

TEACHER NOTES

Firstly, a big THANK YOU for purchasing this product. Please checkout my store for more products and follow me for updates.

This math narrative story contains an intro story, five pages of math questions which link to and continue the story and three early extension activities for the fast kids in your class. Answers are included at the back.

Suggestions:

If you want to save paper you can read the first page of narrative to the class and only print from the hidden message page onwards.

If you want the story to be shorter you can just print the hidden message, map, and the hidden dragon pages. The Zodiac and path pages are not vital to the story but are good to include if you want to make this activity take longer.

I have provided both pdf version and version which can be opened in PowerPoint so changes can be made if desired. The path page is a good page to change questions and put in your own.

REMEMBER YOU CAN CLAIM 5% OF THE PRODUCT COST BACK BY LEAVING FEEDBACK !



Box of Possibilities

It is a cold windy night as you make your way through the winding streets. An old Chinese man selling a few old antiques smiles at you as you walk by. Suddenly the sky darkens and the wind starts to rush. Your mouth is open but the sound of the roaring wind drowns out the sound of your scream..... Slowly the sky starts to lighten and wind dies down to a light breeze. "Where am I" you croak. As your eyes start to adjust you realise you are no longer in the city.... you see rolling grassland all around you.

You jump as you hear a voice behind you - "To know what you know and what you do not know, that is true knowledge."
"What?...Who are you?" You say confused. It was the old Chinese man in the alleyway.

The old man smiles again and says "you know you are not in your city anymore, but you do not know where you are or how to get home."
"What?" You say again, "If you know where I am or how to get home then tell me" you demand.

The old man sighs and mutters to himself "True knowledge is to know the extent of one's ignorance." He then stands up and looks at you. "You are in Ancient China and to get home you must journey on to find the lair of the sleeping Dragon. In finding the lair you will also find yourself." A soft light started to glow and the man and you stare in wonder. The light suddenly erupts into a bright flash - and only a cloud of dust remains where the man had once stood.

"Wait! you scream. Where do I start? How do I find this dragon!"
A voice in the distance seems to echo all around you, "It does not matter how slowly you go as long as you do not stop."

The dust where the man used to be starts to gather together as you stare in amazement. You take a step closer and notice that the dust has formed into a set of scrolls. As you look at them closely you realise that you will need all of the scrolls in order to find the dragon.



You stare down at the first two bits of scroll and notice a map with directions on the second page and on the first page is what appears to be some sort of hidden message – but it is full with Chinese numbers! You realise that although there are directions on the map there is no starting point. You sigh as you figure out that you need to decipher the hidden message so you can find the starting point on the map.



Use the table below to identify the Chinese numbers and solve the problems, then fill in the message spaces with the letters that match the correct answers to read the hidden message.

HIDDEN MESSAGE

1	2	3	4	5	6	7	8	9	0
一	二	三	四	五	六	七	八	九	十

Use the table to figure out what the Chinese numbers are – e.g;

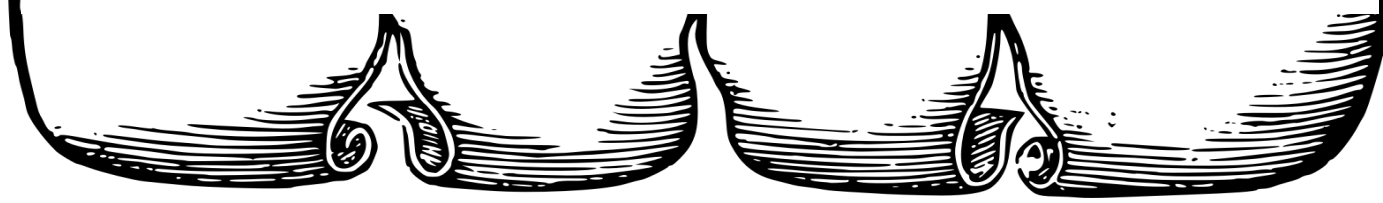
→ 十x九
= 10x9 = 90

A 五x六 x =	B 七x二 x =	C 三x九 x =	D 四x四 x =	E 五x二 x =	F 九x九 x =	G 三x四 x =
H 七x三 x =	I 五x五 x =	J 二x三 x =	K 一x四 x =	L 六x八 x =	M 六x六 x =	N 八x五 x =
O 七x八 x =	P 一x四 x =	Q 九x六 x =	R 一x三 x =	S 四x八 x =	T 十x七 x =	U 六x三 x =
V 四x七 x =	W 一x五 x =	X 二x四 x =	Y 八x八 x =	Z 七x九 x =		

PREVIEW
 THANKS FOR LOOKING!

