QuestFriendz

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First published in 2020 by QuestFriendz
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JFMAMJJASOND
ISBN 978-90-829940-0-1

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A special thank you to all contributors who helped us along the way.

www.lillicorn.com





To help Lulu the Ladybug there are 10 quests to complete.
If you assist Lillicorn, together you can conquer this feat!
And when you are finished, there are fun rewards,
You'll collect 10 charm tokens as your awards.

There's one more Lillicorn token when you reach the end.
It's a gift to say Thank You to you, her new special friend.



- Quest 1: Gumdrop Bridge
- Quest 2: Blackberry Bush
- Quest 3: Friendship Bracelets
- Quest 4: Mountain Climb
- Quest 5: Hang Gliding
- Quest 6: Lady Blacksmith's House
- Quest 7: Wake Up Mr. Waddles
- Quest 8: Cross the Lake
- Quest 9: Jellybean Zipline
- Quest 10: Hot Air Balloon
- Lillicorn charm token
- Command cards

Use your charm tokens and command cards to finish this quest.
By teaming up with Lillicorn, you can help her perform at her best.



Quest 8:
Cross the Lake

Now that Mr. Waddles is up and awake
Lillicorn tells him, "I need your help to cross the lake."
Her friend Lulu ladybug wants to fly.
But she needs a hot air balloon to travel the sky.



Mr. Waddles wants to help but he's afraid to travel there.
The icebergs, polar bears, and whales give him a scare.
Can you help the two of them get across the lake?
It's a risk that you can help them take.



Help Lillicorn place
Each command card in the right space.
With the berry token you can feed hungry polar bears,
The heart token will help the whale laugh away its cares.
Watch for broken ice, don't get snapped at by a Snapette!

STEM skills: structured problem solving, trial and error



Lillicorn waves goodbye to her special friend,
And she senses that this quest will soon end.
She rubs her waking eyes and feels heavy inside
As she hears her squeaking pet mouse, snuggled at her side.



She's back home again after travelling far and wide.
Lillicorn has had a great adventure and she's filled with pride.
Challenges, problems, and quests mean wonderful, new things to learn.
The gears in her curious, scientific mind are already starting to turn!

Glossary

Abstraction: The process of removing unnecessary details from a situation in order to focus on the most essential and meaningful details. A circle, a triangle, a square, and a rectangle can be abstracted as shapes. A banana, a mango, a strawberry, and an orange can be abstracted as four fruits.

Mental Rotation: The ability to visualise an object in multiple dimensions. For example, to be able to visualise the six faces of a dice and the numbers on each of those faces.

Optimisation: To improve an existing solution based on given parameters– for example, time constraints, such as less then 60 seconds, or resource constraints, such as in the fewest steps possible.

Pattern Recognition: The process of associating similar colours or shapes together in a logical way.

Problem Identification: The first step of structured problem solving, which entails understanding the instructions or explanation, determining the end goal, and finding the parameters of the problem to solve.

Puzzle Solving: A step in the problem-solving process, which entails visualising the end goal and solution, then assembling the pieces together.

Sequencing: Arranging a series of steps so they follow one another in order. Each step must be followed in sequence after the previous step is complete.

Solution Finding: After a problem has been identified, a step in the structured problem-solving process that entails brainstorming to determine the pros and cons of different potential methods to solve the problem.

Sorting: To arrange items in specific structures or order based on criteria. For example, the directions might specify, "Put all the round green shapes in the trunk and put all the rest on the table."

Spatial Perception: Visualising objects with respect to positions or landmarks. For example, the cat is sitting next to the chair.

Structured Problem Solving: Identifying the problem to solve, then trying different approaches and evaluating them to obtain the best solution.

Trial and Error: A part of the structured problem-solving process, which entails trying an approach to solve a problem and either succeeding or failing with the approach. It is part of improving and finding the solution.

Quest 3:
Friendship Bracelets

With her tummy full, Lillicorn's ready to cover some ground,
Although she's walking and walking, she's just circling around.
But, then, Madam Hedgehog offers to act as a pathway guide,
And Lillicorn finds her way with Madam Hedgehog by her side.

Lillicorn thinks, How do I say thank you for the helping hand?
I'll give her a friendship bracelet. That would be grand!
Can you help her to fill in the missing charms,
So she can adorn Madam Hedgehog's arms?



Can you recognise the pattern? As soon as you start.
You're on your way to helping Lillicorn earn a magic heart.

STEM skills: pattern recognition

Quest 9:
Jellybean Zipline

From the lake's shore she can see a rainforest with dense leafy greens,
And a sign that tells of a jungle made from jellybeans!
As Lillicorn gets used to the tropical air,
A little leopard waits for her there.

Spotty the Leopard says, "The Jelly Bean Giant lives here,
But if you're with me you'll have nothing to fear.
I know this part of the jungle from bottom to top.
Let's travel on the zipline until we need to stop."

You can help Lillicorn and Spotty travel in the air,
And at the end they'll find the hot air balloon there!
Collect the charm tokens you'll need for this test.
Match the charm colours to the jellybeans to win this quest.

STEM skills: pattern recognition and sorting





