



ONLINE



WALKTHROUGH

| | |
|----------------|--|
| Scene 0 | Welcome to Tropical Island (tutorial) |
| Setting | Medieval courtyard |

| | | |
|--------------------------|-------------------|---|
| Target vocabulary | | Colors: blue, orange, red Other: climb, hello |
| Target structures | | I'm (Princess Emily). What's your name? Where's (my pipe)? |
| Extension | Vocabulary | castle, come, meet, need, pipe, princess, rope |
| | Structures | Can (I get into the castle)? Thanks for (your help). You can't (go in there). |

Walkthrough

| | |
|------------------|--|
| Objective | Your objective for Scene 0 is to gain entry to the castle. |
|------------------|--|

Intro

The evil Bob-a-Job will press a button on his weather machine, bringing a terrible storm upon Tropical Island. You are at sea in a boat at the time, suddenly in need of rescue. Princess Emily will arrive in a hot-air balloon and escort you safely to Tropical Island.

Step 1

| | |
|--|---|
| Speak to the Snake Charmer in the castle courtyard. He will say "Where's my pipe?" |  |
|--|---|

Step 2

| |
|--|
| |
|--|

Go left and collect the **pipe** on top of the armor stall.



Step 3

Go back to the Snake Charmer and click on him to return his pipe.

Step 4

Speak to the Snake Charmer and he will give you some instructions:

Climb the blue rope and then the red rope and then the orange rope.

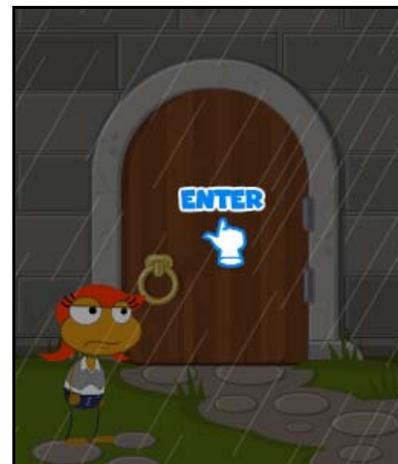
The colored ropes will rise out of the vases to his left, allowing you to climb them. Follow the Snake Charmer's instructions.

!The ropes will not stay risen forever so you must be quick. Get to the top before they retreat back into their vases. The ropes will also retreat if you climb a wrong color. If this happens, speak to the Snake Charmer again to restart the activity.

Once at the top of the tower, click on the window to gain access to the castle.

Chatroom

Before you leave the Scene, note the location of the chatroom. This can be accessed by clicking on the wooden door in the castle wall, located to the right of the armor stall. The chatroom allows you to communicate or play games with other online users.



Exiting the Scene

To Scene 1 ➔ Enter the window at the top of the tall tower.

| | |
|----------------|-------------------|
| Scene 1 | My toys |
| Setting | Inside the castle |

| | | |
|--------------------------|-------------------|---|
| Target vocabulary | | Numbers: 1–20 Toys: ball, bike, boat, car, doll, toy, train |
| Target structures | | How many (shields) can you see? It's (a doll). What's this? |
| Extension | Vocabulary | Food: bread, chocolate Toys: kite, teddy bear Other: again, brave, congratulations, favorite, jigsaw frame, key, knight, locked, lots, machine, missing, old, on, problem, rainbow, rainy, right, room, shield, storm, take, too, weather, wet, wrong |
| | Structures | Good luck. Help (us)! Here, take this. How many books do you have? I don't like (this rainy weather). I love (my books). Let's (play). My hair gets wet. Take it to the weather machine. That's (right). These are (my shields). This is (my castle). Try (again). Good job. What's your favorite (toy)? Who are (you)? You're (right/wrong). |

Walkthrough

Objective

Your objective for this Scene is to find the purple piece of the rainbow key.

Adventure 1: Complete Prince Eric's toy quiz

On entering the Scene, Princess Emily will give you the **rainbow key** (incomplete) and the **Picture Dictionary**. You will need to find all the pieces of the rainbow key in order to stop Bob-a-Job.

Go right to find Prince Eric. Start a conversation with him and ask to play a game. A *Quiz* game will launch to test key language on the topic of Toys.

Identify five of these items (order will vary):

a bike

a car

a ball

a teddy bear

a kite

a train

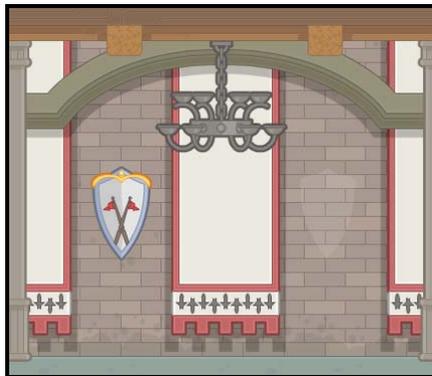
a doll

a boat

To win: 3/5 correct answers

Adventure 2: Find the King's missing shields

Go right until you reach a stairwell. Take the stairs down to the throne room on the floor below. Speak to the King, located halfway along the floor. Answer his questions about the shields on the wall.



- Count the shields on the wall (one pictured above on the left) and then the shields that are missing (one indicated by the light patch on the right).

There are 8 shields on the wall.
There are 2 missing shields.

The King will then ask you to find the missing shields.

