

# Summer Book Club Activity Pack

**Welcome to Summer Book Club.** We are really pleased that you can join us reading Jennifer Bell's *Wonderscape*, an epic adventure set in a future reality computer game. It is a race against time to win the game and get home again.

This is your activity pack to use alongside reading the book. It has questions and ideas for activities you can try.

Do as many as you can, or make up your own. This pack is designed to be used over 4 weeks, but you can use it at whatever speed works for you.

Enjoy your reading and have a great summer!

## How it Works

1. Read some of the book each week (the questions and activities are divided into four weeks)
2. Have a look at the questions for each week and think about them
3. Try some of the activities suggested
4. Come back to school ready to share what you thought about the book and the activities you did
5. Join in the live online event with Jennifer Bell in September
6. Have fun!

**Week 1:** Read pages 1-82

**Week 2:** Read pages 83-158

**Week 3:** Read pages 159-241

**Week 4:** Read pages 242-346



## Week 1

### Wonderscape by Jennifer Bell

Read Pages 1-82

## Questions to think about

- 1 What are your first impressions of Arthur, Ren and Cecily? Do you think they are going to get on with each other? Do they remind you of characters in any other books or films?
- 2 Arthur discovers a password reminder in the folded corners of some notebooks. What other ways are there to remember your passwords?
- 3 Who or what is Hxperion? Are they a good thing or something to be approached with caution? Why do you think that?
- 4 Cecily helps Arthur calm down by getting him to breathe in slowly through his nose and then breathe out through his mouth. Would this work for you? What else could you do to calm down if you felt really nervous about something?



## Activities

- 1 Getting out of the ship's cabin is like being in an escape room. Design your own escape room. What is the theme for your room? How many tasks or puzzles need to be solved to escape? What clues do you give? How long is there to escape and what happens if you fail?
- 2 Arthur, Ren and Cecily find themselves trapped in the year 2473. What will have changed by 2473? Describe or draw what you think will be the best invention or an improvement to something that already exists that would make your life better.
- 3 When Arthur, Ren and Cecily choose new outfits - which one did you like most? What outfit would you have chosen from all the clothes available in the lost property room on the ship? Describe or draw your favourite outfit.



- Visit Jennifer Bell's website at <http://jennifer-bell-author.com>
- Look up her other books online.
- Which one looks most interesting?
- Which cover do you like the best?
- What did Jennifer study at university?
- Where did Jennifer work before becoming an author?



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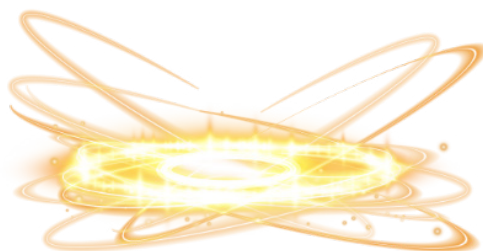
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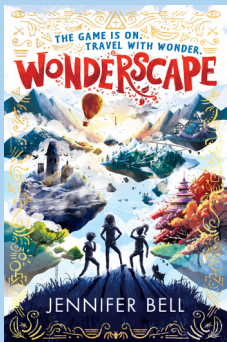


## Week 1 - Design your own portal to another world or time

Can you think of any other stories that involve going through an ordinary object that turns out to be a gateway into another world or time? Think about your journey to your secondary school in September. What do you go past on the way? Is there a building that you think is most likely to contain a time portal? If you went through it, where would it take you? Imagine you are writing your own story where this happens and draw your own gateway, using labels to explain how it works:

- What does the gateway look like?
- How does it open?
- What does it feel like to pass through it?
- What is on the other side?
- What year are you in?
- How do you get back?





