



ONLINE



WALKTHROUGH

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Scene 0	Welcome to Ice Island (tutorial)
Setting	Ice Island harbor

Target vocabulary		quick, hurry
Target structures		—
Extension	Vocabulary	<p>Other: battery, dangerous, frozen [<i>adj</i>], heater, laser, manager, PDA [personal digital assistant], science lab, something, supply store, yetis</p> <p>Verbs (base form): contact, melt, need, take, talk, try</p> <p>Verbs (-ing form): saving</p> <p>Verbs (modal): have to</p> <p>Verbs (past form): broke into, froze, happened, stole, tried, was</p>
	Structures	<p>He'll (know what to do).</p> <p>Here, take (it).</p> <p>How can (I melt the ice)?</p> <p>It was (Professor Ice)!</p> <p>See you later!</p> <p>Thanks for (saving us).</p> <p>Try and (contact Doctor AI).</p> <p>What happened?</p> <p>Who (froze) you (in the ice)?</p> <p>You need (to find something hot).</p> <p>You have to (help them).</p>

Walkthrough

Objective	Your objective for Scene 0 is to free Finn and Dylan from the ice.
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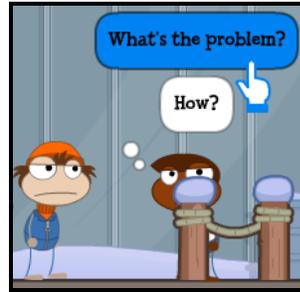
Intro

You will start out in a rowing boat on your way into Ice Island harbor. Before long, you will moor up and leap out from the boat onto a wooden dock. You will then receive a **Picture Dictionary** to help you in your journey across Ice Island and an **Ice Island training** card.



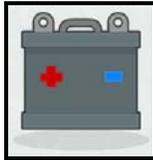
Step 1

Jump up off the wooden dock and onto the floor of the harbor. Walk to the right until you find a harbor worker wearing an orange hat. Speak to him and he'll explain that Finn and Dylan are frozen in ice. You must help them by finding something to melt the ice.



Step 2

Go left and enter the supply store. Once inside, speak to the manager on your right. She will explain that you need a heater to melt the ice. She doesn't have a heater but she has a **battery**. You will need this to power the heater once you've acquired it and moved it into place next to the ice.



- Get the battery from the manager of the supply store.



Step 3

Exit the supply store and go left until you reach a fisherwoman dressed in yellow. Speak to her and she will let you have the **heater** on the ground.

The heater ➤



Step 4

Walk into the heater to start pushing it. Move it to the right, all the way to the ice block where Finn and Dylan are trapped. You will automatically stop pushing it once it's in place.



Step 5

Position yourself near the heater and click "Use" on the battery in your inventory. The heater will melt the ice around Finn and Dylan, freeing them both.

Once Finn and Dylan have been released, they will explain that it was Professor Ice who froze them in there after stealing some yetis and the Ice Laser from the Science Lab. Finn will then give you a **PDA** and advise you to contact Dr. AI with it.



Chatroom

Before you leave the Scene, note the location of the chatroom. This can be accessed by clicking on the door to the fish store, located to the left of the supply store. The chatroom allows you to communicate or play games with other online users.



Exiting the Scene

To Scene 1 ◀ Go to the far right edge of the Scene and click once your cursor is a "Go right" symbol.

Scene 1	Find the spy
Setting	Ice Island town (scene 1.1) and inside the Ice Palace (scene 1.2)

Target vocabulary		Appearance: beautiful, brown/red/blond/spiky (hair) Character: bossy, clever, funny, kind, shy, sporty
Target structures		He's (clever and shy). He has (brown hair). What does (Professor Ice) look like? What's the spy like?
Extension	Vocabulary	Body: beaks, paws Character: friendly, nosey, talkative Geographical features: caves, cliff Jobs: comedian, spy, trainer Other: already, (travel) around (the place), attack [n], Aurora Borealis/the Northern Lights, (be) careful, character, dangerous, dossier, else, excellent, from head to toe, furry, gone [adj], helicopter, hiding place, information, interests, joke [n], many [lots of], observational, of course, outer space, personality, pockets, polar bear, right [correct], scientific, secrets, skills, snowboard, so [adv used to begin a deductive statement about someone], sure, towards, wrong Possessive adjectives: his, its, their Verbs (base form): answer, avoid, carry, forget, prove, tell, travel, visit Verbs (-ing form): hiding, stealing Verbs (modal): (you) must [you should/are strongly advised to], used to Verbs (past form): bought, heard, sent, told Verbs (phrasal): find out, get (the Ice Laser) back

	Structures	<p>Did you (find the spy)? (Dylan told me) that (you are here to help us). I heard that (yetis live there). Nice to meet you. So you do know Professor Ice! (Talk to people and find out) who (the spy is). Tell me about (his character). There are some (amazing caves in the mountains). There used to be (yetis all over Ice Island). They like to (tell jokes). What did (he do today)? What else can you (tell me)? What's (Professor Ice) going to (do with the scientific secrets)? Where does (he) come from? Who is it?</p>
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Walkthrough

Objective	Your objective for this Scene is to earn an Observational skills stamp on your training card.
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Adventure 1: Talk to all the characters to find the spy

The Scene will open with a discussion between you and Dr. Al via the PDA. He will explain that there's a spy that works for Professor Ice lurking somewhere in the town. Dr. Al will task you with finding and identifying them based on a description of the spy's personality: shy and clever. There are five people to speak to, located either along the street or within the Ice Palace ice cream parlor. Speak to the people to gauge each of their personalities.

ICE PALACE		POLICE	
			
Rachel Oh is kind and shy. She will give you a hat to keep you warm.		Louise Gosh is bossy.	
			
		David Bristle is clever and funny.	

Sally Snow is clever and shy ➤ (she is the spy).



Peter Waters is kind and funny. He will give you a hot-water bottle.

