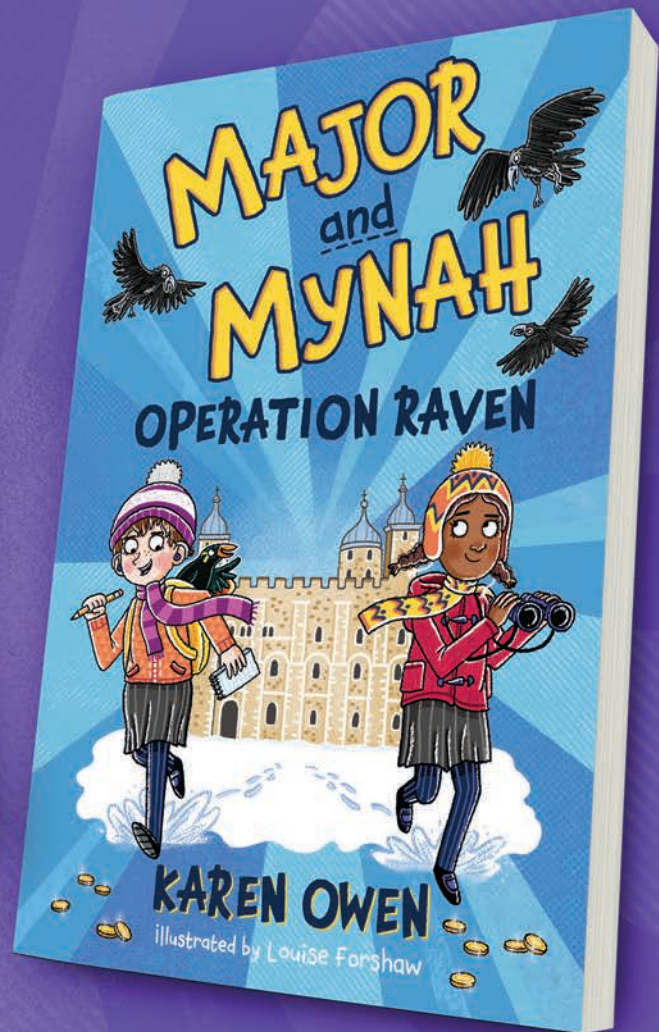
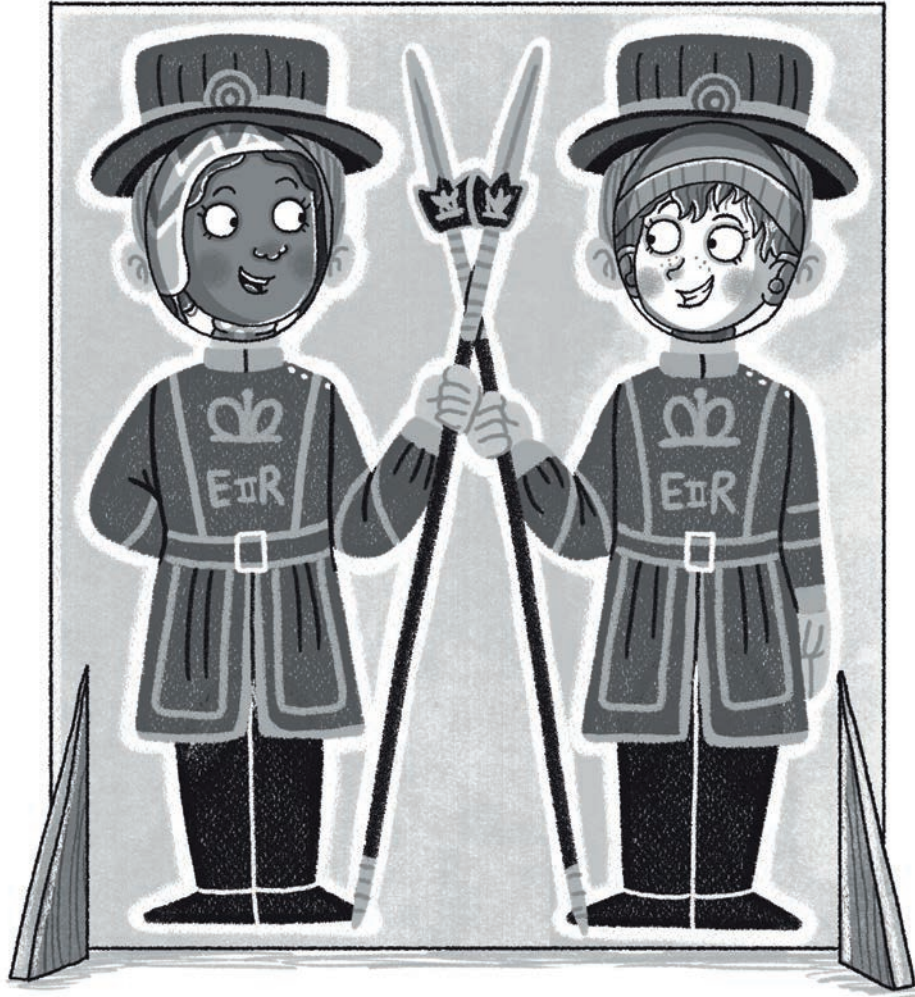