## Week 2

**Wonderscape**  
by Jennifer Bell

Read Pages 83-158

### Questions to think about

- 1 Arthur's dad told him that "Bravery isn't about being fearless. It's about feeling scared and doing it anyway". Do you think he is right? Why or why not?
- 2 How do you think Tiburon picks the people he tricks into becoming mimics? How would it feel to have your consciousness in the body of a mimic and your real life carrying on elsewhere?
- 3 Why do you think Milo is in trouble? Why is he being chased and where do you think he has gone? Have you spotted any clues that might help find him?
- 4 In Isaac Newton's realm, *Wondernews* can be seen through a microscope and in Tomoe Gozen's realm it is an ancient Japanese newspaper. What other formats might *Wondernews* appear in?



### Activities

- 1 The Pipsqueaks approach the problem of winning the race by thinking about it in a completely different way. Can you think of a time when thinking about a problem differently has helped you solve it? What did you do differently?
- 2 The vending machines in Wonderscape produce all kinds of food and drink depending on the realm they are in. What food and drink would you stock a vending machine with? How would it fit with the theme of the realm you are in?
- 3 Design a vehicle for the Race of the Warrior. Assume that the route the Pipsqueaks took is no longer available. How will you ensure you win?
  - What elements will it need to make it go fast?
  - What about to help you navigate?
  - What safety features will it have?



**Get out and about**

Arthur, Ren and Cecily go into another world for their adventure. There are adventures on your doorstep too, if you look for them. Where could you go on your bike, scooter or skateboard? Are there any parks or open spaces near where you live, or good places to go for a walk? See if you can encourage your friends or family to come out with you too.



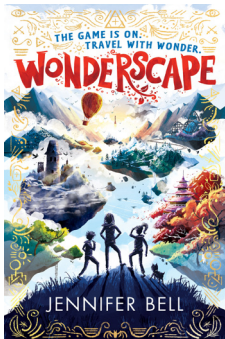
- Why not try geocaching - a free worldwide outdoor treasure hunting game. Find out more here: [www.gagb.org.uk](http://www.gagb.org.uk)
- For help planning where to go, try looking up 'parks' or 'nature reserve' on your local council website.
- Try activities like building an obstacle course or going on a scavenger hunt.



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## Week 2 - Create your own mimic animal

Cloud is a mimic that can turn into different animals - create your own version of Cloud and draw it below or make a model of it:

- what five animals would you include?
- why might they be useful?
- how do you switch your animal from one form to another?

Do you know which Chinese year you were born in? Look it up and find out. What Chinese year are we in now?



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## Week 3

**Wonderscape**  
by Jennifer Bell

Read Pages 159-241

### Questions to think about

- 1 What do you think has happened to Tomoe Gozen? Does she outsmart Valeria and will she make it back to her own time?

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- 2 Amaros Ba is a hero from the future - what is he famous for? How do you think heroes from the future might be different? Do you think it is possible for something like a mimic to be a hero?

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- 3 Why is the time key dangerous? What might happen if you travel back in time and change something? What would you do if you could time travel - when in time would you travel to?

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- 4 What famous person's realm would you like to go to and why? What are they famous for and what would their realm be like?

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### Activities

- 1 What do you think a timefritter tastes like - are they as dangerous as Arthur fears? Think up a new food that you would want to eat and write a recipe for it.
  - What are the ingredients?
  - How do you make it?
  - What does it taste like?