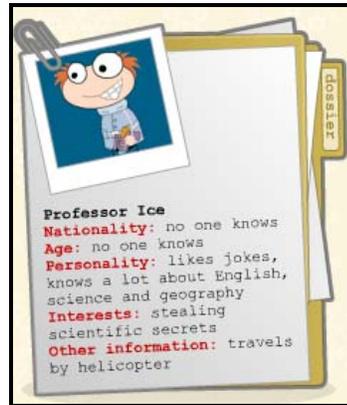
- Scene exterior (top) and Ice Palace interior (below)

After speaking to all the people in the Scene, Dr. AI will automatically contact you over the PDA. Correctly identify Sally Snow as the spy and he will give you a **Professor Ice dossier** documenting all the information he has about the villain.

! If you give Dr. AI an incorrect answer, he will ask you to speak to all the people in the town again. Once you've done this, he will ask again about the spy's identity.

Adventure 2: Answer Sally Snow's questions to find out where Professor Ice is hiding

Study the Professor Ice dossier in your inventory and then speak to Sally Snow. You will claim to be an agent of Professor Ice, at which Sally will ask you to prove it by answering her questions. Choose the correct speech options.



Question	Answer
What does Professor Ice look like?	He has red hair.
Is his hair spiky?	Yes, it is.
Tell me about his character.	He's clever and funny.
Where does he come from?	No one knows.
How does he travel around?	By helicopter.
What did he do today?	He stole some yetis and an Ice Laser from the Science Lab.

! If you answer incorrectly to any of the questions, Sally will immediately see through your pretence and you'll be ejected from the Ice Palace. Re-enter the building and speak to her again to restart the activity.

Provided you answer all of Sally's questions correctly, she will reveal to you that Professor Ice is hiding in his secret cave and give you directions to get there. She will conclude by giving you an **ice cream** for the journey.

Next, Dr. AI will appear over the PDA to congratulate you on your observational skills. You will receive an Observational skills stamp on your training card.

Supplementary activity (available after Adventures 1 and 2)

Exit the Ice Palace and go right until you find Lauren. Speak to her and she will give you a **joke**.

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

Amelia Explorealot's Ice Adventurer Diary Page 31 can be found on the roof of the police station.

Use the wall, the gate, and the wooden beams to the left of the Ice Palace to get up to roof level. Once on the roof, go right, leaping from the Ice Palace to the police station, until you reach the diary page.



- Use the platforms highlighted in green to reach the roof of the Ice Palace.

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

Go to the Frosty Ice stall inside the Ice Palace and click on the ice cream in a cone. This will activate a game of *Spell Drop* to revise and extend vocabulary on the topic of Character.



sporty
talkative

bossy
clever

friendly
funny

nosey
shy

To win: 6/8 correct answers

Exiting the Scene

To Scene 2 ➤ Go to the far right of scene 1.1 (town exterior) and click once your cursor is a "Go right" symbol.

To Scene 0 ➤ Go to the far left of scene 1.1 and click once your cursor is a "Go left" symbol. Alternatively, use your map.

Scene 2	Survival skills
Setting	Training camp exterior (scene 2.1) and barracks interior (scene 2.2)

Target vocabulary		Adverbs of frequency: always, never, often, sometimes, usually Routine: brush my teeth, do my homework, make my bed, meet my friends, clean my room, wash my face
Target structures		On (Mondays) I (build a fire).
Extension	Vocabulary	Other: blocks [<i>n</i>], door, earmuffs, evil, final, fire [<i>n</i>], firm, fishing rod, hard [difficult], ice axe, igloo, inside, instructions, kind [type], matches [<i>n</i>], no one, (be) quick about it, safe, size, ski wax, snowball, so [<i>conj</i> meaning "in order that"], some, survival, (take a) test, these, (polar bear) tracks, training camp, trouble, walls, wilderness, yesterday Routine: clean my room Verbs (base form): build, cause, clean, finish, follow, learn, light, pack, survive Verbs (-ing form): happening, sending Verbs (past form): passed, released Verbs (past participle form): released Verbs (phrasal): get in/out (of your igloo), go out (into the wilderness) Verbs (-s form): bounces
	Structures	Good luck! How to (build an amazing igloo). If you (want to survive on Ice Island), you (need to learn some skills). To (build an igloo you need an ice axe). What do you want me to do? Who are you? (You must learn) what (life is really like on Ice Island).

Walkthrough

Objective	Your objective for this Scene is to earn a Survival skills stamp on your training card.
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Adventure 1: Learn new survival skills

Go right until you find Major Etzel. Speak to him and he'll teach you some skills to help you survive on Ice Island. Follow his instructions.

"Find some matches and light a fire."

Click on the **matches** outside the barracks and then go to the wood pile on the left of the scene. Get close to the pile and click "Use" on the matches item card in your inventory.



"Now, build an igloo."

Click on the lower left and right pieces of the igloo to move them together. Then click on the wheel to activate the crane and lower the roof into position.



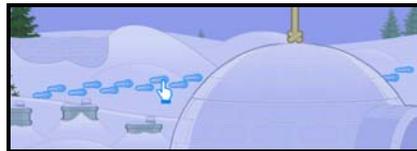
"Look for **ski wax** and clean the skis."

Find the ski wax outside the barracks and click on it. Then locate the skis to the left of the barracks. Get close to the skis and click "Use" on the ski wax item card in your inventory.



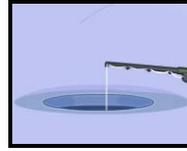
"Look for polar bear tracks."

Two types of animal tracks are visible: penguin and polar bear. The polar bear tracks can be found running along behind the igloo. Click on them.



“Find a **fishing rod** and go fishing.”

Find the fishing rod propped against a crate outside the barracks and click on it. Then locate the fishing hole to the right of the igloo. Get close to it and click “Use” on the fishing rod item card in your inventory.



When you’ve completed the training, follow Major Etzel inside the barracks to take a test.

Adventure 2: Take Major Etzel’s survival test

Once inside the barracks, speak to Major Etzel on the left. He will take you through his weekly schedule using the map on the projector screen to illustrate.

