



Apprentice Wizard

The Fourth Mystery

Teacher's Guide
Grades 3 - 6

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Storyline

In order to be accepted into the Azahldorn Wizarding School, students are required to solve one of the Seven Mysteries, each of which is guarded by a sphinx.

In an attempt to win your way into the school, you went questing after the 4th mystery, only to be trapped by the sphinx (or so you thought) and forced to work as her apprentice. You will soon learn, however, that what you believed was a sphinx was in fact an illusion—she has been imprisoned by an evil wizard and replaced with an illusion of herself, so that the wizard might gather students to himself and increase his power. Now, you (and the other students he has imprisoned) must free the sphinx and defeat the evil wizard in order to win your place at the school. (Or is the wizard himself an illusion...?)

Location

A mysterious tower in the Ilin desert, home of the 4th mystery, guarded by the sphinx Ithahll.

Characters

Ithahll - the sphinx who guards the tower and the 4th mystery

Hallith - the evil wizard who (seems to have) imprisoned Ithahll

Rupert Skitterick - the mouse you befriended during your time locked in the tower



Day One

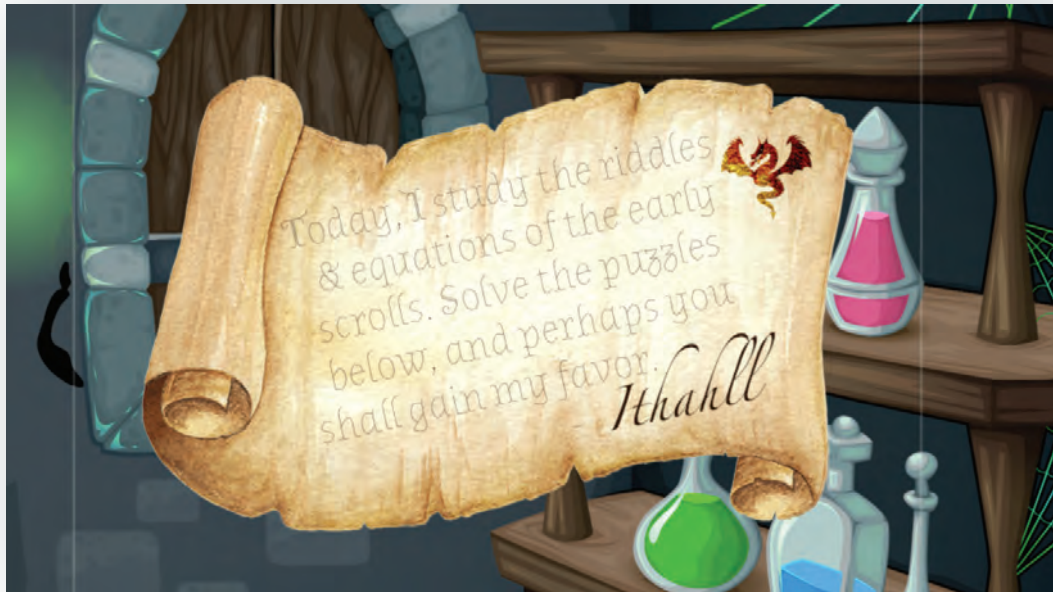
Complete tasks for the sphinx,
and discover the hint of mystery.



// Complete the first task of the sphinx.

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Student slides the scroll to the side to reveal puzzles below. Keep sliding the scrolls to reveal 4 total puzzles.



Puzzle 1:



Answer: **7** -- Take away the "S" from "SEVEN" and you are left with "EVEN".

Puzzle 2:



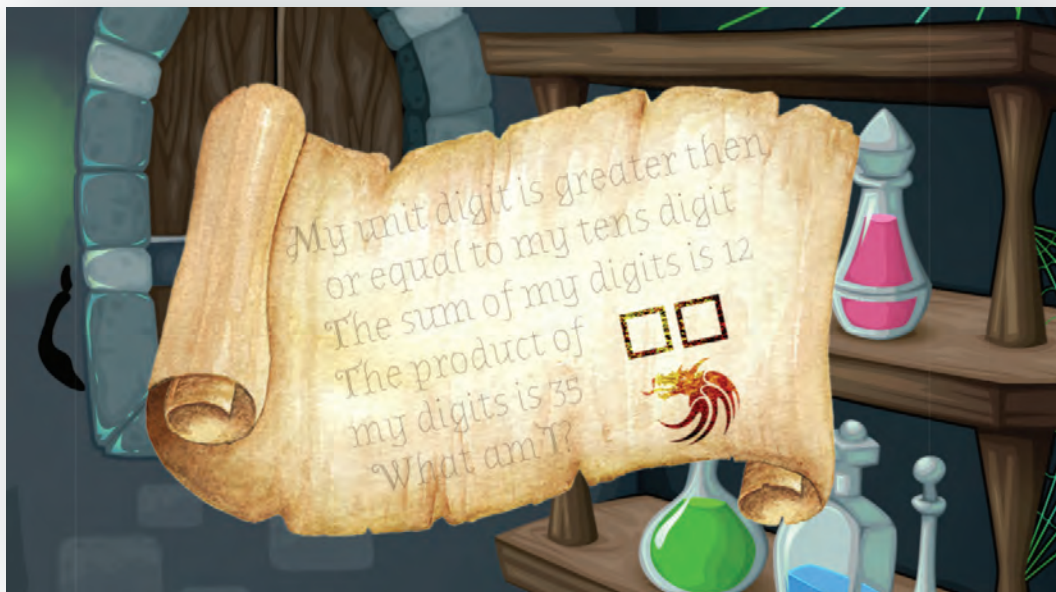
Answer: **4**

Puzzle 3:



Answer: **312**

Puzzle 4:

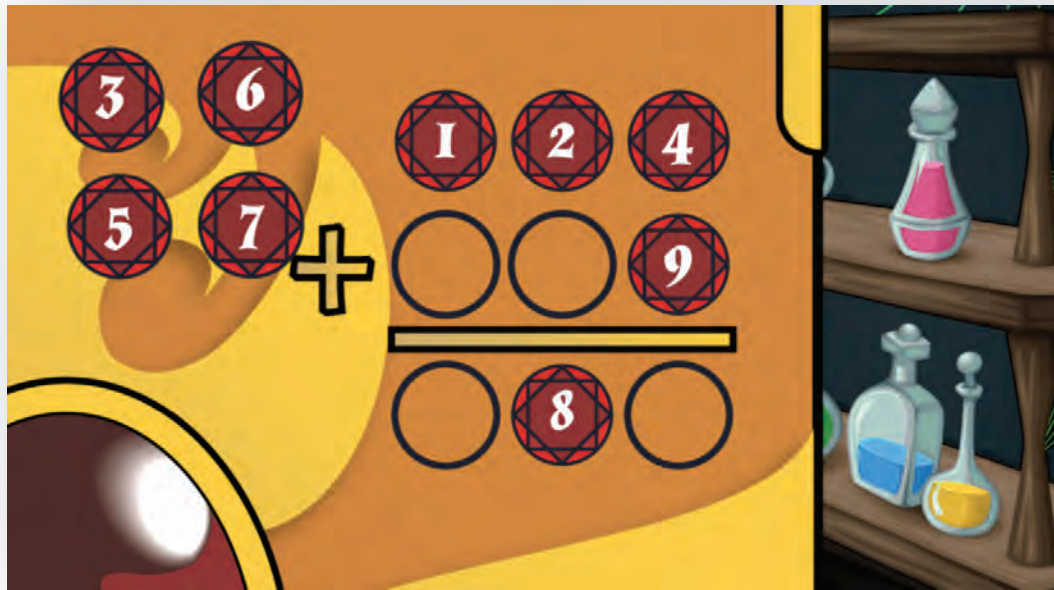


Answer: **57**

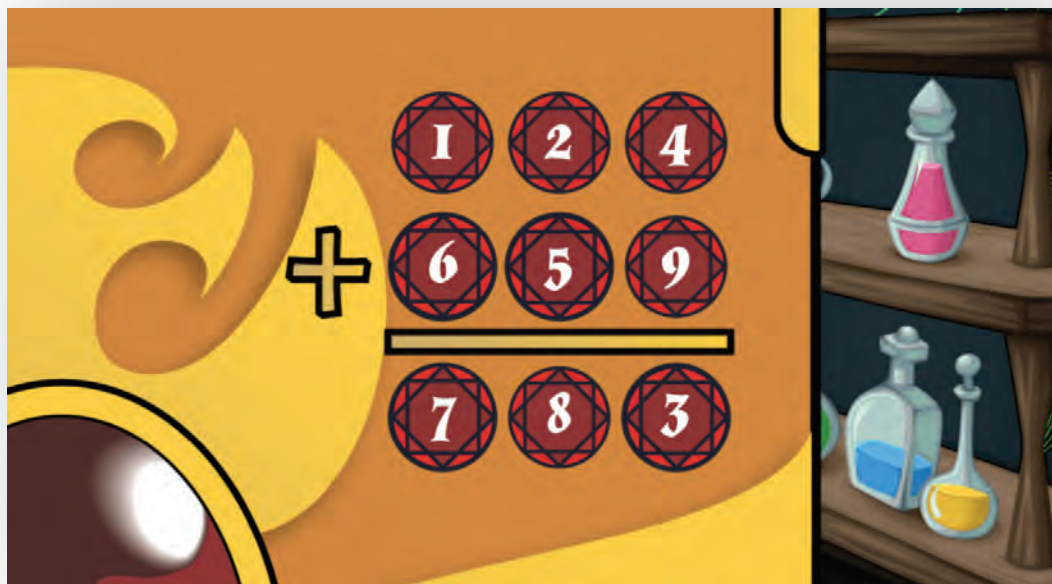
// Solve the puzzle that opens the Ancient Spell Book.