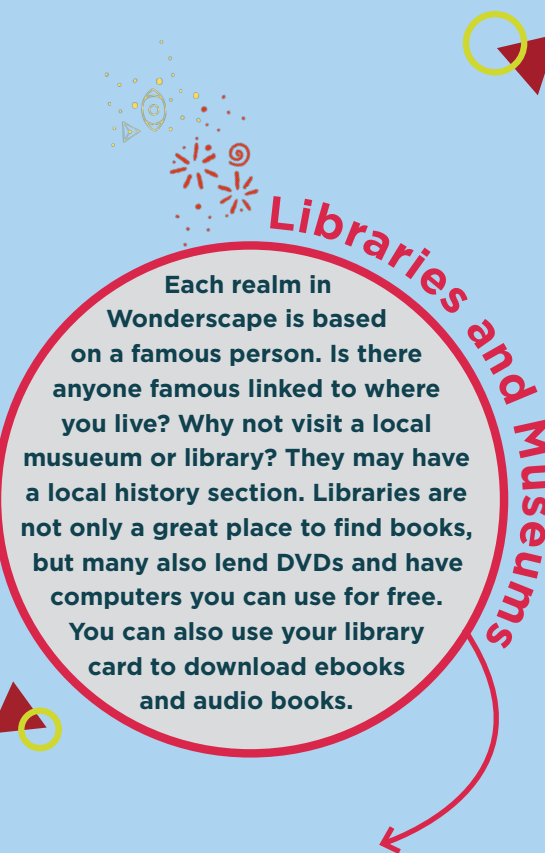
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- 2 What way have the heroes discovered of communicating between the realms? Can you think of any other ways of secretly passing messages? Try out your secret way of communicating with a friend or sibling. When might this be useful?

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- 3 What Wonderskill would you most want to have and why?
  - how would it work?
  - what would you use it for?
  - how would this improve your life?

Write a short paragraph or a comic strip showing you using your Wonderskill.



- Do some research and find out about any museums that are near you. Many are free or have discounted tickets for local residents.

[www.museums.co.uk](http://www.museums.co.uk)

[www.visitbritain.com](http://www.visitbritain.com)

- To find your local library

[www.gov.uk/local-library-services](http://www.gov.uk/local-library-services)



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## Week 3 - What would your Wondercloak look like?

Wondercloaks reflect each person's interests but also change according to their mood and what they are thinking about. Draw your Wondercloak below.

- What would your Wondercloak look like?
- How would your Wondercloak change when you are happy or when you are worried?
- What Wonderskill would you have?



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## Week 4

**Wonderscape**  
by Jennifer Bell

Read Pages 242-346

### Questions to think about

- 1 Cecily misses her wardrobe from the 21st Century - if you were transported to another time, what thing would you miss most from your current life?
- 2 Ren reveals that she is scared of insects. How do you feel about insects? Is there something else that frightens you? What is the best way to deal with something that you are afraid of?
- 3 Do you think Arthur, Ren and Cecily will continue to be friends when they get back to school? How are each of them different to the initial impressions they made?
- 4 Did you expect the ending? If you were to write an alternative ending, what would it be?



### Activities

- 1 What is a Nobel Peace Prize? Why are people awarded it? Can you find out more about Wangari Maathai? What about other people who have been awarded it - is there anyone who particularly interests you?
- 2 Write your own review of the book. Here are some ideas about what to include:
  - a short summary of the story (no spoilers!)
  - is it exciting/scary/funny etc.?
  - why you enjoyed it/didn't enjoy it
  - your favourite part or character
  - who you think would enjoy reading *Wonderscape*
  - three words to sum it up
  - any similar books you know
- 3 If you were to design a computer game, where would it be set, how would it work? What would players need to do?



### Finding your way

At secondary school you will start to travel more on your own. How well do you know how to get around? Do you know the quickest and safest routes? Do you know how to find bus or train timetables? What about bike paths? Do you know how long it takes to get somewhere? Try some of these to test your skills:

- Plan your route to school next year.
- What is the quickest way to get there?
- When will you need to leave home?
- Is there an alternative way to get there if your usual way is disrupted?
- If you are unsure about doing it, can you ask someone to practise with you?



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## Week 4 - Design your own realm

Which was your favourite realm? Design your own realm below. Think about:

- who would the hero be?
- what would the challenge be?
- what riddle would appear on a scroll?
- what Wonderskill would you gain for completing the challenge?

If you are interested in computer games, try out making your own on the free website <https://scratch.mit.edu>



## Crossword

See if you can complete the crossword below. All the answers are in the book.