Major Etzel
On Mondays I build a fire, look for polar bear tracks, and eat ice cream for dinner.
On Tuesdays I build a fire, look for polar bear tracks, and go fishing.
On Wednesdays I build a fire, build an igloo, and go fishing.
On Thursdays I build a fire, look for polar bear tracks, and clean my skis.
On Friday I build a fire, look for polar bear tracks, and go fishing.

When he’s finished talking, you’ll be taken into a *Quiz* to test you on the information just given. Refer to the timetable and choose the correct options.

	M	T	W	T	F
build a fire	x	x	x	x	x
look for polar bear tracks	x	x		x	x
eat ice cream	x				
clean the skis				x	
build an igloo			x		
go fishing		x	x		x

Answers (order will vary)
Major Etzel always builds a fire.
Major Etzel usually looks for polar bear tracks.
Major Etzel often goes fishing.
Major Etzel never goes dancing.
Major Etzel sometimes eats ice cream.
Major Etzel sometimes cleans his skis.
Major Etzel never looks for penguin tracks.
Major Etzel sometimes builds an igloo.
To win: 5/8 correct answers

! If you fail the test twice, you'll need to speak to Major Etzel again and listen to him go through his weekly routine using the illustrations on the projector screen.

After passing the test, Major Etzel will give you a pair of **earmuffs** . Dr. AI will then congratulate you on your survival skills and you'll receive a Survival skills stamp on your training card.

Supplementary activity (available after Adventures 1 and 2)

Find Robert to the left of the igloo in scene 1.2 (exterior). Speak to him and he will give you a **joke** .

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

Go to the top floor of the barracks (interior). You'll find **Amelia Explorealot's Ice Adventurer Diary Page 38** in the bedroom on the right-hand side. It is located on top of a cupboard unit.

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

Go to the top floor of the barracks (interior) and go right. Click on the fire extinguisher above the bunk beds. This will take you to a game of *Match Card* to revise vocabulary on the topic of Routine.



brush my teeth	wash my face	do my homework	make my bed	clean my room	meet my friends
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To win: 4/6 correct answers

Additional activity (available after Adventure 1)

Inside the barracks, in front of the shower room to the right of the door, you'll find a character dressed in green and red. Speak to him and he'll give you a copy of the **Ice Island News!** This activity will not count towards a gold star in your report card.

Exiting the Scene

- To Scene 3 ➤ Go to the far right edge of scene 1.1 (exterior) and click once your cursor is a "Go right" symbol.
- To Scene 1 ➤ Go to the far left edge of scene 1.2 (exterior) and click once your cursor is a "Go left" symbol. Alternatively, use your map.

Scene 3 Dr. Al's Observatory	
Setting	Exterior (scene 3.1) and interior (scene 3.2) of Dr. Al's observatory

Target vocabulary		Activities: catching, climbing, diving, draw/drawing, hitting, kicking, play/playing chess, play/playing the drums, in-line skating, throwing, trampolining Instruments: drum Verbs (base form): stop
Target structures		I can (go ice-skating). I like (ice-skating).
Extension	Vocabulary	Activities: ice-skating Other: actually, also, binoculars, chessboard, cute, ground, ice skates, just [nothing more than], like [such as], maybe, mean [<i>adj</i>], observatory, only, other, paper, pencil, trampoline, stick, through Verbs (base form): cross, speak, think Verbs (-ing form): talking, coming Verbs (modal): should Verbs (past participle form): sent
	Structures	Aren't you (scared of them)? I don't think (that's right). (Yetis) do like (hitting and kicking things), but they like (people), too.

Walkthrough	
Objective	Your objective for this Scene is to earn a Wildlife skills stamp on your training card.
Adventure 1: Help Dr. Al identify what the yetis are doing	
Go right and enter the observatory. Once inside, climb the stairs to the top floor and speak to Dr. Al. He will explain that Professor Ice has sent a lot of yetis to the observatory. He wants you to look through his binoculars and describe what they're doing. Listen to his question, for example "What's the pink yeti doing?" A pop-up window will then load showing the yetis outside the observatory. Move the cursor towards the edges of the pop-up screen to pan the binocular view across	

the scene. When you've located the correct yeti and have the answer to Dr. Al's question, close down the pop-up screen by clicking on the cross in the top-right-hand corner. Then answer Dr. Al's question by choosing the correct speech option.



- Dr. Al: "What's the pink yeti doing?"
You: "It's throwing some rocks."

Question	Answer
What's the pink yeti doing?	It's throwing some rocks.
What's the red yeti doing?	It's catching a ball.
What's the green yeti doing?	It's kicking some rocks.
What's the blue yeti doing?	It's hitting the ground with a stick.
What's the brown yeti doing?	It's hitting some rocks with a stick.

Adventure 2: Collect items from the observatory to make the yetis happy

Go back down the stairs and exit the observatory. Find Dylan just outside the door and speak to him. He will encourage you to speak to the yetis. Click on a yeti to find out what makes them happy.

Blue yeti	I like drawing pictures.
Brown yeti	I like playing the drums.
Green yeti	I like trampolining.
Pink yeti	I like ice-skating.
Red yeti	I like playing chess.

Go inside the observatory to find the items that will make the yetis happy. Click on an item to collect it.



• **Top floor** (from left to right): **chessboard** ♦ **paper and pencils** ♦ **drum**



• **Bottom floor** (from left to right): **trampoline** ♦ **ice skates**

Speak to a yeti again. Once they have finished telling you what they like doing, find the appropriate item card in your inventory and click "Use." The yeti will become happy and leave the scene. Continue like this until all five yetis have left.

When you've finished, Dr. AI will appear via the PDA and congratulate you. You will receive a Wildlife skills stamp on your training card.