56	80	80	56	15	70	21	10	36	30	4							
16	25	9	10	2	70	25	40	32	70	56	81	25	40	16	70	21	10
16	9	30	12	56	40	32	80	30	25	9	32	70	30	9	70	30	70
70	21	10	14	18	16	16	21	25	32	70	70	10	36	4	80	10	

USE THIS AS THE STARTING POINT FOR THE MAP ON THE NEXT PAGE.

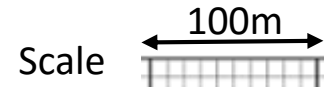
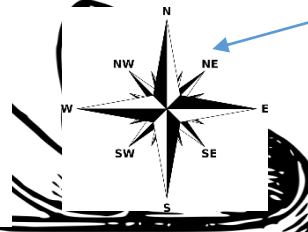


You grin with pride as you read the hidden message, – you now know where your starting point is on this map. You look down at the directions on the map “this is not going to be as easy as it looks” you think to yourself.

USE THE HIDDEN MESSAGE TO FIND THE STARTING POINT (START AT THE X WHICH IS NEAREST TO THE STARTING POINT). THEN FOLLOW THE DIRECTIONS BY WORKING OUT THE ANSWERS TO THE PROBLEMS.

THIS WILL LEAD YOU TO THE DRAGONS LIAR!

Use this compass to help you with directions



DIRECTIONS
(DRAW THE PATH ON THE MAP)

From the X near the starting point go..

