**Likes:** .....

**Dislikes:** .....

**Super sense:** .....

**Special abilities:** .....



### ULTIMATE TRIVIA #4

What is the only mammal that can fly?

Don't forget to record your animal trivia answers on page 16.

# STEP 2 – DESIGN

## THEME

**Now you have your characters you need to think about designing the world that they will move within.**

Consider the following:

-  What kind of habitat are they in?
-  Is the habitat their natural environment or somewhere completely different and if so how would the character adapt to its new surroundings? How would they use their super senses?
-  Maybe the game includes lots of different habitats?
-  Is there a map to guide you through the world?
-  If it's a board game, think of the shape of your board, does it have multiple levels?
-  What kind of things might your characters encounter along the way? Perhaps there are dangers and obstacles? What types of threats might there be to your animal?

## MY GAME WORLD



### ULTIMATE TRIVIA #5

How many gallons of water can a cow drink in a day?

.....  
Don't forget to record your animal trivia answers on page 16.

# STEP 3 – AIMS AND RULES

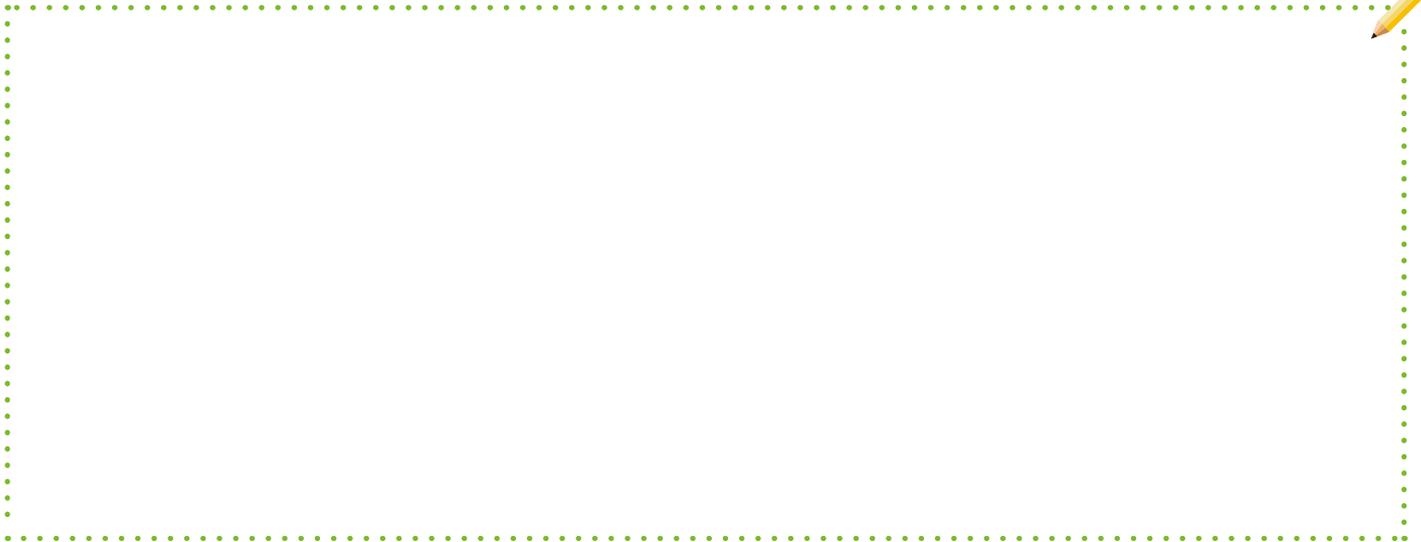
**It is really important that your game has rules. Rules help the game to run smoothly, help players to avoid arguments and give everyone a fair chance of winning.**

Usually games have a main aim as well. This could be things like getting to the finish line first, collecting the most counters or completing a mission.