Supplementary activity (available after Adventures 1 and 2)

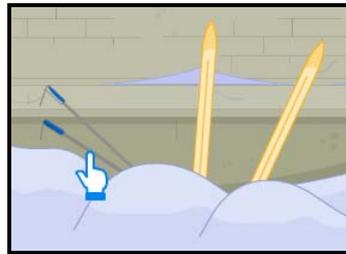
Enter and exit the observatory or leave the Scene and re-enter. When you return you'll find Jacob to the left of the observatory. Speak to him and he will give you a [joke](#).

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

Go to the top floor of the observatory (interior). At the top of the stairs, you'll see a machine. On top of the machine you'll find [Amelia Explorealot's Ice Adventurer Diary Page 48](#). This item can also be located by jumping up to the shelves and moving along them towards the right. The diary page is to the right of the shelves.

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

Find the ski poles with blue handles outside the observatory. Click on them to activate a game of *Litterbugs* to practice vocabulary on the topic of Activities.



- | | | | |
|----------|---------|----------|-----------------|
| hitting | kicking | catching | throwing |
| climbing | diving | drawing | in-line skating |

To win: 6/8 correct answers

Exiting the Scene

- To Scene 4 ➤ Find the skidoo stop sign on the far right of scene 3.2 (exterior) and click on it.
- To Scene 2 ➤ Go to the far right edge of scene 3.2 (exterior) and click once your cursor is a "Go left" symbol. Alternatively, use your map.

Scene 4	Geography
Setting	Satellite monitoring station exterior (scene 4.1) and research base interior (scene 4.2)

Target vocabulary	Geographical features: cave, city, desert, forest, lake, mountain, river, statue, volcano	
Target structures	<p>Are there any (mountains on Ice Island)? I'm going to (explore Ice Island now). Is there (a lake on Ice Island)? No, there aren't any (mountains). No, there isn't a lake on Ice Island. There are some (mountains to the north of Ice Island). There's a (small city with a port). Yes, there are some (mountains to the north). Yes, there's a frozen lake in the center.</p>	
Extension	Vocabulary	<p>Cardinal directions: east, north, south, west Geographical features: port Other: center, compass, constellation, copy [<i>n</i>], explorer, golden, images, just [very recently], in the shape of, lands [<i>n</i>], lost [<i>adj</i>], map reading (skills), near, satellite monitoring station, satellite, secret, so [<i>adv</i> for emphasis], starfish, strange, superb Verbs (base form): discover, label, look at, navigate Verbs (-ing form): exploring, looking for Verbs (past participle form): gone, received</p>
	Structures	<p>(I want to ... go to places) where (no one has gone before). If (you get lost), (look at the stars). It is (ten stars) in the shape of (a giant polar bear). Tell me what you know (about Ice Island). To go (north), follow (the Great Polar Bear constellation). You'll need them to (help you find Professor Ice's secret cave).</p>

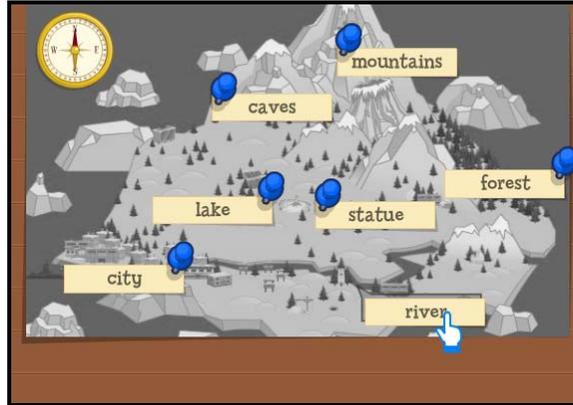
Walkthrough

Objective

Your objective for this Scene is to earn a Map-reading stamp on your training card.

Adventure 1: Help Celia Stargazer label the satellite image

Go right until you reach a building with a door on the left-hand side—this is the research base for the satellite monitoring station. Enter through the door. Once inside, go left along the ground floor and speak to Celia Stargazer. Help her to label the satellite photo.



- Click on a word, hold down the mouse button, and drag it to the corresponding feature of the photo. Release the mouse button to drop the word in place.

! If you give three incorrect answers, you'll be ejected from the activity. Speak to Celia again to restart it.

Comment [a1]: Celia gives you a satellite photo.

Adventure 2: Answer Rob Falcon's questions about the geography of Ice Island

Exit the research base. Once outside, walk to the right until you come across an explorer called Rob Falcon, dressed in gray and wearing binoculars around his neck. Answer his questions about the geography of Ice Island, using the satellite image of Ice Island item card in your inventory.

Question	Answer
Are there any mountains on Ice Island?	Yes, there are some mountains to the north.
Are there any caves on Ice Island?	Yes, there are some caves inside the mountains.

Is there a lake on Ice Island?	Yes, there's a frozen lake in the center.
Are there any trees on Ice Island?	Yes, there's a forest to the east of the lake.
Is there a statue on Ice Island?	Yes, there's a statue in the center of the lake.
Is there a city on Ice Island?	Yes, but it's only a small city.
Is there a port on Ice Island?	Yes, there's a port to the west of the island.

When you've answered all his questions, Rob Falcon will give you a **backpack**.

Dr. AI will appear via the PDA and praise your efforts. You will receive a Map-reading skills stamp on your training card.

Supplementary activity (available after Adventures 1 and 2)

Find Cole towards the left of scene 4.2 (exterior). Speak to him and he'll give you a **joke**.

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

To the right of the research base building (scene 4.2), you will find **Amelia Explorealot's Ice Adventurer Diary Page 301** on top of a wooden crate.

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

Go inside the research base (scene 4.2) and find the globe on the top floor of the desk above the staircase. Click on it to activate a game of *Hungry Shark* to practice vocabulary on the topic of Geographical features.



desert lake volcano cave forest river mountain

To win: 4/7 correct answers

Exiting the Scene

- To Scene 5 • Go to the far right edge of scene 4.2 (exterior) and click once your cursor is a "Go right" symbol.
- To Scene 3 • Go to the far left of scene 4.2 (exterior) and click on the skidoo stop sign. Alternatively, use your map.