60m + 50m East, then

160m + 160m North, then

85m + 95m East, then

17m + 33m South, then

62m + 38m East, then

140m - 50m South, then

320m - 280m East, then

421m - 321m South, then

45m + 45m West, then

28m + 62m South, then

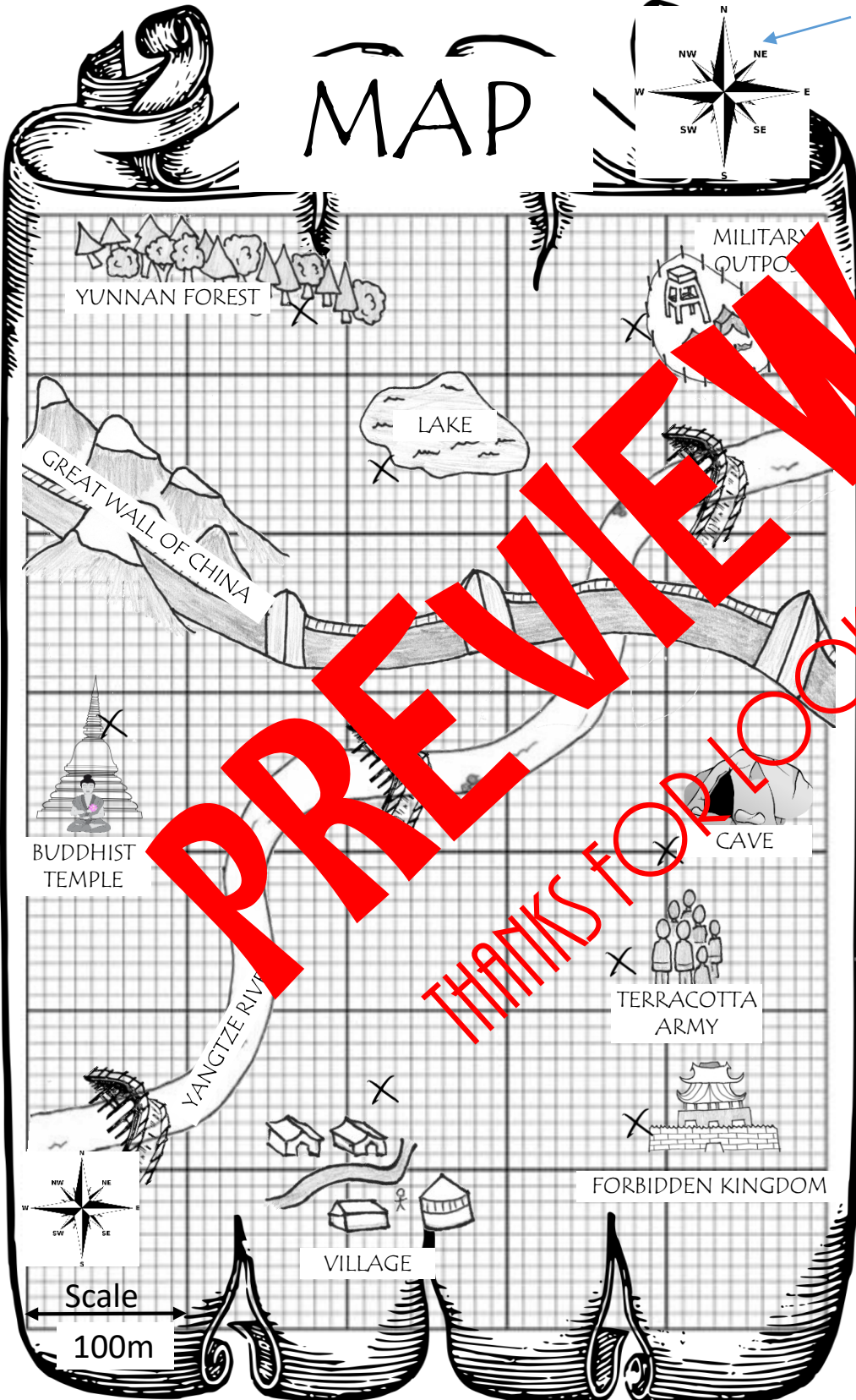
253m - 133m West, then

123m + 37m South, then

215m - 95m East

WHERE DID YOU
END UP?

THIS IS THE ENTERANCE
TO THE DRAGONS LAIR

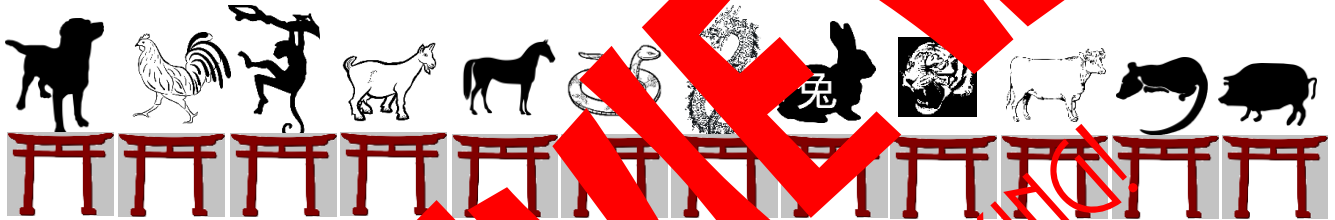


ZODIAC

You are now exhausted after criss-crossing your way across the country following the map. But at last you have made it to the entrance of the dragons lair. All is not as straight forward as you hoped. In front of you are 12 doors – each with a picture of an animal above it. You pull the scroll out of your bag and read it to try and figure out what to do next. It reads;

YOU MAY ONLY ENTER ONE OF THESE DOORS – ENTER THE WRONG DOOR AND YOU WILL BE TRAPPED FOREVER!

Chinese custom allocates an animal for each year – e.g- 2016 is the year of the monkey. There are 12 animals in total and they repeat every 12 years. Complete the table below to work out what animal each year has. Then read the text to eliminate the doors so that you have one door left.



DOG	ROOSTER	MONKEY	GOAT	HORSE	SNAKE	DRAGON	RABBIT	TIGER	OX	RAT	PIG
2018	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007
2006	2005										

A drought happened in these years making them unlucky – do not go through the doors with the years (1991, 2004 & 1978)

The following years had much misfortune do not go through these doors (2001, 2008, 1973)

A bad fate will happen if you enter the doors with the years; 1982, 2007, 1988

Only a fool will go through the doors with the years; 2000 & 1969



WHAT DOOR DO YOU GO THROUGH? _____

Path

You take a step towards the dragons lair and sweat starts to pour off you. The temperature is rising the closer you get to the dragons lair. In the distance you can see smoke coming out of a cave – “That must be where the dragon is” you think to yourself. However, in between you and the dragon is a deep pit with what appears to be floating stones. You look at the scroll and it reads...



STEP ON THE WRONG STONE AND IT WILL FALL TAKING YOU TO YOUR DOOM!