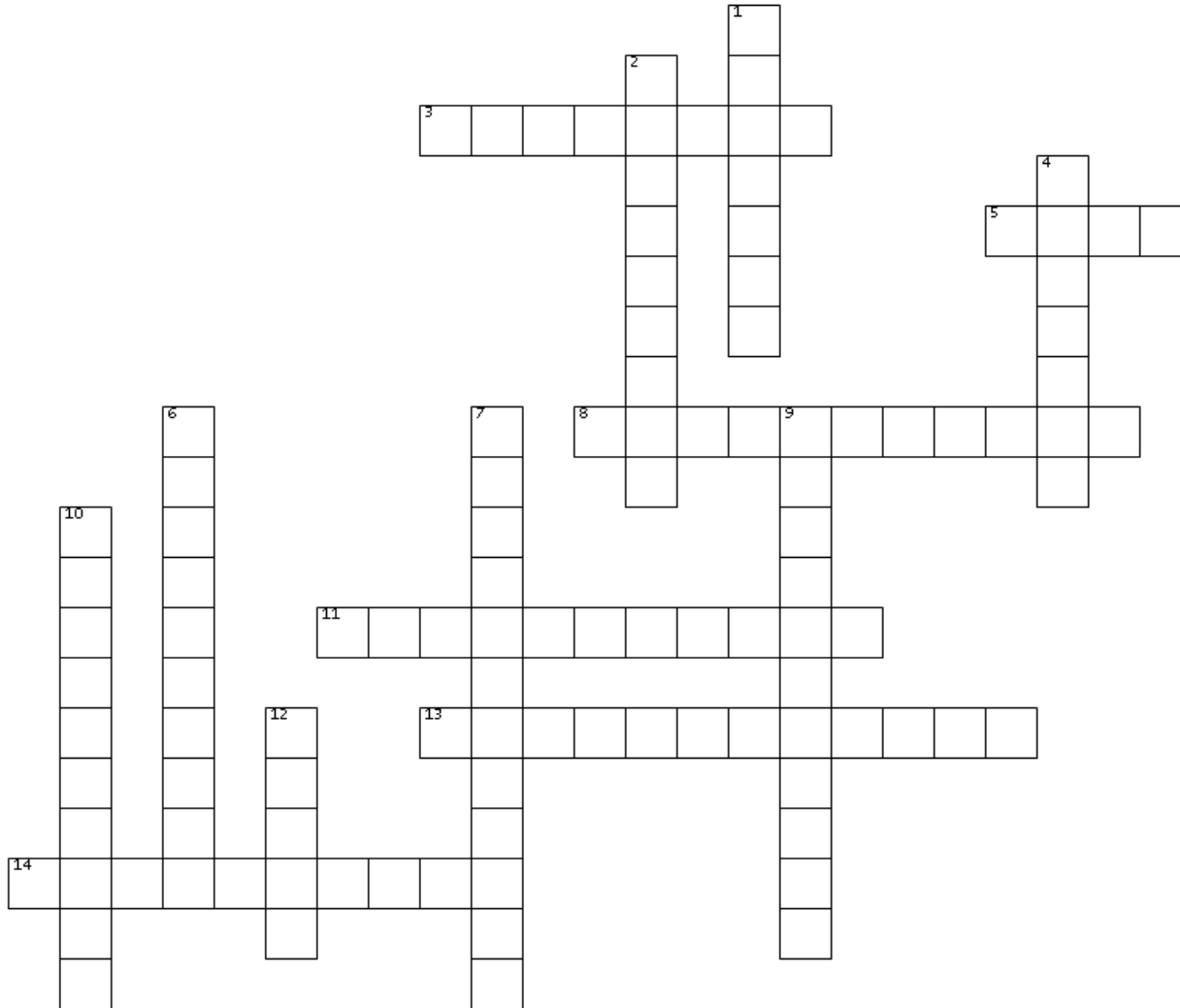


### ACROSS

3. The hero from the future (6,2)
5. What you pay with in the Wonderscape (4)
8. The hero of Realm 18 (4,7)
11. The hero whose discovery keeps our feet on the ground (5,6)
13. The name of the luxurious train (5,7)
14. Arthur, Ren and Cecily's team name in the Race of the Warriors (10)