Scene 5	To the rescue
Setting	Frozen lake and the ice cliff (scene 5.1) and the interior of a tent (scene 5.2)

Target vocabulary	<p>Adjectives for clothing: cheap, expensive, baggy, tight</p> <p>Clothing: hat, jacket, scarf, (snow) shoes</p>	
Target structures	<p>Can I buy the (ice-climbing equipment), please?</p> <p>How much are those (fish)?</p> <p>How much is (the ice-climbing equipment)?</p> <p>It's (200 ice dollars).</p> <p>That's too (expensive)!</p> <p>Yes, (that's 200 ice dollars), please.</p>	
Extension	Vocabulary	<p>Adjectives for clothing: modern, old-fashioned</p> <p>Clothing: hiking boots, snowsuit</p> <p>Other: equipment, ice climbing, idea, all over [covering], bedtime, best, enough, exciting, freezing [<i>adj</i>], hot-water bottle, lifesaver, list [<i>n</i>], make money, more, rope, safe, someone, tent, trapped [<i>adj</i>], useful, waste (time)</p> <p>Possessive pronouns: mine</p> <p>Verbs (base form): rescue, sell</p> <p>Verbs (modal): can, have to [obliged to]</p> <p>Verbs (past form): came, thought, were</p> <p>Verbs (past participle form): rescued</p> <p>Verbs (phrasal): come back, go back (to)</p>
	Structures	<p>Come back later.</p> <p>(Here's a list) of what (we need).</p> <p>I thought I would never (be rescued)!</p> <p>(We were sleeping) when (someone came into the tent).</p> <p>We were (sleeping).</p>

Walkthrough	
Objective	Your objective for this Scene is to earn a Rescue skills stamp on your training card.

Adventure 1: Find the explorers' clothes

When you arrive in the Scene you will notice a tent in the immediate background. Find the clickable area on the left-hand side of the tent and click to enter. Speak to the three explorers. You will discover that someone has stolen their clothes. The explorer on the far right will give you a [list of clothes](#) which lists the items you need to find and return to the explorers. You will need to explore previous Scenes to gather them.

hiking boots	Scene 3	
Return to Dr. Al's observatory in Scene 3. Go inside and find the brown boots underneath the stairs on the ground floor. Click on them.		
warm jacket	Scene 2	
Return to Scene 2 (the training camp) and enter the barracks. Once inside, go right. Find the jacket among the skiing equipment in the store room at the end.		
big snowsuit	Scene 3	
Return to Dr. Al's observatory in Scene 3. Go inside and climb the stairs to the top floor. Find the snowsuit to the left of the base of the telescope. Click on it.		
small snowsuit	Scene 0	
Return to the store marked "Supplies" in Scene 0 (the port). Once inside, take the stairs to the top floor of the store. Find the clothes rack and click on the orange snowsuit.		
long scarf	Scene 0	
Return to the store marked "Supplies" in Scene 0 (the port). Once inside, take the stairs to the top floor of the store. Find the hat stand to the right of the clothes rack and click on the green scarf.		
short scarf	Scene 2	
Return to Scene 2 (the training camp) and enter the barracks. Once inside, climb the stairs to the top floor. Go to the sleeping quarters on the right. Find the scarf on the lower bunk bed and click on it.		

When you've collected all the items of clothing on the list, return to Scene 5 and enter the tent again. Speak to an explorer and then attempt to give them one of

the items of clothing from the list by finding it in your inventory and clicking "Use." They will either accept it or tell you it doesn't belong to them. Students continue with this process of trial and error until all the explorers have their stolen clothes back. Answers as follows:

		
Explorer A	Explorer B	Explorer C
hiking boots small snowsuit	big snowsuit long scarf	short scarf warm jacket

Adventure 2: Rescue Jenny from the cliff

Exit the tent. When you get outside, Dr. AI will appear on the PDA and give you a message about Jenny being trapped on the cliff. He will give you **50 ice dollars** to buy some ice-climbing equipment so you can rescue her. Follow these steps:

- Go back to Scene 0 (the port) and enter the store marked "Supplies." Speak to the store manager on the ground floor. You will discover that the ice-climbing equipment is too expensive for you—it costs 200 ice dollars. Heed her prompt and find the fisherman.
- Find the fisherman by the boat moored just outside the store. Speak to him and he will sell you some fish for 50 ice dollars.
- Go back inside the supply store. Go to the top floor and speak to the woman wearing a red woolly hat. She will buy the fish from you for **200 ice dollars**.
- Speak to the store manager again and purchase the **ice-climbing equipment**. She will charge you the 200 ice dollars for it.

Go back to Scene 5 (the frozen lake) and walk over to the base of the cliff on the right. There are **three icy ledges in the cliff which can be jumped on**. Jump up to the top one and then click "Use" on the ice-climbing equipment card in your inventory.

Comment [a2]: Check there aren't four.



In an automated series of events you will use the ice-climbing equipment to rescue Jenny. After which, she will give you a **polar bear disguise** as a gift.

Dr. AI will appear over the PDA to congratulate you on rescuing Jenny. You will receive a Rescue skills stamp on your training card.

Supplementary activity (available after Adventures 1 and 2)

Find a character called Magellan carrying a snowboard and standing on the frozen lake. Speak to him and he will give you a **joke**.

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

Find **Amelia Explorera lot's Ice Adventurer Diary Page 451** on the table inside the tent.

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

Find the blue skis inside the tent. Click on them to activate a game of *Match Card* to revise and extend vocabulary in the area of Adjectives to describe clothing.



baggy tight expensive cheap old-fashioned modern

To win: 4/6 correct answers

Exiting the Scene

- To Scene 6 ➤ After the adventures are complete, jump to the top of the ice cliff on the far right of scene 5.1 (exterior). Click once your cursor is a "Go right" symbol.
- To Scene 4 ➤ Go to the far left edge of scene 5.1 (exterior) and click once your cursor is a "Go left" symbol. Alternatively, use your map.