Resource Pack





TEACHERS' RESOURCES PACK



Contents

| | |
|---|---------|
| Take Callie and Grace's Sign Language Challenge | page 3 |
| Treasure Hunt: Follow the clues to find the hidden treasure | page 4 |
| Quiz: Be a detective and find answers (using Major and Mynah) | page 5 |
| Quiz: Facts about the Tower of London (using Operation Raven) | page 6 |
| Crossword: Detecting with the Detectives | page 7 |
| Word Search | page 8 |
| Consequences | page 11 |
| Answers..... | page 12 |



Take the BSL Challenge!



Callie, Grace and Bo have set themselves a target to learn a new BSL sign every day for a month. Are you up for trying out their BSL Challenge?

BSL stands for British Sign Language and it's a way of communicating by using your hands and facial expressions. It is the fourth most common language in the UK, with around 150,000 users. For some deaf people, it is their main language. BSL has its own structure and is different from a spoken language but it's easy to get started.

The Challenge:

- Learn the sign for each letter of the alphabet. Once you know these, you can learn to finge -spell your name and those of your classmates
- Learn how to count to twenty
- Learn a phrase that you can use each day: Hello, How are you? I'm well. I'm not well. Please. Thank you. I'm hungry. I'm thirsty.
- Choose extra phrases that suit your class

Resources

There are many videos and other resources on YouTube and websites designed specifically for children to learn BSL.

BBC Bitesize shows how to sign the alphabet as part of its educational pages:

<https://www.bbc.co.uk/bitesize/articles/z6shnrd>

You can download the BSL Fingerspelling Card from the British Deaf Association here: <https://bda.org.uk/help-resources/>

The National Deaf Children's Society has various resources:

<https://www.ndcs.org.uk/documents-and-resources/>



Treasure Hunt

Help Callie, Grace and Bo find the hidden treasure

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| G | | | | | | | | |
| F | | | | | | | | |
| E | | | | | | | | |
| D | | | | | | | | |
| C | | | | | | | | |
| B | | | | | | | | |
| A | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |



1. It's time to be a detective. Start at A1.
2. Go up 3 squares and take a good look around. Where next?
3. Go right 4 squares.
4. Uh-oh. There's a boundary wall blocking your way. The only way to go is down 1 square.
5. Left 2 squares. Is anyone following you?
6. Up 4 squares.
7. The treasure thieves are on to you. Quick! Run away by travelling 2 squares to the right.
8. Now go down 1 square.
9. Hmm. The treasure isn't here. Go right 3 squares.
10. Down 1 square.
11. A-ha. This is where the treasure is buried. Have you found it?

Now can you use the grid to hide your own treasure and set some clues to help the detectives find it?