Think about someone who is going to play your game for the first time. What would you tell them? Write out a list of rules. Here are some things to think about:

-  How many players can play the game
-  The age of players this game is most suited to
-  Is there a story to start off the game?
-  What is the object of the game?
-  Where is the starting point?
-  How do they move through the game? Are there controls?
-  How do the characters interact?
-  Are there things to collect during the game or ways to score points?
-  How do you keep track of a score?
-  Do you have a number of lives?
-  Are there any consequences for wrong actions?
-  How does the game end? How is a winner determined? Maybe it is a continuous game like minecraft and there is no winner?

## MY GAME RULES



### ULTIMATE TRIVIA #6

How many hearts does an octopus have?

.....  
Don't forget to record your animal trivia answers on page 16.

# STEP 4 – PROTOTYPE

Now that you have considered all aspects of your game, it's time to make a prototype. If you are building a board game, you can use paper, card and other household items (be creative!) to build your game. If it's a computer game, draw a few images to show how it would be played step-by-step.

## MY PROTOTYPE



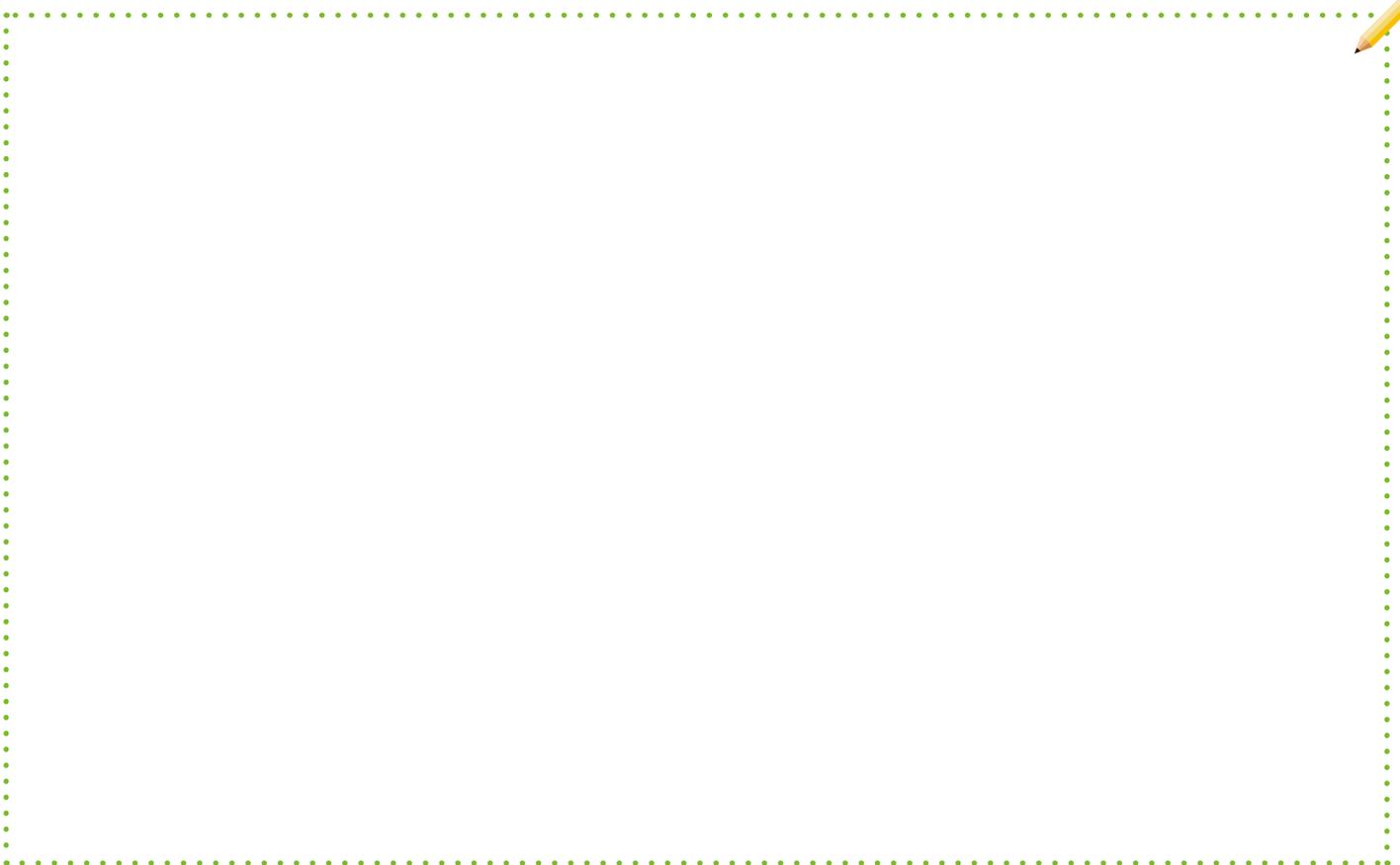
# STEP 5 – MARKET

**A well-known game developer has seen your design and loves it! He has agreed to start making it and selling it to toy and game shops all over the world!**

First you need to think about a name for your game and its package design so people can see what they are buying! Think about the following:

-  Come up with a catchy name and logo for your game.
-  What will the packaging look like? What shape and materials will be used?
-  What design will be on the packaging and what colours will you use?
-  Is there a slogan on the front to attract the buyer's attention?
-  If it's a computer game what will the game cover look like? Is there a description of the game on the back cover?
-  If it's a computer game which console will the game be available for?
-  Are there any apps available so the game can be played on an ipad or tablet? What might the app icon look like?

## MY GAME PACKAGING



### ULTIMATE TRIVIA #7

What herb do cats love?

.....  