Scene 6	Ice Island Science Lab
Setting	Ice Island Science Lab

Target vocabulary		Family: aunt, baby, cousin, family, grandparents, parents, uncle
Target structures		(Guard Davis and I) were (in the Ice Laser room). I was (very hungry). I went (to the kitchen). There was (some nice cake there).
Extension	Vocabulary	Other: anyone, anything, clues, evidence, helicopter, inside man, lie [tell an untruth], listener, powerful, relaxing [<i>adj</i>], roof, scary, science lab, security guards, so [<i>conj</i> meaning "therefore"], technicians, time [occasion], trust, upstairs, visitor, witnesses Verbs (base form): bank statement, brochure, compare, crime, hear, holiday resort, leave, melt, protect, question, solve, steal Verbs (-ing form): finding, leaving, listening Verbs (past form): broke, dropped, left, saw Verbs (past participle form): helped, stolen Verbs (-s form): hates
	Structures	Do you know who (helped him)? He said that (he hates all the ice and snow on Ice Island). No, I was (listening to my MP3 player). (Now) they've been (stolen)! (One of the security guards here) must have (helped him). She said (she went to the kitchen). To (help the police catch them), you (need to be a good listener). What should I ask? Where were you when (Professor Ice broke into the Science Lab)? Why shouldn't you (take a polar bear to the zoo)?

Walkthrough

Objective

Your objective for this Scene is to earn a Police skills stamp on your training card.

Adventure 1: Identify the insider

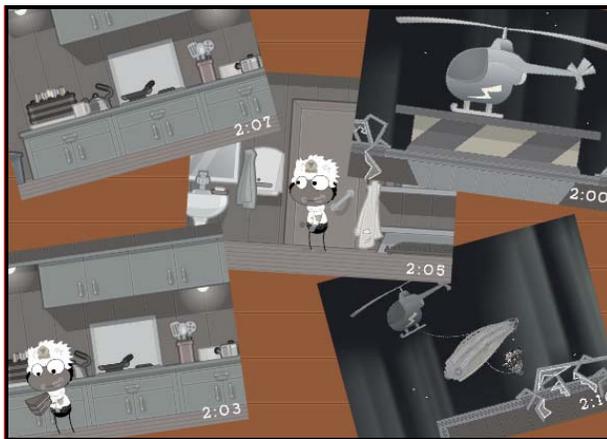
Go to the right and speak to the security guard standing by the stair entrance to the Ice Island Science Lab. He will explain that Professor Ice broke into the science lab with his helicopter but must have had assistance from one of the security guards when he did it. He will give you **security camera images** from the time of the break-in and ask you to find out who was accomplice to Professor Ice.

Speak to all the security guards in the building and check their stories against the photos. One guard will give themselves away as their description of where they were at what time does not match the information given to you.

<p>YOU</p>			
	<p>Guard Benson</p>	<p>Guard Davis</p>	<p>Guard Clarke</p>
<p>Where were you when Professor Ice broke in to the Science Lab?</p>	<p>I was very hungry at 2:00 a.m. so I went to the kitchen to eat some cake. At five past two I went to the bathroom.</p>	<p>At 2:00 a.m. I was in the Ice Laser room with Guard Clarke. We heard a noise, so she went to the kitchen and I went to reception to find the Police Chief.</p>	<p>Guard Davis and I were in the Ice Laser room at 2:00 a.m. I went to the kitchen at 2:05 a.m. There was some nice cake there.</p>

<p><i>Did you see or hear Professor Ice?</i></p>	<p>I was listening to my MP3 player. I was in the bathroom for ten minutes.</p>	<p>I saw him leaving with the Ice Laser and the yetis when I went back upstairs. There was someone helping him, but I don't know who.</p>	<p>I heard a noise, but I thought it was the yetis. I was in the kitchen for five minutes.</p>
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Guard Clarke is the culprit. She claims she went to the kitchen at five past two and spent five minutes there, but the photo of an empty kitchen taken at seven minutes past two proves otherwise. Report back to the security guard outside by the stairs and identify Guard Clarke as the insider.



Comment [a3]: Update this.

Adventure 2: Find out what Professor Ice's evil plans are

Go up to the Ice Laser room (where the Ice Laser used to be) and speak to the Police Chief. Help her find out what Professor Ice's plans are by speaking to the technicians (the witnesses). Each technician will help out with some information or an opinion. One will give you a **brochure of Ice Island** which betrays the Professor's plans for a sunnier Ice Island with a zoo of scary animals (the yetis).

Once you've spoken to all the technicians, return to the Police Chief and speak to her. Answer her questions.

Question	Answer
Why did Professor Ice steal the yetis?	Because he wants to put them in a zoo.
What did you find out about Professor Ice?	He hates the weather on Ice Island.
What clues did Professor Ice leave behind?	He left a holiday brochure.
Why did Professor Ice steal the Ice Laser?	Because he wants to melt the ice and open a holiday resort.

! If you give two incorrect answers, the Police Chief will make you speak to the technicians again. Do as she says then return to her and speak to her again.

If you answer all her questions correctly, the Police Chief will give you a **police badge** as a reward.

Dr. AI will appear over the PDA to congratulate you on your ability to talk to witnesses. You will receive a Police skills stamp on your training card.

Supplementary activity (available after Adventures 1 and 2)

Find Orla outside the lab, to the right of the stair entrance where you came in. Speak to her and she'll give you a joke.

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

Go to the first floor of the science lab (the floor above the bottom floor). On a desk in the bedroom on the right, where Guard Davis is situated, you'll find [Amelia Exploreralot's Ice Adventurer Diary Page 500](#).

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

Go to the kitchen on the bottom floor of the science lab. Find the birthday cake on top of one of the kitchen units and click on it. A game of *Spell Drop* will be activated to practice vocabulary on the topic of Family.



parents	grandparents	baby	aunt	uncle	cousin	family
To win: 6/7 correct answers						
Exiting the Scene						
To Scene 7 ➤ Exit the science lab if you haven't already and go to the left of the Scene. Click on the skidoo stop sign.						
To Scene 5 ➤ Exit the science lab if you haven't already and go to the far left edge of the Scene. Click once your cursor changes to a "Go left" symbol. Alternatively, use your map.						