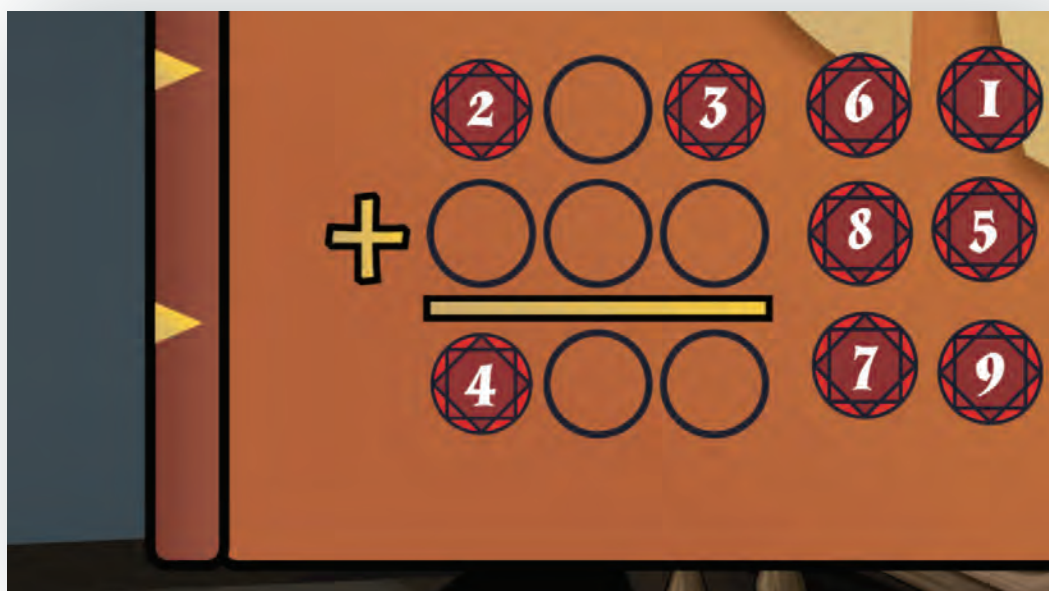
Move the numbered jewels into place to make the equation true.



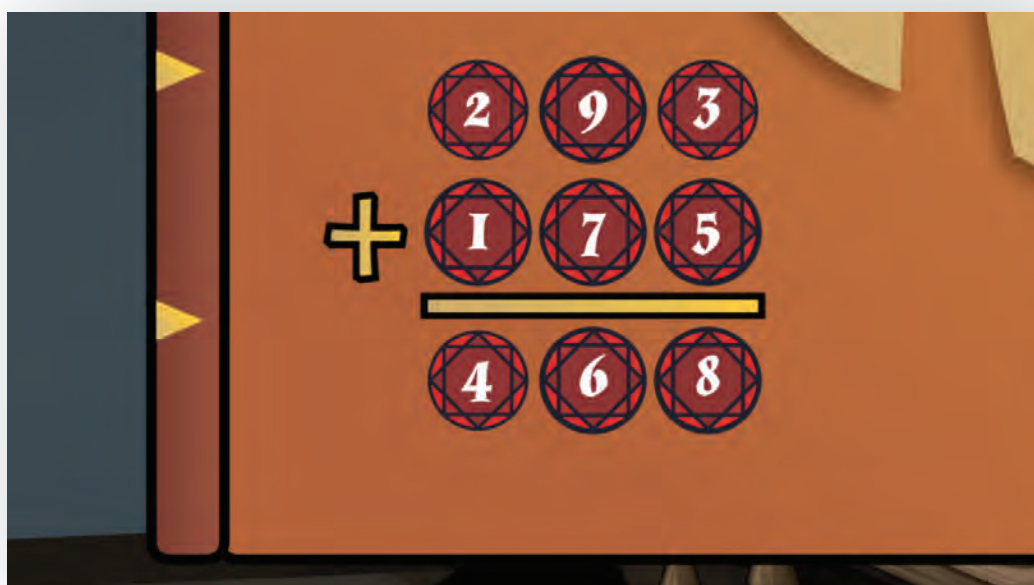
Answer:



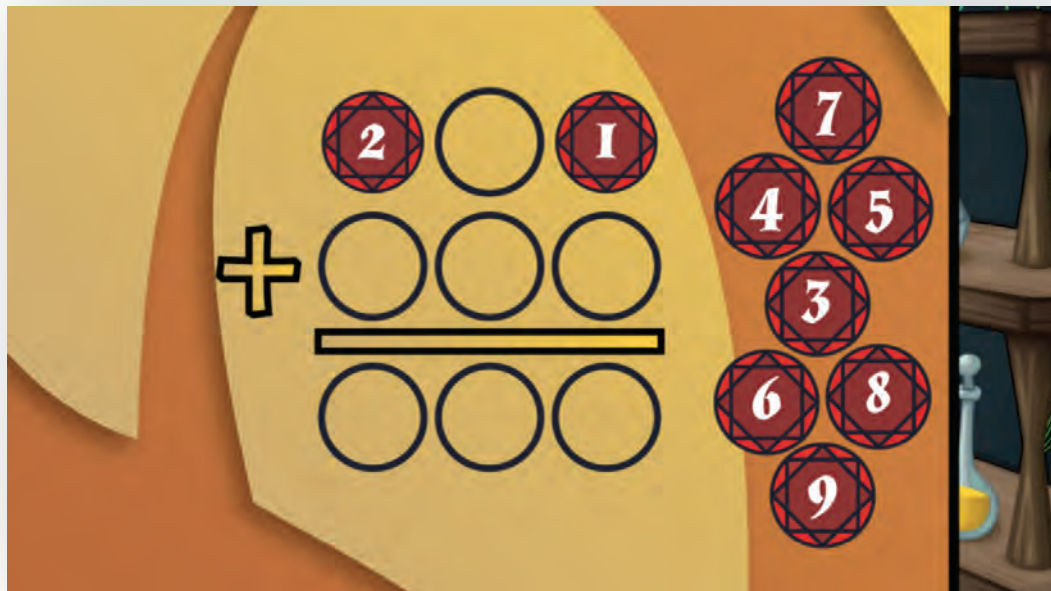
Slide 10



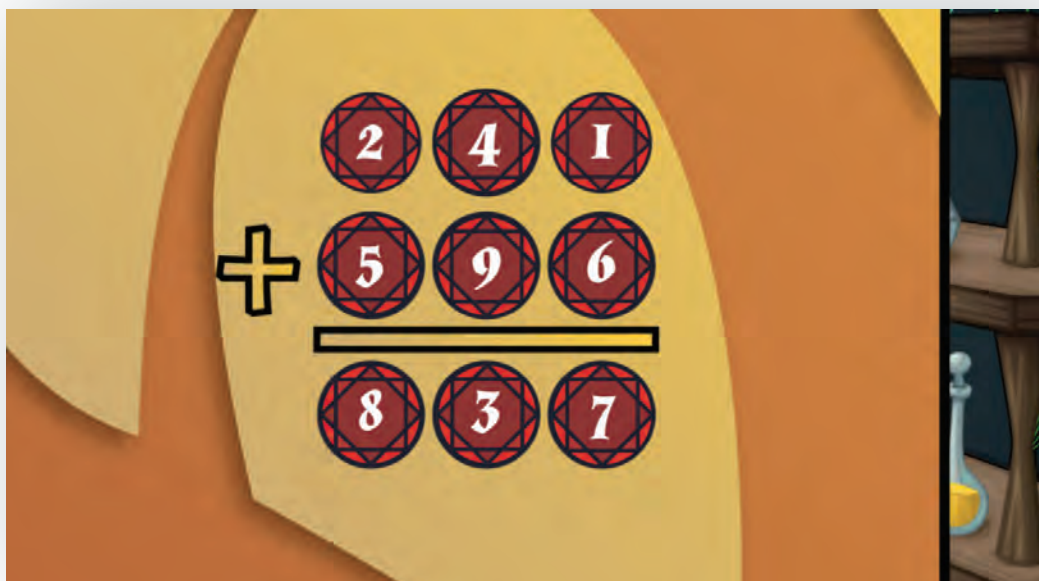
Answer:



Slide 11



Answer:



// Solve the puzzle that decodes *three* of the spells in the Ancient Spell Book.