Don't forget to record your animal trivia answers on page 16.

# STEP 6 – EVALUATE

## Well done on completing your game design!

Now think about all the steps you took to complete the tasks throughout the book and fill in the table.

What do you think went well ?	
What was the most challenging part?	
Is there anything you could have done better?	
What part did you most enjoy?	
What part did you least enjoy?	

My overall star rating: 

Colour the stars to show how well you think you did.



### ULTIMATE TRIVIA #8

What do invertebrates lack?

.....  
Don't forget to record your animal trivia answers on page 16.

# MARTHA'S DETECTIVE BOARD

TRIVIA #	CLUE	ANSWER (A, B or C)	NUMBER OF LETTERS IN THE ANSWER
1	A. sight B. smell C. hearing		
2	A. magpie B. house sparrow C. herring gull		
3	A. keratin B. bone C. cartilage		
4	A. moth B. chicken C. bat		
5	A. 15 B. 25 C. 35		
6	A. one B. three C. seven		
7	A. catnip B. basil C. thyme		
8	A. scales B. a backbone C. legs		
		<b>TOTAL = secret code</b>	

Amazing – well done! Take a photo of this page and share the secret code with us, along with photos of your game. If you have printed the booklet and filled in the pages, you can scan these in or take photos and then ask your parent/carer to email us: [education@scottishspca.org](mailto:education@scottishspca.org). Don't forget to include your first name, initial of your second name, class, school and local authority. For example I would be Gibson S, P7, Dogtastic Primary School, Edinburgh.

We would love to see pictures of how you have used this booklet and the things you have made so if you are happy for these to be shared on our social media channels then please email the photos to [education@scottishspca.org](mailto:education@scottishspca.org) with the subject "Please share my amazing creations."



Have you cracked Martha's secret code and solved the final challenge? Follow the instructions above and we will let you know!



# CREATIVE PAGE



# CREATIVE PAGE



# CREATIVE PAGE





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[scottishspca.org/education-resources](https://scottishspca.org/education-resources)



Scottish Society for the Prevention of Cruelty to Animals | Scottish Charity No. SC 006467



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