In the first row step on the rock with the **LOWEST** number

$$\begin{array}{r} 0.42 \\ + 1.26 \\ \hline \end{array}$$

$$\begin{array}{r} 0 \\ + 0 \\ \hline \end{array}$$

$$\begin{array}{r} 1.0 \\ + 0.21 \\ \hline \end{array}$$

$$\begin{array}{r} 0.76 \\ + 0.41 \\ \hline \end{array}$$

In the second row step on the rock with the **HIGHEST** number

$$81 \div (4+6)$$

$$6 \times 4 - (5+2)$$

$$5 \times (3-5) + 12$$

$$45 \div 9 + 3 \times 2$$

In the third row step on the rock which matches this fraction $\frac{3}{4}$

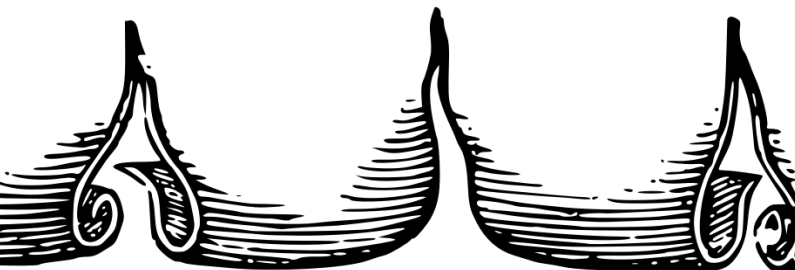
$$\frac{30}{400}$$

$$\frac{350}{450}$$

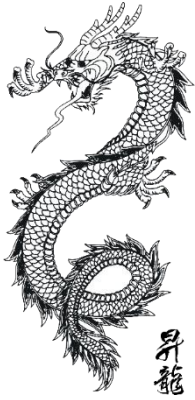
$$\frac{75}{100}$$

$$\frac{6}{10}$$

Draw the route you took to get to the dragons lair



You quiver with fear as you take a step into the dragons lair. Steam is rising from around the corner....you slowly proceed and gasp as the dragon comes into view. A deep voice booms around the cave causing dust to rise and the walls to tremble...



“DO NOT BE AFRAID. I AM THE DRAGON AND I WILL GUIDE YOU HOME.”

You stare in awe as you notice the dragon sitting on a large pile of gold coins. “You have travelled far and overcome many obstacles to get here, however before you can be sent home you must do one last task for me. I am trapped in this cave bound by these jewels – if they are taken out of these bowls the caves will collapse around us. The only way they can be removed is if something of equal value is placed in the bowl instead of the jewels. You must help me place the correct amount coins into each bowl so the jewels can be removed and I can be free to guide you home.”



Replace the jewels in the bowl with gold coins found in the dragons lair. This is a free mission who will then guide you home.

Example

Jewel Bowl 1 has:
3 Emeralds and 2 Rubies

Number	Coins needed
Emeralds 3	$3 \times 2 = 6$
Rubies 2	$2 \times 5 = 10$



Total coins needed for Jewel Bowl 1: $6 + 10 = 16$ coins

- 1 Emerald is worth 2 gold coins Emerald = 2 coins
- 1 Sapphire worth 3 gold coins Sapphire = 3 coins
- 1 Ruby worth 5 gold coins Ruby = 5 coins
- 1 Diamond worth 2 gold coins Diamond = 2 coins

Jewel Bowl 2
Has 4 emeralds and 2 Sapphires Coins needed? _____

Jewel Bowl 3
Has 2 rubies and 3 Sapphires Coins needed? _____

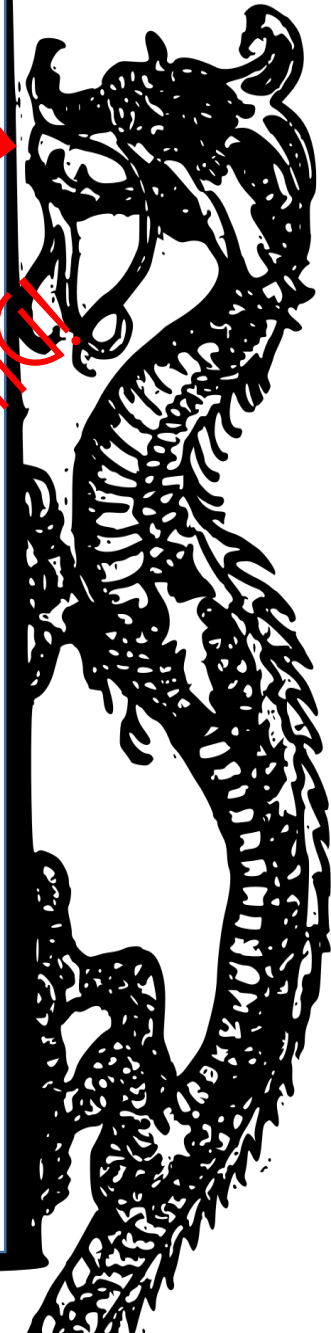
Jewel Bowl 4
Has 7 emeralds and 3 Diamonds Coins needed? _____