Spell #1 - Drag the numbers onto the grid so that the sum of the 4 squares around each number circle add up to that number and the sum of each color region adds up to the number given.



Answer:

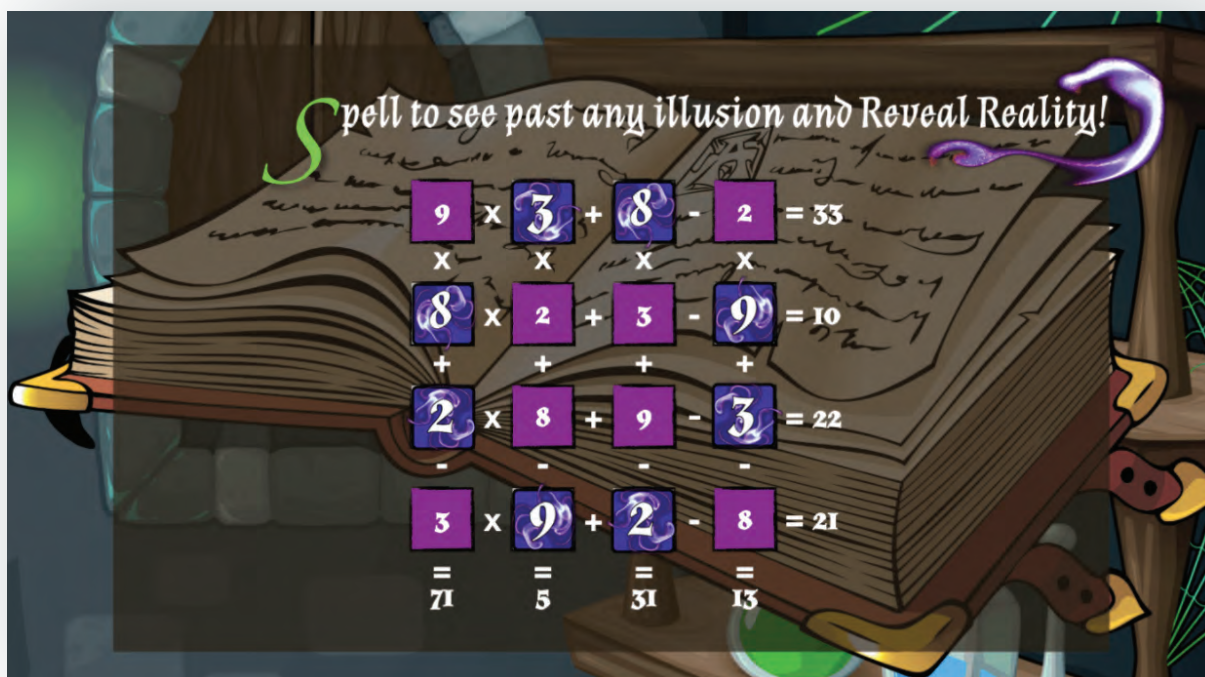


Slide 15

Spell #2 - Arrange all of the numbers on the grid so that the calculations both vertically and horizontally produce the given totals.