Take the stairs to the top floor and go left, just past the bed. You'll find **shield 1** resting against a dresser. Collect it.

Take the stairs to the ground floor and go to the far left. You'll find **shield 2** resting against a green sack. Collect it.

Return both shields to the King in the throne room. He will reward you with a **knight costume** and the purple piece of the rainbow key.

Supplementary activity (available after Adventures 1 and 2)

Take the stairs to the banquet hall on the ground floor. Speak to Princess Elizabeth and she'll give you a **kite**.

Supplementary activity (available at any time upon entering the Scene)

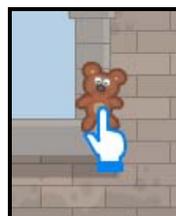
Go to the top floor and you'll find a chocolate jigsaw piece to the right of Princess Emily. When you collect it, you will automatically receive a **jigsaw frame**.

Supplementary activity (available at any time upon entering the Scene)

Go to the middle floor, where the King is situated. On the far left, you'll find a bread jigsaw piece.

Book link activity (available at any time upon entering the Scene)

Find the teddy bear on the window sill near Prince Eric, on the top floor. This will take you to a *Quiz* to revise and extend vocabulary on the topics of Numbers and Toys.



Answer five of the following questions (order will vary):

| | |
|-----------------------------------|----|
| How many teddy bears can you see? | 4 |
| How many balls can you see? | 11 |
| How many boats can you see? | 2 |
| How many kites can you see? | 7 |
| How many dolls can you see? | 13 |
| How many trains can you see? | 5 |
| How many bikes can you see? | 8 |
| How many cars can you see? | 7 |

To win: 4/6 correct answers

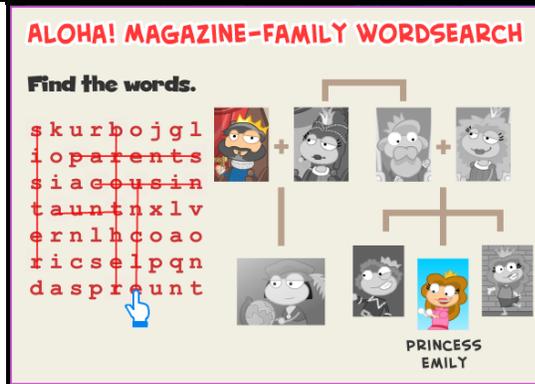
Exiting the Scene

- To Scene 2 ➤ Click on the doorway at the bottom of the stairwell. This will be open only after both Adventures have been completed.
- To Scene 0 ➤ Go to the window on the top floor, to the left of Princess Emily. Position your cursor over the window and click. Alternatively, use your map.

| | |
|----------------|---|
| Scene 2 | My family |
| Setting | Inside the castle vault (scene 2.1) and then outside a stately home (scene 2.2) |

| | | |
|--------------------------|-------------------|---|
| Target vocabulary | | Family: brother, dad, grandpa, grandma, mom, sister House: bathroom, bedroom, house, kitchen, living room Other: catch, news, newspaper, sure |
| Target structures | | He's in the (bathroom). Where's (Disguiso)? |
| Extension | Vocabulary | Family: aunt, cousin, parents, uncle Food: apple, nuts Other: binoculars, butler, dry, keep, knight, magazine, police officer, stop, umbrella, wanted list, wordsearch |
| | Structures | (Bob-a-Job) wants (the rainbow key). Can I (have one)? Good to see (a knight). Here you go. How can (I help)? I like (the wordsearch). Who are you looking for? |

| | |
|--|---|
| Walkthrough | |
| Objective | Your objective for this Scene is to find the blue piece of the rainbow key. |
| Adventure 1: Complete the Butler's wordsearch | |
| Speak to the Butler and help him with the wordsearch activity. | |



- sister
- brother
- parents
- cousin
- aunt
- uncle

• Click, hold down the mouse button, and drag the cursor to draw a line through a word. Release the button when ready.

The Butler will reward you with an **umbrella**. He will then activate a switch to reveal a secret passage leading out of the castle. Click on this opening (underneath the portrait painting) to get to Adventure 2.

Adventure 2: Help the police to catch Bob-a-Job's friends

Go right and speak to Police Officer Jones. She will give you **binoculars** and a **wanted list** with images of Bob-a-Job's friends on it.



Police Officer Jones will ask for the whereabouts of one of Bob-a-Job's friends. Use the binoculars to get a close-up of the house behind you. Move the cursor to scan the building for the correct character.

Close the window down (click the "X") and report back to Police Officer Jones by choosing the correct speech option.

| Police Officer's question | Answer |
|---------------------------|---------------------------|
| Where's Disguiso? | He's in the bathroom. |
| Where's Lucy Lock-Picker? | She's in the living room. |
| Where's Safe Dave? | He's in the bedroom. |
| Where's Kat Burglar? | She's in the bedroom. |

Police Officer Jones will arrest each of Bob-a-Job's friends then reward you with the blue piece of the rainbow key.

Supplementary activity (available after Adventures 1 and 2)

Go right to meet Stef Press. Speak to her and she'll give you a copy of **Tropical Island News**.

Supplementary activity (available at any time upon entering the Scene)

Go to the castle vault (scene 2.1), where the Butler is situated. On a shelf behind him, next to some glass goblets, you'll find an apple jigsaw piece.