### DOWN

1. The scheming older brother (7)
2. The way from one realm to another (9)
4. Milo's invention (4,3)
6. Wonderscape's newspaper (10)
7. The hero who invented the light bulb (6,6)
9. What you need to hide from a mimic (6,5)
10. The estate where Arthur lives (10)
12. The furry mimic's name (5)



# Wordsearch

See if you can find all the words in the giant wordsearch below.

O	I	K	I	M	Q	N	R	K	B	B	Y	C	W	V	Y	H	S	A	F	M	U	G	K	H	A	L	E	N	
K	P	S	N	Z	Y	K	I	D	E	W	Y	S	E	H	L	Y	G	Q	Y	E	O	L	I	M	I	F	T	Z	E
F	V	W	A	X	F	P	E	L	N	A	Q	C	C	K	T	E	H	B	N	D	R	J	L	R	O	A	P	O	Z
I	C	K	A	A	K	F	T	Q	O	L	L	N	I	Y	E	W	E	L	O	F	V	U	E	N	T	S	C	S	O
V	J	L	L	W	C	W	S	Q	K	R	S	M	L	Y	L	M	O	J	E	X	Z	L	C	S	C	J	K	Y	G
E	A	Y	M	W	E	N	N	L	D	F	Q	V	Y	C	X	P	I	M	S	L	A	W	E	P	D	A	B	W	E
G	R	A	J	S	O	S	E	F	K	C	A	M	T	W	A	R	C	T	T	V	M	T	L	K	I	C	C	O	O
G	E	O	E	J	C	R	K	W	L	L	B	A	X	R	G	M	K	P	Z	Q	N	Y	Z	R	U	V	O	N	M
T	B	G	D	R	G	E	N	V	T	F	M	R	K	R	Q	S	K	J	T	I	C	A	M	F	K	D	S	D	O
Y	D	T	X	K	A	G	A	O	V	O	X	Y	A	W	R	E	D	N	O	W	Q	Q	O	K	L	C	T	E	T
W	Y	R	P	D	V	O	R	C	V	F	N	S	X	N	W	J	V	P	A	X	H	V	N	W	G	F	F	R	A
Y	A	Q	T	D	Q	A	F	W	N	V	L	H	U	T	H	N	E	B	P	I	P	S	Q	U	E	A	K	S	Q
Y	F	R	H	Y	P	E	R	I	O	N	S	E	K	T	V	C	S	O	D	C	T	R	I	D	K	E	P	C	B
X	Y	X	T	V	W	J	W	T	C	I	T	L	V	O	A	O	N	Y	R	J	I	X	N	U	P	T	K	A	D
U	X	V	H	H	C	R	C	B	R	N	C	L	X	E	R	A	U	G	O	J	D	S	Q	Q	H	B	K	P	Z
B	W	N	H	L	U	I	U	N	F	E	O	E	P	A	W	X	W	M	W	Z	N	Q	J	O	V	W	J	E	R
W	C	G	O	P	F	R	V	B	Y	Y	A	Y	M	D	Q	M	R	Q	S	C	Z	A	M	T	O	U	K	H	Q
N	O	U	W	A	N	G	A	R	I	M	A	A	T	H	A	I	C	S	S	C	I	A	L	N	X	M	G	K	S
H	D	N	Q	P	L	E	A	X	B	L	D	O	G	C	C	D	N	X	A	U	S	M	D	C	T	G	N	O	H
L	H	U	D	N	P	D	D	C	Z	H	P	B	B	Y	F	M	U	R	P	E	J	E	I	I	B	I	Q	M	E
O	V	V	F	E	M	I	U	Y	F	R	K	F	B	H	V	J	G	O	D	J	R	T	Q	M	K	L	S	S	R
D	P	Q	X	D	R	W	Z	A	S	E	R	I	D	H	V	K	B	I	J	S	J	M	I	T	C	A	R	S	G
X	F	X	S	U	L	C	D	Z	E	N	O	R	U	B	I	T	S	B	K	I	W	J	B	N	W	K	H	B	W
X	Q	C	E	J	T	D	L	Q	J	F	M	U	D	G	A	O	O	I	Z	P	A	N	D	R	O	I	D	C	E
Q	S	G	Z	N	F	Z	T	O	T	R	Z	M	Z	F	N	T	L	I	L	R	B	Y	D	A	I	O	Y	Q	A
J	J	B	F	N	E	Z	U	X	A	N	D	A	S	V	D	L	E	O	O	W	D	Y	O	E	C	G	V	J	F
Q	M	M	F	A	Q	S	Z	J	M	K	S	N	Y	R	W	H	D	Z	O	A	I	N	C	H	U	E	O	B	S
C	Y	G	F	F	E	H	X	F	C	V	M	M	F	Q	C	D	X	G	A	K	K	G	A	J	O	G	X	G	E
B	M	B	E	T	M	R	K	L	W	L	B	K	E	Y	D	X	I	B	B	X	B	V	L	F	V	L	C	H	M
N	P	U	L	Y	B	E	H	F	R	S	U	E	R	V	S	G	V	U	Y	L	L	A	L	J	X	Z	J	S	Z



