

# QUICKSMITHS

## Story Starters

### *The Tree's Tale*

*Tell the story of your favourite tree.*

- *Where is the tree?*
- *What kind of tree is it?*
- *Why is it special?*
- *Why is the tree your favourite, perhaps you climb it, or see it from your window?*
- *What animals or magical creatures live in the tree?*
- *Has the tree seen something exciting or secret?*

### *Drone Delivery*

*Next time you are in the park, a drone delivers a coin to you.*

- *Describe what you are doing.*
- *What does the drone look like?*
- *How does it give you the coin?*
- *Does the coin look special, or do something surprising?*
- *What do you think the coin might be for?*

### *A Strange Butterfly*

*A butterfly flies in the window of your bedroom and lands on your arm. You look closer ... there's something strange about it and then it does something you really weren't expecting!*

- *What does the butterfly look like?*
- *What's strange about it?*
- *What does it do that's so unexpected?*

### *The Odd Aquarium*

*You go inside an aquarium. A little bell tings. There are rows and rows of fish tanks.*

- *Describe the fish you see.*
- *Some of them have weird and wonderful names – what are they?*
- *You find something at the bottom of one of the fish tanks*
- *What is it and what do you do with it?*

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## ***The Garden of Giant Leapfrogs***

*You arrive at the Garden of Giant Leapfrogs, and follow a path from the iron gate.*

- *What does the path look like?*
- *Where does it go?*
- *What do you see in the garden as you pass?*
- *You stop at the end of the path and feel sneezesickness! You've travelled through a wormhole! Where do you end up?*

## ***Quicksmiths Open Day***

*You arrive at the Quicksmiths Open Day. Professor Mo and Leela show you around.*

- *Which tent do you go in?*
- *What's the name of the professor inside the tent?*
- *What do you see there?*

## ***The Timestretch Limo***

*The Timestretch Limo comes to collect you for school.*

- *What do your friends think when they see you getting in?*
- *What conversation do you have with GENI?*
- *Is there anyone else in the car with you?*
- *Do you take a detour on the way to Quicksmiths?*

## ***Skimmi Tour***

*It's your first day at Quicksmiths. You get to go on a tour around the college on a Skimmi.*

- *What's it like flying above the rooftops?*
- *What do you see?*
- *Who do you meet?*
- *What happens?*

## ***Time Loop***

*You turn up on the school roof just as Albert finishes building his time loop detector. What happens next?*

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## *Time Tagger Adventure*

*You are in the Quicksmiths Museum one night, working with a Time Tagger. There's an electromagnetic blizzard and you are knocked off your feet. When you get up something strange has happened.*

- *What or who do you see?*
- *What happens next?*

## *Animal Magnetism*

*Chose a character from a book you've read or film you've seen recently, who reminds you of an animal.*

- *What do they look like?*
- *How do they move?*
- *What do they sound like?*
- *How do they smell?*
- *What are they doing?*

## *The Heartsichord Birthday*

*Leela plays her Heartsichord for you at your birthday party.*

- *What notes float out?*
- *What shape and colour are they?*
- *What do they sound like?*
- *What would they look like if you didn't get any presents, or if it rained all day?*
- *Does she play the Heartischord for anyone else?*

## *Olden Days*

*Write the fictional story of your fifteenth great-grandmother, who lived 400 years ago.*

- *What did she do for a living?*
- *Where did she live?*
- *What were her achievements?*

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## **Portrait Gallery**

*You visit the Portrait Gallery at Quicksmiths and you're looking at one of the portraits. You see a little wooden lever on the side of the picture frame and when you pull it down you find yourself inside the painting!*

- *Who or what is in the painting?*
- *What do they say to you?*
- *Are you in danger, or is it fun?*
- *How do you get out of the painting?*

## **A Strange Statue**

*You're walking through the gardens of Quicksmiths and you come across a statue. Something about it catches your eye.*

- *Who or what is it of?*
- *What's unusual about it?*
- *Is there a Strange Energy coming from the statue?*
- *What happens next?*

## **Around the World in 80 Seconds**

*You go into the Hall of Maps, to find it's completely empty.*

- *Describe what you see*
- *Do you stop to look at anything.*
- *You need to use the Great Globe to find a location, so that you can use the Wormhole Positioning System to go there.*
- *Why is it so important that you go there?*

## **Froglash Saves the Day**

*Describe a way in which you save the day using a Froglash on an ordinary day at school.*

## **The Human Remote Fix**

*Describe a way in which you fix a problem by using a Human Remote on an ordinary weekend at home.*

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## ***The Invention Prototype***

*You've created an invention that uses Strange Energy.*

- *What's it called?*
- *What does it do?*
- *What Strange Energy does it use?*
- *Who does it help?*

## ***Detention Day***

*Write about the time you got detention at Quicksmiths and why. Use the weather and other natural elements around you to help describe how you felt when you got to detention, and how you felt when you got out.*

## ***Rainforest Surprise***

*You are on an expedition to the rainforest and you discover an entirely new species!*

- *What does it look like?*
- *What does it do?*
- *What does it eat and drink?*
- *Does it have a family or a pack?*
- *This creature makes a very strange noise. What is it? What does it remind you of?*

## ***Calling all Sideways Thinkers!***

*Write a job advert for a seventh member of Team Glowflyer.*

## ***A Message from the Ballmoths***

*You are sat in the Buttery having your breakfast. Suddenly the Ballmoths all rise to the air and spell out an important message for everyone.*

- *What does it say?*
- *What must everyone do?*
- *How do people react?*
- *Does everything go according to plan, or is there a problem?*

## ***Turn-Back-Time Machine***

*You discover a turn-back-time machine in a cupboard in the Porterhouse. What do you use it for and what happens next?*

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## *Inside the Study of Secrets*

*You are in Eartha's secret study one night admiring the trinkets and contraptions. Then one of them does something unusual. It could be one of the objects described in the book or something different. What does it do? What happens next?*

## *Moon Base*

*You're on a Quicksmiths mission to the moon to set up a moon base.*

- What Strange Energy gets you there?*
- Where do you land?*
- What do you call the base?*
- What do you see on the moon?*

## *Treasure Trap*

*You find yourself trapped in a pirate's treasure den! Explain how you got here, and describe who the den belongs to. What sort of treasure is in the den? How do you escape?*