Scene 7	The caves
Setting	Caves

Target vocabulary		School subjects: art, geography, history, math, music, P.E., science Adjectives: boring
Target structures		I'm good at (art).
Extension	Vocabulary	Other: arrows, bounty, brushes, chalk, close, code, corner, easily, (do) experiments, fun, keypad, lever, mark, maze, paints, past [tense], sense of direction, signs, turning, wall School subjects: computer science Verbs (base form): collect, draw, guide, type Verbs (past form): got to [reached], pulled, worked Verbs (past participle form): come Verbs (phrasal): let (us) out
	Structures	That way you can (always see where you have come from). The best way to (find your way through a maze) is to (leave a mark at each turning or corner).

Walkthrough

Objective	Your objective for this Scene is to earn a Direction skills stamp on your training card.
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Adventure 1: Help Rufus and Ivan escape the booby trap

Go right, up the steps in the mountainside. You'll reach a cave shaft with a rope dangling through the center of it. Use the rope to descend into the caves. At the bottom, you'll encounter Ivan and Rufus trapped in a net overhead. As you attempt to move right, you'll automatically stop and start up a conversation with them. You will not be able to go any further than this point until they have been released from the net.

Click the numbers **3922** on the keypad and a *Quiz* will start up. Answer the questions.

Question	Answer
We see "+," "-", and "=" in _____.	math
We use paints and brushes in _____.	art
We play the piano and guitar in _____.	music
We learn about the past in _____.	history
We look at maps in _____.	geography
We do experiments in _____.	science
To win: 5/6 correct answers	

! If you fail the activity, click on Ivan or Rufus to restart it. You will need to enter the code again.

If you answer enough questions correctly, Ivan And Rufus will be released from the net and you'll be able to continue through the caves.

Adventure 2: Guide the children through the caves

Once Ivan and Rufus have been released from the net, continue right and then upwards. You will pass a statue, at which point continue right again.



- Go right at the first statue.

On your way right, you will soon come across a thick door with a panel of colored levers in front of it. Click on the blue lever to open the door. The other two levers will be ineffective.



- Click on the blue lever to open the door.

Once through the lever-operated door, continue right in a downward direction. At the bottom, go right again.



- At the third statue of a penguin, go right.

As you head towards the exit to the caves, you will automatically halt to receive instructions from Dr. Al over the PDA: he has sent for Finn, Dylan, and Jenny to help you out but wants you to guide them through the caves. The children will arrive and ask you questions. Choose the correct options to answer them.

Question	Answer
What did you do when you got to the first statue?	I went right.
What did you do when you got to the second statue?	I pulled the blue lever.
What did you do when you got to the third statue?	I went right.

! If you give three incorrect answers, you will have to start the activity again from outside the cave entrance. The lever-operated door will be open but you will still have to navigate your way through the caves and return to the position where Dr. AI first contacted you. Once there, he will contact you again.

Once you've safely guided the children through the caves, Dr. AI will congratulate you on your sense of direction. You will receive a Direction skills stamp on your training card.

Supplementary activity (available after Adventures 1 and 2)

Find Cyrus at the beginning of the Scene, outside the entrance to the caves. Speak to him and he will give you a **joke**.

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

Return to the lever-operated door. From there, go right and upward (rather than down toward the exit). At the top of the wooden stairs on your right, go left and continue all the way to the end of the tunnel. There you'll find **Amelia** [Explorealot's Ice Adventurer Diary Page 603](#).

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

Click on either of the backpacks to the right of the entrance to the caves. You will be taken to a game of *Litterbugs* to revise and extend vocabulary on the topic of School Subjects.



History	Geography	Art	Music
Science	Math	Computer Science	P.E.
To win: 6/7 correct answers			

Comment [a4]: Need to edit xml. Currently 3/7.

Exiting the Scene

- To Scene 8 • After guiding the children through the caves, continue right to the edge of the Scene. Click once your cursor is a "Go right" symbol.
- To Scene 6 • Left of the cave entrance (exterior), at the bottom of the steps in the mountainside, you'll find the skidoo stop. Click on it to return to Scene 6. Alternatively, use your map.

Scene 8	Stop Professor Ice
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Setting	Professor Ice's secret lair
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Target vocabulary	Jobs: cowboy, king, sailor, scientist, spy, waiter
Target structures	I (arrived on Ice Island 30 years) ago.
Extension	<p>Vocabulary</p> <p>Other: anywhere, basement, electric, main, part, plans, power cord, president, safely, so (much) [<i>adv</i> meaning "as (much as they do)"], still [<i>adv</i>], though, (mountain) tops</p> <p>Verbs (base form): aim, cut, enjoy, fire, imagine, power, show, survive, worry</p> <p>Verbs (-ing form): living</p> <p>Verbs (past form): arrived, called, found, had, invited, stopped, wanted</p> <p>Verbs (past participle form): explored, ruined</p> <p>Verbs (phrasal): turn (the Ice Laser) off</p> <p>Verbs (-s form): comes</p>
	<p>Structures</p> <p>Does (Professor Ice know) how (to use the Ice Laser)? (Find out) how to (turn off the Ice Laser). How do you (turn the Ice Laser off) if (there is an emergency)? I have (explored every part of this beautiful island), from (the mountain tops) to (the frozen sea). There won't (be an emergency)! (This) must be (the basement of Professor Ice's secret hiding place). What (an exciting story)! Why (I love Ice Island).</p>

Walkthrough	
Objective	Your objective for this Scene is to earn a Technology skills stamp on your training card.
Adventure 1: Find the correct costumes	

Walk right and climb the stairs. Speak to Jenny and she will prompt you to dress as a scientist for Professor Ice's party. Go to the array of clothes to her left and click on the scientist **costume**. Then find the item in your inventory and click "Put on" to wear it.