Supplementary activity (available at any time upon entering the Scene)

Go to the TV van, parked outside the gates of the stately home (scene 2.2). To the left of the van you'll find a nuts jigsaw piece.

Book link activity (available at any time upon entering the Scene)

Go to the castle vault (scene 2.1), where the Butler is situated. On top of the shelving unit behind him, you'll see some glass bottles. Click on the one at the front. This will take you to a game of *Photo shoot* to revise and extend vocabulary on the topic of Family.



mom brother grandpa parents dad sister grandma

To win: 4/7 correct answers

Exiting the Scene

- To Scene 3 ➤ Go to the far right edge of scene 2.2 and click once the cursor is a "Go right" symbol.
- To Scene 1 ➤ Go into the vault (scene 2.1) and click on the gated door on the left.

| Scene 3 Move your body | |
|------------------------|---|
| Setting | Outside (scene 3.1) and inside (scene 3.2) the cave |

| | | |
|--------------------------|-------------------|--|
| Target vocabulary | | Actions: clap, dance, jump, shake, stamp, swim, wave Body: arms, feet, fingers, hands, legs, toes |
| Target structures | | Exercise is good for you. I have (five fingers). This is (a cave). |
| Extension | Vocabulary | Food: chicken, pizza Other: bad, cave, code, exercise, find out, fix, fun, get out of, have to, inside, move, rain, ruby, say(s), timer |
| | Structures | Are you (ready)? Click on (the timer). I don't know. Where are (we)? |

| Walkthrough | |
|--|--|
| Objective | Your objective for this Scene is to find the green piece of the rainbow key. |
| Adventure 1: Respond with "right" or "wrong" to the stone Guardians | |
| <p>Go right and speak to Grandpa. Help him to move the rock from in front of the cave: walk into it to push it (position the cursor over it or to the other side of it and hold down the mouse button). After pushing it as far as it will go, the cave will be open for you to enter. Click on the cave entrance.</p> <p>Once inside, jump the gap to the platform with the stone carvings (the three Guardians) on it. Click on the timer to your left. Listen to each Guardian and respond with "That's right" or "That's wrong."</p> | |

Answers will vary to some degree. Details of the Guardians as follows:

| | Arms | Hands | Fingers | Legs | Feet | Toes |
|---------------------|------|-------|---------|------|------|------|
| Guardian A (left) | – | – | 20 | – | – | 16 |
| Guardian B (center) | 6 | – | – | – | 6 | – |
| Guardian C (right) | – | 4 | – | 4 | – | – |

- Guardian A: "I have five fingers and ten toes."

False, Guardian A has twenty fingers and sixteen toes.

! If you give a wrong answer or your time runs out, the floor will give way beneath your feet and you'll be forced to re-enter the cave and start the activity again.

Adventure 2: Follow Grandpa's instructions

Jump onto the grassy ledge to your right and speak to Grandpa. Follow his instructions by clicking on the correct pictures on the column to your right.

jump, stamp, clap, clap

On completion, a rope will drop down from above. Jump on to the rope and then on to the next grassy ledge. Grandpa will give you some more instructions. Again, click on the correct pictures.

jump, clap, dance, wave, dance

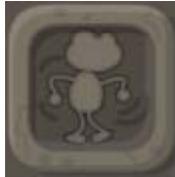
On completion, you'll be able to see some yellow floating blocks to your right. Jump on to these and then on to the next grassy ledge along. Again, follow Grandpa's instructions by clicking on the correct pictures.

jump, shake, dance, wave, dance, swim, jump

On completion, you'll notice a moving platform to your right. Jump on to this and then on to the stone ledge beyond.

! If you give three wrong answers, boulders will fall from above and knock you out of the activity. You will have to re-enter the cave and start the activity again.

Picture key

| | | | |
|---|---|---|--|
|  |  |  |  |
| jump | stamp | clap | dance |
|  |  |  | |
| wave | shake | swim | |

As you approach the cache of treasures, Grandpa and the others will follow from behind. You will receive the green piece of the rainbow key and Grandpa will give you a **ruby**. Leave the cave by clicking on the passageway to your right.

Supplementary activity (available after Adventures 1 and 2)

Speak to Mr. Jeepney outside the cave. You will help to fix his bus and then he'll take you to the next Scene.

Supplementary activity (available at any time upon entering the Scene)

You'll find a chicken jigsaw piece to the left of the bus (scene 3.1).

Supplementary activity (available at any time upon entering the Scene)

You'll find a pizza jigsaw piece among the treasures at the end of the cave (scene 3.2).