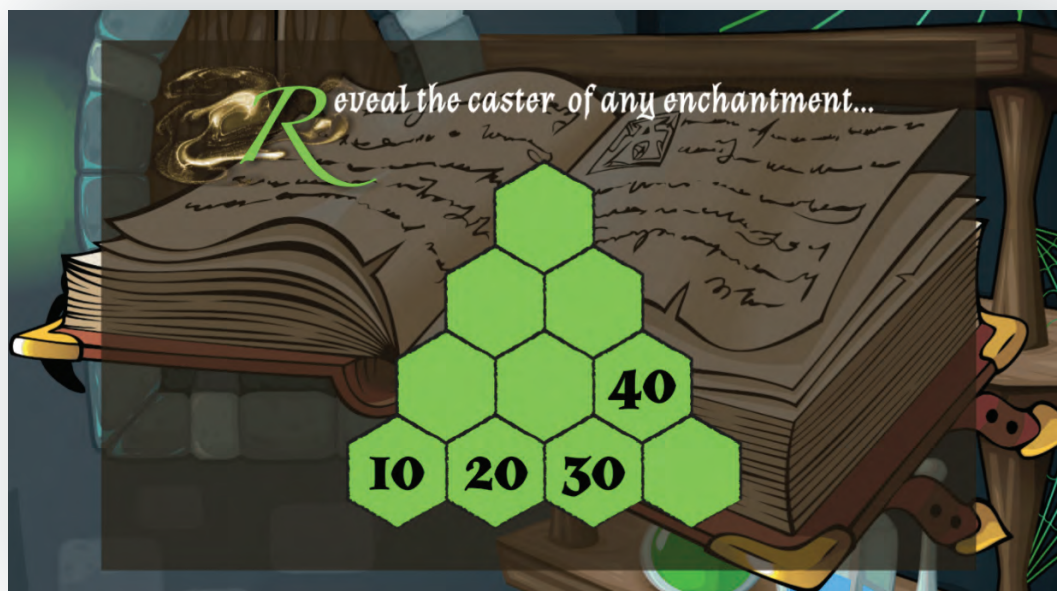


Answer:

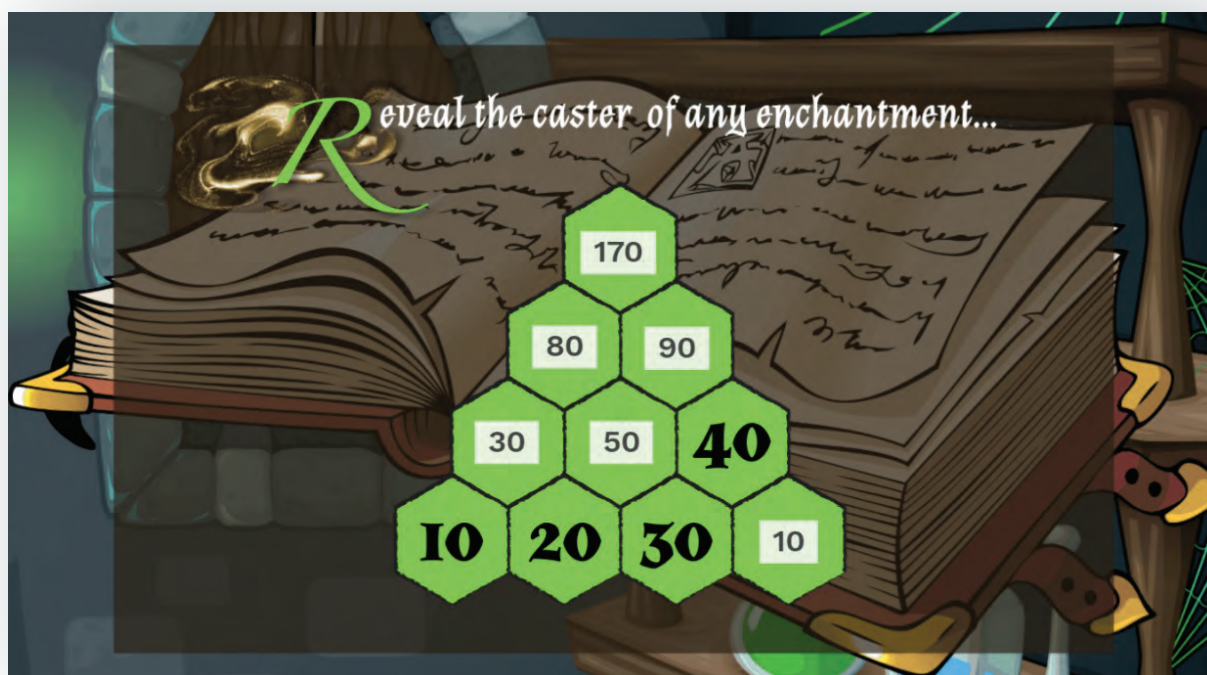


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Spell #3 - Each hexagon is made by adding up the numbers in the two hexagons below it. Fill in the missing numbers.



Answer:



Day Two

Reveal the mystery of the sphinx
and the evil wizard.