Speak to **Jenny** again and she will tell you she wants to wear a spy costume to the party. Collect the spy **costume** then click "Use" on the item card to give it to her.



Next, speak to **Dylan**. He will tell you that he wants to wear a cowboy costume. Collect the cowboy **costume** then click "Use" on the item card to give it to him.



Speak to **Finn** and he will tell you that he wants to wear a waiter costume. Collect the waiter **costume** then click "Use" on the item card to give it to him.



Once everyone is dressed in their costumes, Jenny, Dylan, and Finn will head off together to the party. Follow them up the stairs and click on the lift doors at the top to join them.

Adventure 2: Gather information about the Ice Laser from the security guards

Once you're out of the basement, Dr. AI will contact you over the PDA. Follow his prompt and speak to all the security guards to find out how to turn off the Ice Laser. Each guard will give you a different piece of information.

	<i>You</i>	Security guard
 Guard A	<i>Does Professor Ice know how to use the Ice Laser?</i>	Yes, he does. He's a very clever man.
 Guard B	<i>How do you turn the Ice Laser off if there is an emergency?</i>	You need to cut the main power cord. But don't worry. There won't be an emergency!



Guard C

Is the Ice Laser easy to get to?

No, it's in a secure box. Only the Professor can get in.

When you've spoken to all the guards, Dr. AI will appear over the PDA and ask you some questions. Answer them using what you've learnt from the guards.

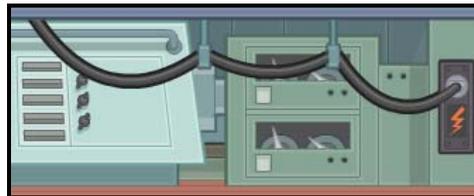
Question	Answer
So, does Professor Ice know ho to use the Ice Laser?	Yes, he does.
How can you turn off the Ice Laser?	Cut the main power cord.
Is the Ice Laser easy to get to?	No, it isn't.

Next, follow Dr. AI's prompt and speak to Jenny. Find her to the right of the fireplace. She will give you some **anti-electric scissors** and the **Ice Laser emergency shutdown instructions**. Afterwards, jump up the ladder to the right of Jenny.

Adventure 3: Shut down the Ice Laser

Go left to the end of the room, negotiating your way past the lasers and crushers with careful timing. When you reach the ladder at the end, jump up to the floor above.

Next, go right until you reach the main power cord. Find the anti-electric scissors in your inventory and click "Use."



- Use the anti-electric scissors to cut the Ice Laser's main power cord.

Dr. AI will appear over the PDA and congratulate you on gaining all the skills you need to survive on Ice Island. You will receive a Technology skills stamp on your training card.

Outro

With the main power cord cut, you will have put a stop to Professor Ice's evil plans to melt all the ice on Ice Island. Having had their plans exposed and foiled, the Police Chief will arrive to escort Professor Ice and Sally Snow to prison. The rest of the team will thank and congratulate you as the hero of the hour for saving Ice Island!

Following this, students should make sure all the supplementary activities are completed if they want to earn eight gold stars on their report card.

Supplementary activity (available after Adventures 1, 2 and 3)

Return to Professor Ice's secret lair and go to the floor above the basement. Find the Queen of Ice Island in a black party dress moving around between Guards A and B. Speak to her and she will give you a **joke**.

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

Find **Amelia Explorera's Ice Adventurer Diary Page 799** on the fireplace mantelpiece, near Guard C.

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

Find the small pair of brown boots in the basement on the shelf above the costumes. Click on it to activate a game of *Match Card* to revise vocabulary on the topic of Jobs.



cowboy

king

waiter

sailor

spy

scientist

To win: 4/6 correct answers

Exiting the Scene

To Scene 7 ➤ Exit the Scene via the door by which you entered. This can be found in the basement, in the corridor below the costume room. From there, find the metal secure door on the far left and click on it. Alternatively, use your map.

Glossary of items

Scene 0	
Picture Dictionary	
Ice Island training	
battery	Personal digital assistant
heater	
PDA	
Scene 1	
hat	
hot-water bottle	
Professor Ice dossier	
ice cream	
joke	Why do penguins carry fish in their beaks? Because they don't have pockets.
Amelia Explorealot's Ice Adventurer Diary Page 31	
Scene 2	
matches	
ski wax	
fishing rod	
earmuffs	
joke	What kind of ball never bounces? A snowball!
Amelia Explorealot's Ice Adventurer Diary	

Page 38	
Ice Island News!	
Scene 3	
chessboard	
paper and pencils	
drum	
trampoline	
ice skates	
joke	Why did the yeti cross the road? To get to the other side!
Amelia Explorealot's Ice Adventure Diary Page 48	
Scene 4	
Satellite photos of Ice Island	
Backpack	
joke	What kind of fish do penguins catch at night? Starfish!
Amelia Explorealot's Ice Adventure Diary Page 301	
Scene 5	
List of clothes	
Hiking boots	
Warm jacket	
Big snow suit	
Small snow suit	

Long scarf	
Short scarf	
Amelia Explorealot's Ice Adventure Diary Page 451	
50 ice dollars	
Fish	
200 ice dollars	
Ice-climbing equipment	
Polar bear disguise	
joke	What's black and white and pink all over? A very shy penguin!
Scene 6	
Security camera images	
Brochure of Ice Island	
Amelia Explorealot's Ice Adventure Diary Page 500	
Police badge	
joke	Why shouldn't you take a polar bear to the zoo? Because it'd rather go to the movies!

Scene 7	
joke	Why don't polar bears wear scarves and hats? Because they're already wearing fur coats!
Scene 8	
joke	Why do people like Ice Island so much? Because it's so (n)ice!
costume (scientist)	
costume (spy)	
costume (waiter)	
costume (cowboy)	
Amelia Explorealot's Ice Adventure Diary Page 799	
Anti-electric scissors	
Ice Laser emergency shutdown instructions	