Book link activity (available at any time upon entering the Scene)

Find the two gold coins near the exit to the cave and click on them. These will lead you to a *Match card* game to revise vocabulary on the topic of Body:



arms

legs

toes

fingers

feet

hands

To win: 4/6 correct answers

Exiting the Scene

- To Scene 4 • Fix Mr. Jeepney's bus and he will take you to the next Scene. If you are returning to this Scene and Mr. Jeepney is no longer present, click on the bus stop sign to the right of the iron gates.
- To Scene 2 • Go to the far left of scene 3.1 (outside the cave) and click once your cursor is a "Go left" symbol. Alternatively, use your map.

| | |
|----------------|------------------------|
| Scene 4 | My face |
| Setting | Tropical Island Prison |

| | | |
|--------------------------|-------------------|--|
| Target vocabulary | | Appearance: big, long, short, small Body: ears, eyes, face, hair, mouth, nose Shapes: circle, rectangle, square, triangle |
| Target structures | | He/She has (small eyes). I have (a photo). |
| Extension | Vocabulary | Appearance: blond, dark (hair) Food: cake, toast Other: cell, certificate, deputy, doctor, email, empty, eye/ear test, first, governor, hear, image, photo, prison, write |
| | Structures | Give him this. Here, you take it. I see (you've got your certificate). I think (it's Bob-a-Job). I won't tell you! Let me out. See the doctor. What word can you hear? Who is it? You can (be my Deputy). |

Walkthrough

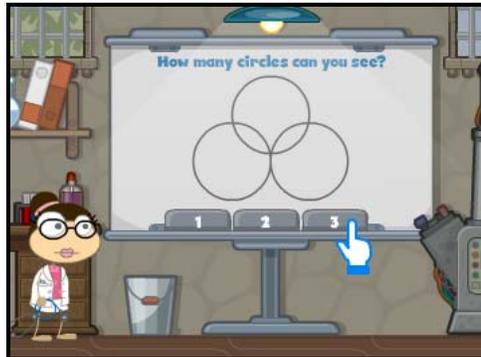
| | |
|------------------|---|
| Objective | Your objective for this Scene is to find the yellow piece of the rainbow key. |
|------------------|---|

Adventure 1: Pass the ear and eye test

You'll hear an explosion to represent the escape of several prison inmates: Kat Burglar, Safe Dave, and Lucy Lock-Picker.

Enter the prison through the main gate to the right of the Prison Guard.

Once inside, speak to the Prison Governor and he'll tell you to see the doctor. Go upstairs, find the doctor, and speak to her. Complete the eye and ear test.



- Click on the correct option to answer each question.

| Question | Answer |
|----------------------------------|-----------|
| How many circles can you see? | 3 |
| How many triangles can you see? | 4 |
| How many squares can you see? | 7 |
| How many rectangles can you see? | 1 |
| What word can you hear? | triangle |
| What word can you hear? | square |
| What word can you hear? | circle |
| What word can you hear? | rectangle |

! If you give three wrong answers, you'll be ejected from the activity and will need to speak to the doctor in order to restart.

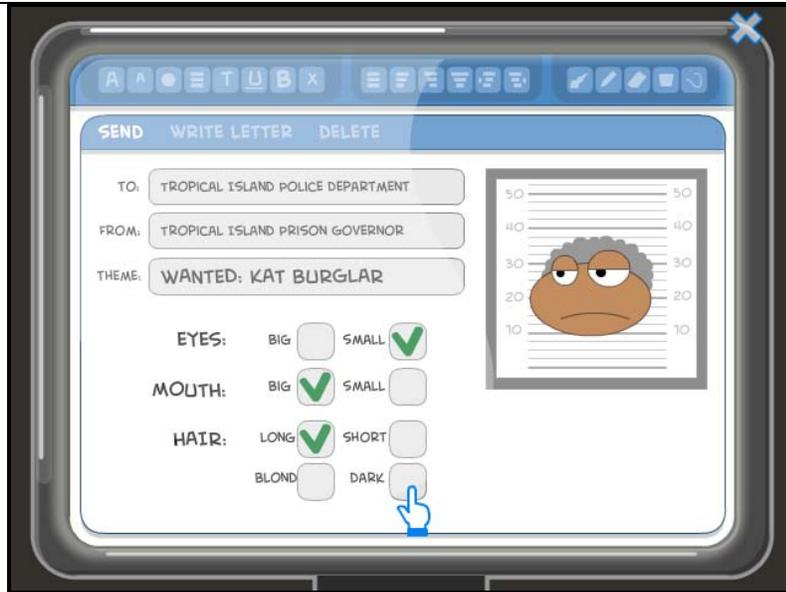
On completion of the test, the doctor will give you an **eye and ear test certificate**.

Return to the Prison Governor on the ground floor.

Adventure 2: Help the Prison Governor write an email

Click on the Prison Governor to give him the eye and ear test certificate. He will award you a Deputy Prison Governor **badge**.

Speak to the Prison Governor again and he'll ask you for help writing an email. Listen to his instructions and click on the correct boxes.



- Prison Governor: "She has long dark hair."
Tick the correct boxes by clicking on them.

| Kat Burglar | Safe Dave | Lucy Lock-Picker |
|--------------------------|--------------------------|---------------------------|
| She has small eyes. | He has small eyes. | She has small eyes. |
| She has a big mouth. | He has a small mouth. | She has a small mouth. |
| She has long, dark hair. | He has short, dark hair. | She has long, blond hair. |

! If you give three incorrect answers, the activity will stop and you will need to speak to the Prison Governor again in order to restart it.

Once complete, the Prison Governor will give you the yellow piece of the rainbow key.

Supplementary activity (available after Adventures 1 and 2)

Speak to the doctor and she'll give you a **CCTV image** of Bob-a-Job.

Supplementary activity (available at any time upon entering the Scene)

Go to the doctor's room and you'll find a cake jigsaw piece on the chair to the left of the white screen.

Supplementary activity (available at any time upon entering the Scene)

Go to the office on the right-hand side of the upper floor and you'll find a toast jigsaw piece on top of a wooden stool.