Jewel Bowl 5
Has 6 Sapphires, 2 Rubies and 2 Diamonds Coins needed? _____

Jewel Bowl 6
Has 3 emeralds and 1 Sapphires 1 Ruby and 6 Diamonds Coins needed? _____

TOTAL COINS NEEDED? _____

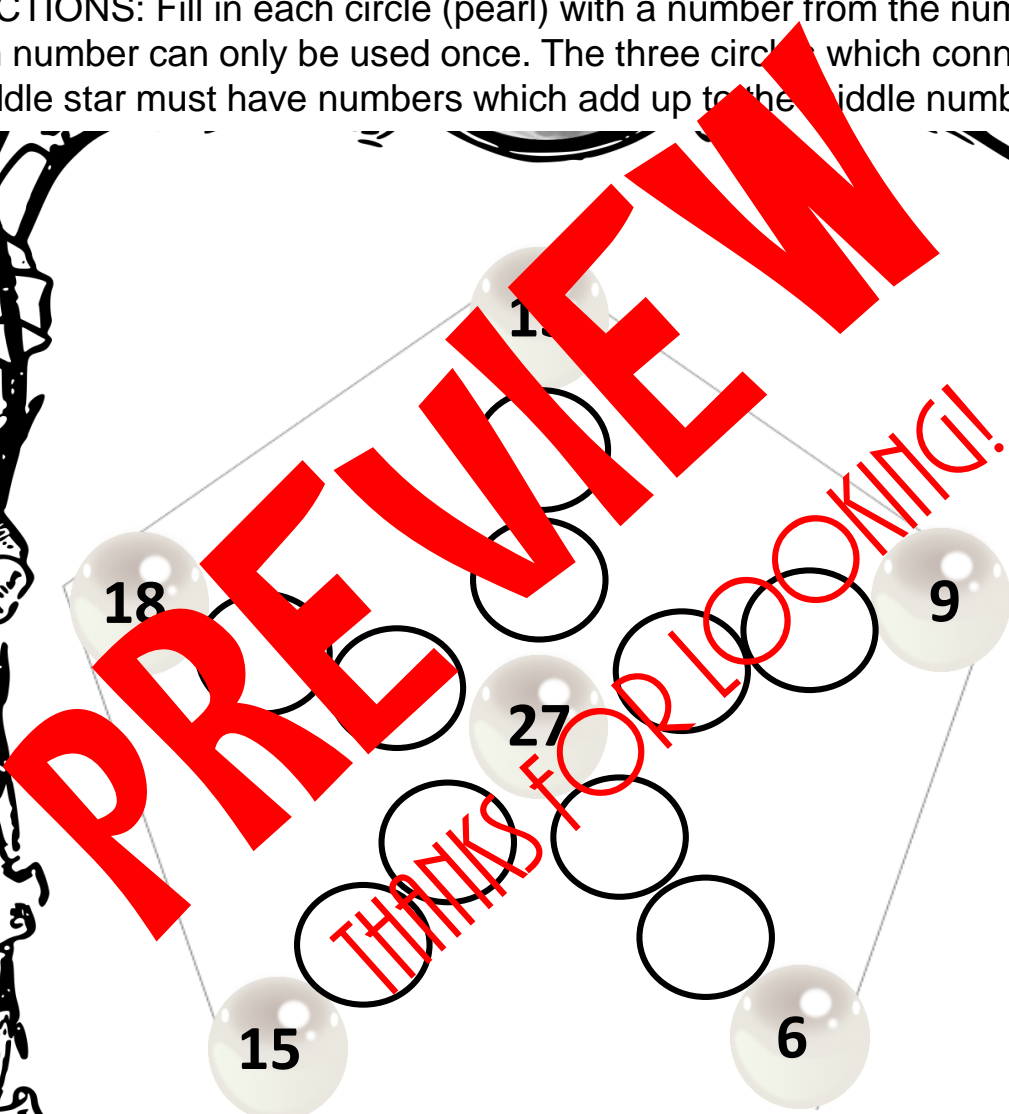
PREVIEW
THANKS FOR LOOKING!



THE WISHING PEARLS

"AT LAST – FREEDOM!" The dragon cried. "As a thank you for your help I will send you back to your home. Before you go however I will give you an opportunity to earn one great reward – any wish of your choice. All you need to do for me is to put these pearls in the correct order and I will grant you your wish."

DIRECTIONS: Fill in each circle (pearl) with a number from the number bank. Each number can only be used once. The three circles which connect to the middle star must have numbers which add up to the middle number (27).



NUMBER BANK

8	11	5	14	3
7	9	7	4	6



PREVIEW
THANKS FOR LOOKING!

COLOR IN DRAGON