Major & Mynah Quiz

[Pupils will find the answers in chapter 4 of Major & Mynah]

1. What is Callie's nickname for her hearing aids?

2. How does Mr Carter's dog bark?

3. What is the first piece of evidence that Callie and Grace discover when they arrive at school?

4. What did the thieves use to break the fence?

5. What has the thief stolen?

6. Where was the stolen item kept?

7. How much does hair grow a month, on average?

8. What six things does Mrs Manning discover behind the bookcase?





Tower of London Quiz

[Pupils will find the answers in chapters 3 and 7]



1. What is the name of the gate where prisoners accused of crimes such as treason used to arrive?

2. What is the name of the building where the king's crown is kept?

3. What is the official name of the Beefeaters?

4. What is a group of ravens called? (Clue: there are two names)

5. What is the name of the enormous book which listed all of the Tower's weapons?

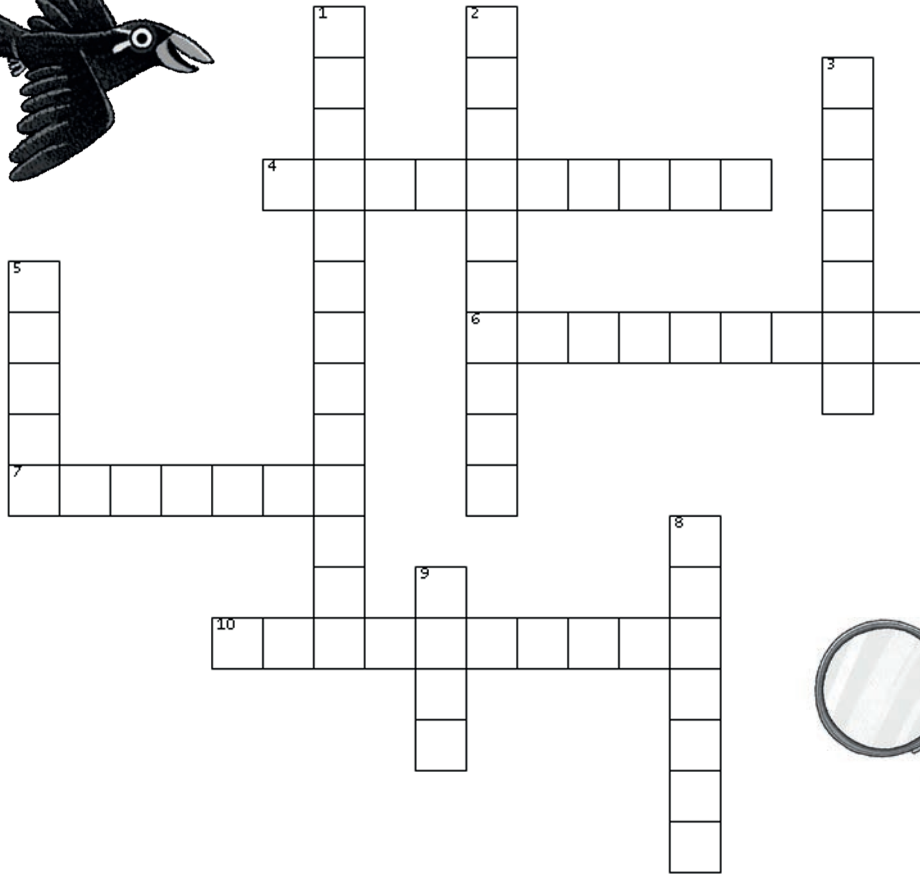
6. Why is Sir Francis Walsingham famous?

7. How does the clock above the entrance to the Jewel House tell the time?

8. Name one of the prisoners tortured in the basement of the White Tower, and explain why.



Detecting with the Detectives!



Use the clues to fill in the words.
Words can go across or down.
Letters are shared when the words intersect.

ACROSS

4. What word is missing: Super — Undercover Detectives
6. Fill in the gaps: — Raven
7. Someone who is thought to have committed a crime or done something wrong
10. An object used to help you see faraway things

DOWN

1. A search or examination of something
2. Callie and Grace like to be this when they're hunting for clues
3. A place to write secret case file
5. A system of symbols or signals used instead of letters for sending messages
8. Something that is secret or can't be explained
9. Abbreviation for the name given to video cameras used for surveillance



Code Breakers

Are you a spy-in-training? If so, then you'll need to learn about cryptography! Cryptography is the art of writing or solving codes. In Operation Raven, Callie and Grace make their own one by changing the order of the letters in words, like this: REPUS. Do you know what this is code for? We'll give you a clue. Start with the last letter and read the word backwards, right to left. It then becomes SUPER.