Book link activity (available at any time upon entering the Scene)

Find the chair in the prison reception area (ground floor). Click on it and it will take you to a game of *Hungry Shark* to revise and extend vocabulary on the topic of My Face.



face

mouth

nose

ears

dark hair

eyes

To win: 4/6 correct answers

Exiting the Scene

- To Scene 5 ➤ Move along the ground floor to the right-hand side of the prison; you'll notice a hole in the wall where a bomb has exploded. Go through the hole and continue to the edge of the Scene and then click once your cursor is a "Go right" symbol.
- To Scene 3 ➤ Go outside the prison via the door in the reception area. Once outside, go left until you reach the bus stop sign. Click on this. Alternatively, use the map.

| | |
|----------------|------------------------|
| Scene 5 | Animals |
| Setting | Farmer Gummidge's farm |

| | |
|--------------------------|--|
| Target vocabulary | Animals: animal, cat, cow, dog, duck, goat, hen, horse, sheep Other: farm |
| Target structures | It's a (cow). |
| Extension | Vocabulary Food: sunflower seeds, tomato sauce Other: chick, clean, farmer, happy, letter, muddy, volcano, wash |
| | Structures It's from (Bob-a-Job). Who's it from? |

Walkthrough

| | |
|------------------|---|
| Objective | Your objective for this Scene is to find the orange piece of the rainbow key. |
|------------------|---|

Adventure 1: Find the farm animals and clean them

Go right and speak to Grandpa. Help him to find the farm animals hiding in the haystack by clicking on the pairs of eyes. There are nine animals to find.



Follow Grandpa to the right. He will take you to the farmer. Speak to Farmer Gummidge and help him to wash the animals. Listen to Farmer Gummidge identify each animal and click the corresponding icon on the animal wash machine.

| | | | |
|--|-------------------------------|--|---------------------------------|
| 1 .It's a cow . 2 .It's a hen . 3. It's a goat . 4. It's a duck . 5. It's a horse . 6. It's a horse . 7. It's a cat . 8. It's a sheep . 9. It's a dog . | Click here for horse → |  | Click here for ← cow |
| | Click here for goat → | | Click here for ← cat |
| | Click here for duck → | | Click here for ← sheep |
| | Click here for dog → | | Click here for ← chicken |

! If you give three incorrect answers, the activity will end and you'll have to restart by speaking to Farmer Gummidge again.

On completion of the activity, Farmer Gummidge will give you the orange piece of the rainbow key.

Supplementary activity (available after Adventures 1 and 2)

Go right until you meet the Post Woman by the edge of the Scene. She will give you a **letter** from Bob-a-Job at Tropical Island Volcano.

Supplementary activity (available at any time upon entering the Scene)

You'll find a sunflower seeds jigsaw piece outside the animal barn.

Supplementary activity (available at any time upon entering the Scene)

You'll find a tomato sauce jigsaw piece in front of the wooden walkway that leads to the animal wash.

Book link activity (available at any time upon entering the Scene)

Click on the bucket outside the animal barn. This will take you to a game of *Litterbugs* to revise and extend vocabulary on the topic of Animals.



| | | | | | |
|-----|-------|-------|-----|------|-------|
| cow | horse | sheep | hen | duck | chick |
|-----|-------|-------|-----|------|-------|

To win: 3/6 correct answers

Exiting the Scene

- To Scene 6 ➤ Go to the end of the Scene on the far right and click once your cursor is a "Go right" symbol.
- To Scene 4 ➤ Go to the start of the Scene on the far left and click once your cursor is a "Go left" symbol. Alternatively, use your map.

| | |
|----------------|---|
| Scene 6 | Food |
| Setting | A supermarket and restaurant on Tropical Island |

| | |
|--------------------------|---|
| Target vocabulary | Food: apple, banana, bread, cake, cheese, chicken, egg, fish, pizza, rice, salad |
| Target structures | I like (cheese). I don't like (pineapple). |
| Extension | Vocabulary Food: ice cream, pineapple, tomato Other: chef, computer, lovely, shopping, some, tasty, yuck |
| | Structures Can you help me to (find the rainbow key)? Enjoy (your cake)! What do you like? |

Walkthrough

| | |
|------------------|--|
| Objective | Your objective for this Scene is to find the red piece of the rainbow key. |
|------------------|--|

Adventure 1: Help Granny Smith with her shopping

Go right and enter Tropical Supermarket. Speak to Granny Smith and help her to find and purchase all her shopping. For example:



- Granny Smith: "Please find me an apple."
Click on the apples and then click on Granny Smith, the shopper.

| | |
|------------------------------|---------------------------------|
| 1. Please find me an apple. | 6. Please find me a fish. |
| 2. Please find me a banana. | 7. Please find me a salad. |
| 3. Please find me a pizza. | 8. Please find me some rice. |
| 4. Please find me a chicken. | 9. Please find me some bread. |
| 5. Please find me an egg. | 10. Please find me some cheese. |

Once all the items have been collected and passed through the checkout, Granny Smith will thank you. You should then leave the supermarket.