AMAROS BA  
 ANDROID  
 ARTHUR  
 CECILY  
 CLOUD  
 DIRT  
 EXPO  
 FRANKENSTEIN  
 GALAXY  
 HYPERION  
 ISAAC NEWTON  
 MARY SHELLEY  
 MENLO PARK  
 MILO  
 MIMIC

PASSWORD  
 PEACEPOINT ESTATE  
 PIPSQUEAKS  
 REALM  
 REN  
 THOMAS EDISON  
 TIBURON  
 TIME KEY  
 TOMOE GOZEN  
 VALERIA  
 WANGARI MAATHAI  
 WONDERCLOAK  
 WONDERSCAPE  
 WONDERSKILL  
 WONDERWAY



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## What to Read Next

If you enjoyed Wonderscape, Arthur, Ren and Cecily come back for another in-game adventure in the sequel **Legendarium**.

The new game features famous legends from around the world. But the friends soon uncover a sinister plot by a mysterious raider called Deadlock, who wants to re-create dangerous time-way technology.

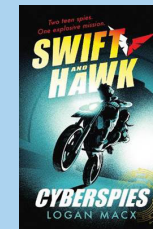
With the fate of the universe in their hands, the friends must enter a dangerous i-sports tournament, that will take them from the lost city of Atlantis to Viking battlefields and subterranean Incan tunnels.



### Other books by Jennifer Bell



### More adventure stories to enjoy



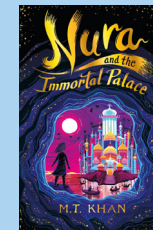
Swift and Hawk Cyberspies by Logan Macx

Swift and Hawk, teen experts in AI and robotics, are recruited by the secretive Möbius Programme to crack an unbreakable code.



Skywake Invasion by Jamie Russell

Aliens swoop down on a national gaming tournament, and abduct the best gamers to fight in a distant alien war across the galaxy.



Nura and the Immortal Palace by M.T. Khan

A page-turning adventure following Nura's journey from the mines of Pakistan into the treacherous world of the jinn.



The Great Fox Illusion by Justyn Edwards

Sinister secrets and illusions abound as a group of young magicians competes for the prize of a lifetime on a reality TV show.