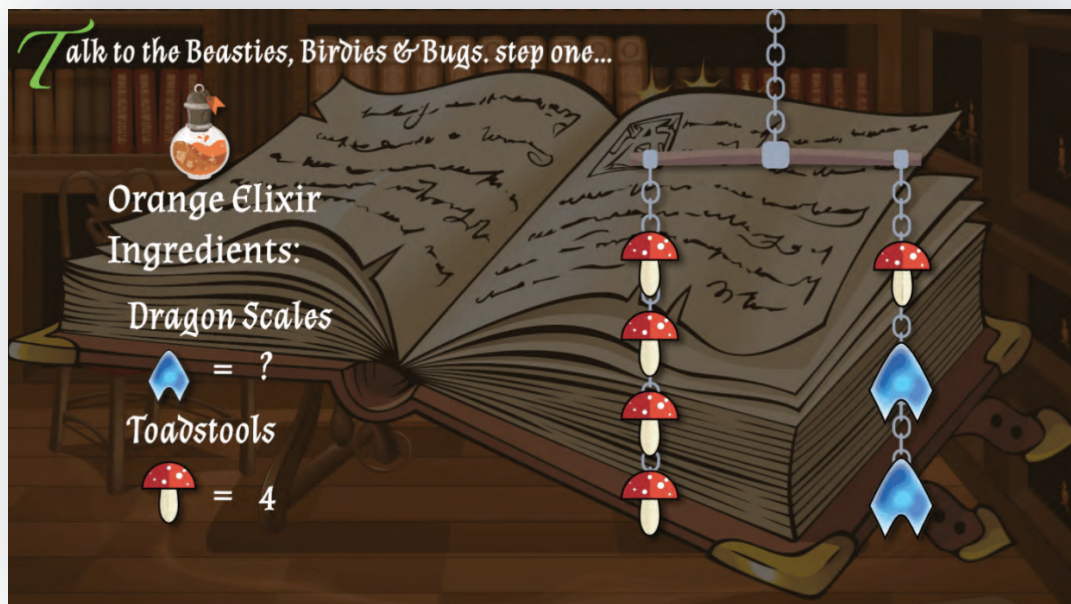
The three following puzzles can take place in any order, based on what the students decide to do. Each is a spell from the Decoded Ancient Spell Book, and each causes a part of the mystery to be revealed:

// Make the potion that allows you to understand animal speech (this triggers the Mouse's Story).



Slide 27

Potion is “created” by putting the correct number of each “ingredient.”



Answer: Dragon scales = 1.5

Slide 28



Answer: Orange Elixir = 15, Bat wing = 11

Slide 29



Answer: Blue Elixir = 3, Scarab beetle = 3

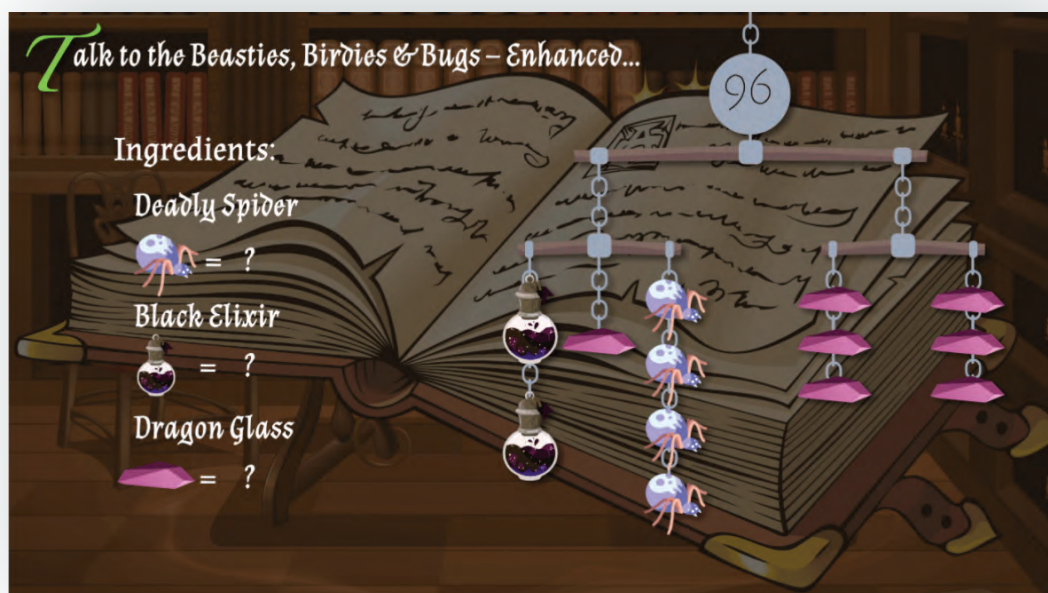
Slide 30



Answer: Scorpion venom = 11, Phoenix feather = 5

Slide 31

Extension: Try this for an added challenge



Answer: Deadly spider = 5, Dragon glass = 8, Black elixir = 10

// Cast the spell that allows you to determine if you are in an illusion.