Adventure 2: Help Mr Sizzle serve the pizzas

Walk right and enter Tropical Island Pizza. Talk to Mr. Sizzle behind the counter. Help him to serve the customers. Click the correct images on the pizza computer according to the likes and dislikes of each customer.

| | | |
|------|---------|-----------|
| Fish | Chicken | Pineapple |
|------|---------|-----------|

| | | | |
|--------|---|---|--|
| Cheese |  |  |  |
| Egg |  |  |  |
| Tomato |  |  |  |

- Customer A: "I like cheese. I don't like pineapple and I don't like chicken."
Click on the image of a fish and cheese pizza.

| Customer likes and dislikes | | Choice of pizza |
|-----------------------------|---|-------------------|
| A | I like cheese. I don't like pineapple and I don't like chicken. | Fish and cheese |
| B | I like pineapple. I don't like cheese and I don't like tomato. | Pineapple and egg |

| | | |
|---|--|----------------------|
| C | I like fish. I don't like cheese and I don't like egg. | Fish and tomato |
| D | I like tomato. I don't like fish and I don't like chicken. | Tomato and pineapple |
| E | I like chicken. I don't like egg and I don't like cheese. | Chicken and tomato |

! If you give three incorrect answers, you'll be ejected from the restaurant and forced to re-enter and start over again.

Once all the customers have been served, Mr. Sizzle will give you the red piece of the rainbow key.

Supplementary activity (available after Adventures 1 and 2)

Return to Tropical Supermarket and speak to the checkout assistant. She will give you a piece of **Tropical Island cake**.

Supplementary activity (available at any time upon entering the Scene)

You'll find an ice cream (1) jigsaw piece between Tropical Supermarket and Tropical Island Pizza.

Supplementary activity (available at any time upon entering the Scene)

You'll find another ice cream (2) jigsaw piece in front of the drinks cabinet in Tropical Supermarket.

Book link activity (available at any time upon entering the Scene)

Go in the pizza restaurant and click on the table to the left of the entrance. This will take you to a *Photoshoot* game to revise and extend vocabulary on the topic of Food.



fish chicken egg cheese tomato pizza

To win: 4/6 correct answers

Exiting the Scene

- To Scene 7 ➤ Go to the far left of the Scene, where you started, and click on the bus stop sign to the left of the supermarket.
- To Scene 5 ➤ Go the far left edge of the Scene, where you started, and click once your cursor is a "Go left" symbol. Alternatively, use your map.

| | |
|----------------|--|
| Scene 7 | Clothes |
| Setting | Outside (scene 7.1) and inside (scene 7.2) a circus tent |

| | | |
|--------------------------|-------------------|--|
| Target vocabulary | | Clothes: clothes, coat, dress, hat, sweater, pajamas, shirt, shoes, skirt, socks, pants, T-shirt |
| Target structures | | I'm wearing (a blue coat). |
| Extension | Vocabulary | Clothes: costume, jeans, scarf, shorts Other: actor, burger, correct, delivery, parcel, put on, special |
| | Structures | I don't have that. Put (the clothes in the right boxes). Put it on. Take it off. What are you wearing? |

| | |
|--|---|
| Walkthrough | |
| Objective | Your objective for this Scene is to find the pink piece of the rainbow key. |
| Adventure 1: Sort the clothes into the correct boxes for Adrian Clothes-Horse | |
| Go right and enter the stripy blue circus tent. Once inside, speak to Adrian Clothes-Horse standing near the entrance. Help him to sort the clothes into the right boxes. There are two of each type of clothing item. | |



- Click on an item of clothing, hold down the mouse button, and drag it to the appropriate box. Release the mouse button to drop it in place.

On completion, Adrian will thank you and then tell you to go and see Viv Eastwood.

Adventure 2: Help Viv Eastwood dress the actors

Walk right until you reach Viv Eastwood (orange hair and green glasses). Help Viv to dress the actors in the right clothes. She will give you a black **hat**.

Speak to the actors until you find someone who wants a black hat. When you do, give them the item and they will give you a different item in return. Continue like this until all the actors have the correct clothes.

Give the black hat to Johnnie Deep. He will give you a blue **coat**.
 Give the blue coat to Naomi Shambles. She will give you a **black T-shirt**.
 Give the black T-shirt to Claudia Sniffer. She will give you a **white T-shirt**.
 Give the white T-shirt to Russell Band. He will give you a **blue shirt**.
 Give the blue shirt to Kate Lichen. She will give you a **white hat**.
 Give the white hat to Jude Lawless. He will give you a **black coat**.



| | | | | | |
|-----------------------|-------------------|-------------------|-----------------------|--------------------|-------------------|
| Russell Band | Naomi Shambles | Johnnie Deep | Claudia Sniffer | Kate Lichen | Jude Lawless |
| wants a white T-shirt | wants a blue coat | wants a black hat | wants a black T-shirt | wants a blue shirt | wants a white hat |

- Johnnie Deep: "I'm wearing a blue coat, but I want a black hat."

Listen to the actor and then click "Use" on the appropriate item card (black hat) in your inventory to give it to the actor.

On completion of the activity, you will return to Viv Eastwood. She will thank you and reward you with the pink piece of the rainbow key.

Supplementary activity (available after Adventures 1 and 2)

Speak to Adrian Clothes-Horse by the entrance to the circus tent (scene 7.1) and he will give you a **yellow scarf**.

Supplementary activity (available after Adventures 1 and 2)

On the inside of the circus tent (scene 7.2), to the right of the stage, you'll find a postman waiting for you. Speak to him and he'll give you a **special delivery parcel** containing a Disguiso costume.