Try the same with these words:

EVITPECREP
REVOCREDNA
SEVITCETED



Another way of creating a code is to replace letters with numbers. Here's an easy example, starting with the first letter of the alphabet being given the number 1, and so on.

Alphabet Code

| | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|
| A | B | C | D | E | F | G | H | I | J | K | L | M |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |

Now can you use the grid to help you solve these secret sentences?

2, 15, 15, 11, 19 1, 18, 5 7, 18, 5, 1, 20
12, 9, 2, 18, 1, 18, 9, 5, 19 18, 15, 3, 11





Code Breakers



Here's a different code, using some numbers and some symbols.
What is the link between the letters that have the symbols?

Can you crack these codes?

14, £, 17, #, 9 £, 13, 23 14, 2, 13, £, 19 7, #, 11 8, %, 24, 9, %, 7

Alphabet Code

| | | | | | | | | | | | | |
|----|----|----|----|---|----|----|----|---|----|----|----|----|
| A | B | C | D | E | F | G | H | I | J | K | L | M |
| £ | 25 | 24 | 23 | % | 21 | 20 | 19 | * | 17 | 16 | 15 | 14 |
| N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
| 13 | # | 11 | 10 | 9 | 8 | 7 | @ | 5 | 4 | 3 | 2 | 1 |



Code Breakers

Here's a grid for you to create your own code. Think big! You could use different symbols as well as numbers or letters. You could even try the Caesar Cipher, which is one of the earliest codes on record. It's said that Roman Emperor Julius Caesar used it to send secret messages to his armies.

Choose a number between 1 and 26. If, for example, you chose 6, then start at A and count along six letters to G. Under G on the grid, write A, and then continue with the alphabet (so H will become B, I becomes C, and so on).

What other ideas can you come up with?



Alphabet code

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



Consequences!



Play Consequences and write your own fun Major and Mynah adventure! It's a story-writing game for three or more people which is quick, fun, easy, and great at firing the imagination.

Here's how to play:

1. Choose a line from a book.
2. Write out the chosen line at the top of a piece of A4 paper.
3. Pass the paper to the next person. They write a follow-up line to the sentence that they can see. They must then fold the paper over so the first sentence is hidden. Then pass the paper on to the next person.
4. Follow the same instructions as [3]. Fold the paper over so the only sentence that can be seen is the one that's just been written.
5. Continue as above until the paper is finished
6. Open the paper and read out all the sentences. You now have your finished story!

See how we did it:

<https://vimeo.com/793896796> (with thanks to animator Sophie Plowden)



Answers

Tower of London Quiz



1. Traitors' Gate (pg 36)
2. The Jewel House (pg 40)
3. Yeoman Warders (pg 41)
4. A conspiracy of ravens OR an unkindness of ravens (pg 45)
5. The ledger (pg 74)
6. Sir Francis Walsingham is famous because he saved the life of Queen Elizabeth I by deciphering coded letters sent between her enemies (pg 77)
7. Roman numerals (pg 76)
8. Guy Fawkes was tortured because he tried to blow up Parliament and kill the king. He was caught before he could carry out his plan (pg 80)

Treasure Hunt

The treasure is buried at E8.

Code Breakers

EVITPECREP = Perceptive

REVOCREDNA = Undercover

SEVITCETED = Detectives

2, 15, 15, 11, 19 1, 18, 5 7, 18, 5, 1, 20 = Books are great

12, 9, 2, 18, 1, 18, 9, 5, 19 18, 15, 3, 11 = Libraries rock

14, £, 17, #, 9 £, 13, 23 14, 2, 13, £, 19 7, #, 11 8, %, 24, 9, %, 7
= Major and Mynah Top Secret



Major & Mynah Quiz

1. The Slugs.
2. Mr Carter's dog barked as loud as a lion.
3. The girls discover a huge whole in school fence.
4. Bolt cutters.
5. The school's tractor mower.
6. It was kept in the school's equipment shed.
7. On average, hair grows 1.25cm a month.
8. Mrs Manning finds: dust, a pencil sharpener, two felt tip pens without their lids, a crumpled book, a dried-up apple core, and the Slugs.





Answers

Crossword