Supplementary activity (available after Adventures 1 and 2)

You'll find a burger (1) jigsaw piece outside the circus tent (scene 7.1) to the left, in front of a guy rope.

Supplementary activity (available at any time upon entering the Scene)

You'll find another burger (2) jigsaw piece inside the tent (scene 7.2) on the right-hand side, by the exit.

Book link activity (available at any time upon entering the Scene)

Click on the black top hat propped on a stand near the circus tent entrance (scene 7.1). This will take you to a game of *Hungry Shark* to revise and extend vocabulary on the topic of Clothes.



pants

jeans

skirt

dress

socks

shoes

To win: 4/6 correct answers

Exiting the Scene

- To Scene 8 ➤ Go to the far right of the tent interior (scene 7.2). Click on the opening in the side of the tent (your cursor will display as a "Go right" symbol).
- To Scene 6 ➤ Go to the far left of scene 7.1 (outside the circus tent) and click on the bus stop sign where you started the Scene. Alternatively, use your map.

| | |
|----------------|---|
| Scene 8 | Weather |
| Setting | Outside (Scene 8.1) and inside (scene 8.2) Bob-a-Job's volcano lair and in the weather machine room (scene 8.3) |

| | | |
|--------------------------|-------------------|---|
| Target vocabulary | | Weather: cloudy, rainy, snowy, sunny, windy Other: favorite |
| Target structures | | — |
| Extension | Vocabulary | alert, answer [v], center, follow, hero, instructions, juice, nothing, outside, plan, prisoner, questions, robot, secret password, security, stormy |
| | Structures | (I'm wearing) the same (clothes) as (Disguiso). Answer (its questions). Do what I say! Go away! I'm here to (stop Bob-a-Job). Make it (rainy). What's the weather like? |

Walkthrough

| | |
|------------------|---|
| Objective | Your objective for this Scene is to stop Bob-a-Job's weather machine. |
|------------------|---|

Adventure 1: Free the Police Chief

Put on the Disguiso costume from the special delivery parcel. Speak to one of the three criminals standing outside the entrance to Bob-a-Job's volcano lair. They will invite you inside.

Once inside, speak to Kat Burglar and she'll give you a **volcano map**. Then go right until you reach a secure door. Take note of the picture (bike) on the wall to the left of the door—it's a clue to the secret password. Click on the keypad and then select the secret password (*bike*). Enter it correctly and the door will open.



| | |
|-------|------------|
| ball | doll |
| kite | bike |
| train | teddy bear |

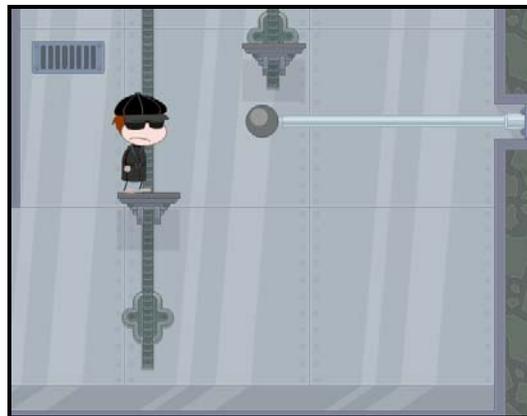
PASSWORD: bike

You'll next encounter four electric beams that flash on and off. Navigate through these, timing your jumps to coincide with the activity of the beams. At the end of them you'll find a corridor and another secure door. As before, click on the keypad and then choose the correct password.

| | |
|-------|-------|
| goat | horse |
| sheep | cow |
| hen | duck |

PASSWORD: goat

Continue right and you'll enter a tall room. Jump on to the moving platform and it will transport you vertically. When you get high enough, jump to the next platform and then the next, until you reach the top of the room. Avoid getting knocked off by the rods that extend and retract from the walls.



At the top you'll find the third and last secure door. As before, enter the password to open the door.

| | |
|-------|---------|
| pizza | chicken |
| fish | salad |
| rice | cheese |

PASSWORD: salad

Continue right and you'll come across a robot guarding a cell with the Police Chief inside. Speak to the robot and tell him you are:

Disguiso.

The robot will release the Police Chief. Once he's free, speak to him and he'll give you **instructions for stopping Bob-a-Job**.

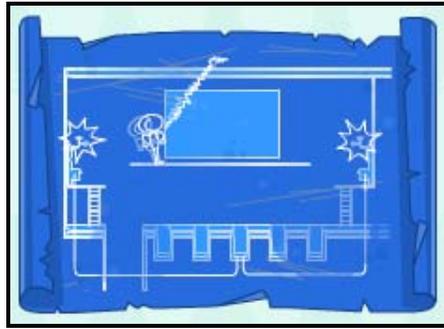
! If you give a different answer to the robot, you'll blow your cover and be sent back to the start of scene 8.2, the entrance to the volcano.

Take the elevator to the final section of Scene 8. You'll find the elevator to the left of the prison cell. Click "Up" to activate it.



Adventure 2: Stop Bob-a-Job's evil plans

Follow the instructions for stopping Bob-a-Job by flicking the switches on either side of the room.



Next, speak to Bob-a-Job, standing on the top deck. He will order you to change the weather on Tropical Island. Follow each instruction by jumping on the correct weather button.



!You get two chances to follow each of Bob-a-Job's instructions. On the second wrong answer, you'll be sent out of the weather machine room and will have to re-enter on the lift and start over.

On Bob-a-Job's fifth command, he will ask you to make it stormy. Provided you have flicked both switches, the lightning will be redirected to strike Bob-a-Job!

Outro

Bob-a-Job survives the lightning bolt and soon returns to taunt you ... but for the last time. The Police Chief and two officers abseil in from above and quickly apprehend the villain. Using the completed rainbow key, you interface with the weather machine and restore sunny weather to Tropical Island.

Supplementary activity (available after Adventures 1 and 2)

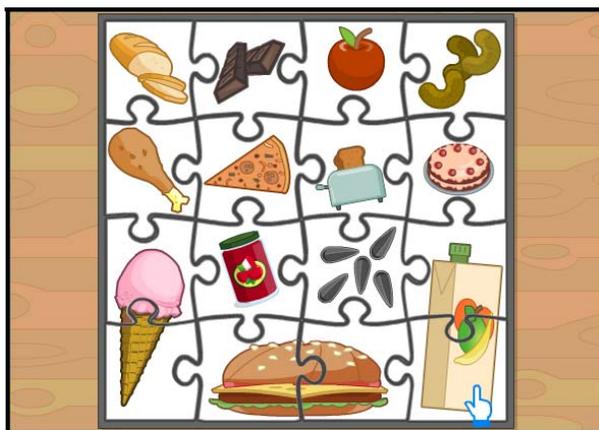
Go to the robot guard, where the Police Chief was imprisoned. Speak to it and it will give you some **robot instructions**.

Supplementary activity (available at any time upon entering the Scene)

There's a juice (1) jigsaw piece in Bob-a-Job's weather machine room. Find it on the metal tubing above the switch on the right-hand side.

Supplementary activity (available at any time upon entering the Scene)

You'll find another juice (2) jigsaw piece to the right of the Police Chief's cell. You should now be able to complete the jigsaw puzzle in your inventory.



- Click on a jigsaw piece, hold down the mouse button, and move it into position. Release the button to drop it in place.

Book link activity (available at any time upon entering the Scene)

Click on the cupboard to the left of the Police Chief's prison cell. This will take you to a game of *Match card* to revise and extend vocabulary on the topic of Weather.



windy cloudy snowy rainy sunny stormy

To win: 4/6 correct answers

Exiting the Scene

To Scene 7 ➤ Leave scene 8.3 via the elevator (click "Go down") and retrace your steps to the volcano entrance. Go outside then head towards the circus tent. Click on the opening in the side of the tent. Alternatively, use your map.

Glossary of items

| Scene 0 | |
|--------------------------|---|
| pipe | Give this to the Snake Charmer. |
| Scene 1 | |
| rainbow key (incomplete) | Collect all seven missing colored pieces of the rainbow key to complete it: purple; blue; green; yellow; orange; red; pink. |
| Picture Dictionary | Use this to look up unfamiliar words. You will find a picture and the pronunciation for each headword. |
| shield 1 | Give this to the King. |
| shield 2 | Give this to the King. |
| knight costume | Click "PUT ON" to wear a medieval suit of armor or "TAKE OFF" to remove. |
| Kite | Click "HOLD" to carry this around with you. |
| jigsaw frame | Collect all sixteen jigsaw pieces on your journey through the game. Put the pieces together in this jigsaw frame. |
| Scene 2 | |
| umbrella | Click "HOLD" to carry this around with you. |
| binoculars | Use these to spy on Disguiso, Lucy Lock-Picker, Safe Dave and Kat Burglar in the stately home (Adventure 2). |
| wanted list | Use this to identify the members of Bob-a-Job's gang. |
| Tropical Island News | Click "READ" to see a local news article on your heroic efforts towards the arrest of Bob-a-Job's criminal gang. |

| Scene 3 | |
|------------------------------|---|
| ruby | Click "HOLD" to carry this around with you. |
| Scene 4 | |
| eye and ear test certificate | Give this to the Prison Governor. |
| badge | Click "HOLD" to wear your Deputy Prison Governor badge. |
| CCTV image | A CCTV image of Bob-a-Job. |
| Scene 5 | |
| letter | A nasty letter from Bob-a-Job telling you to go home. He inadvertently reveals his whereabouts by the stamp from Tropical Island Volcano. |
| Scene 6 | |
| Tropical Island cake | Click "EAT" and your character will have chocolate all over their mouth from eating the cake. This will disappear when you customize with another character or when you move to the next scene. |
| Scene 7 | |
| hat | Give this black hat to Johnnie Deep. |
| coat | Give this blue coat to Naomi Shambles. |
| black T-shirt | Give this to Claudia Sniffer. |
| white T-shirt | Give this to Russell Band. |
| blue shirt | Give this to Kate Lichen. |
| white hat | Give this to Jude Lawless. |
| black coat | Click "PUT ON" to wear this item. |

| Scene 8 | |
|-------------------------------------|--|
| volcano map | This shows your route for getting through the volcano and into the weather machine room where you'll find Bob-a-Job. |
| instructions for stopping Bob-a-Job | Flick the two switches indicated in this diagram to stop Bob-a-Job. |
| robot instructions | Click "HOLD" to carry this around with you. |