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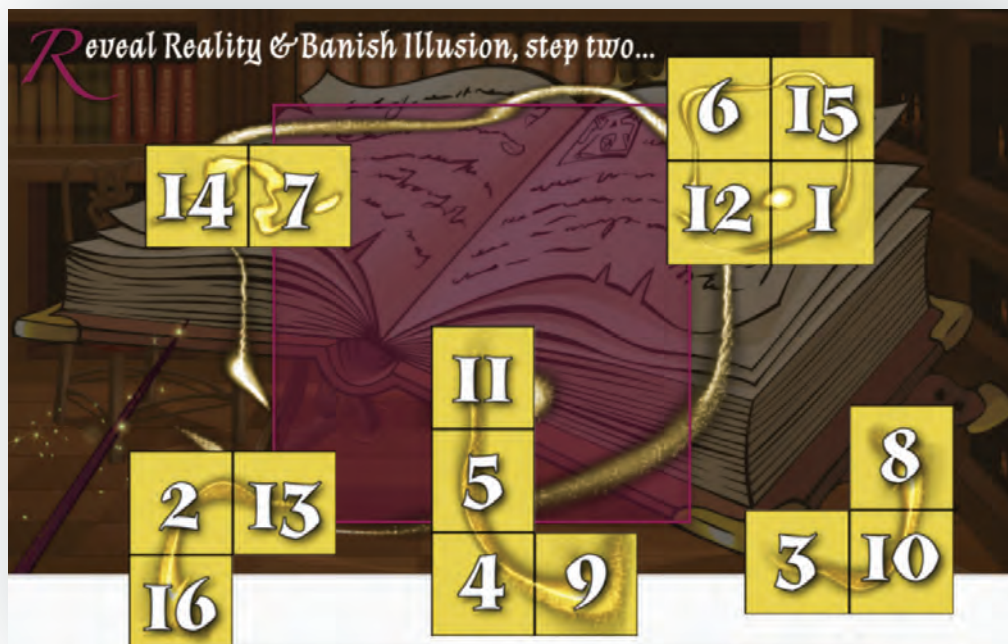
Arrange the numbers so that they form a magic square where all rows, columns and diagonals sum to the same number.



Answer:



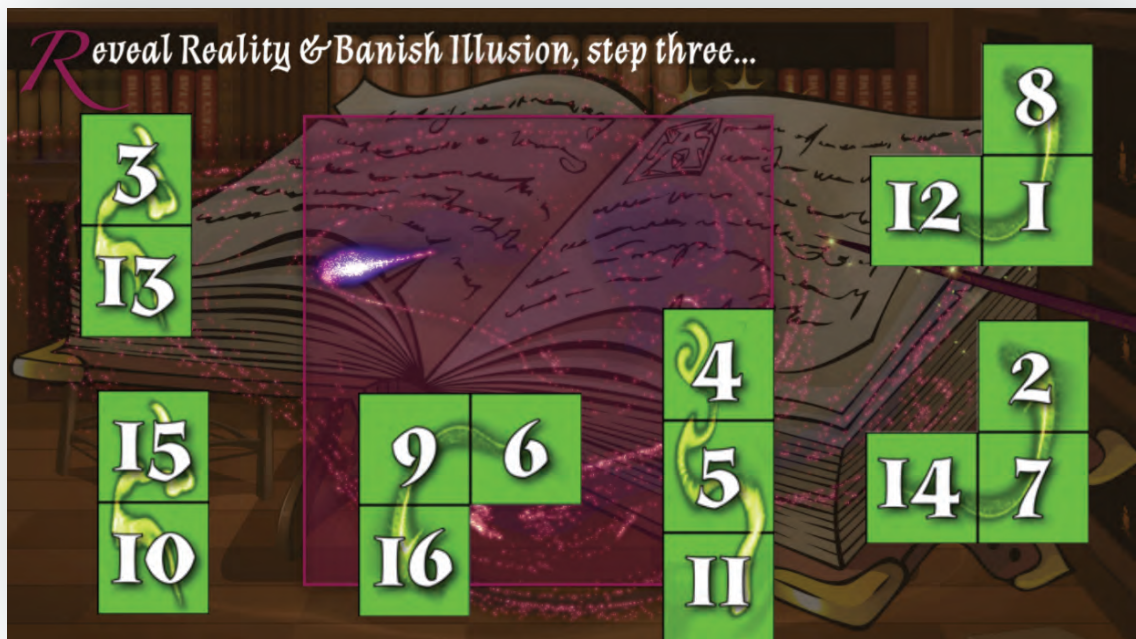
Slide 36



Answer:



Slide 37



Answer:



Slide 38



Answer:



// Cast the spell that reveals the true origin of any spell.



Solve the magic square so that the sum of each side's tiles equals the center number.



Answer:



Slide 42



Answer:



Slide 43



Answer:



Slide 44



Answer:



Day Three

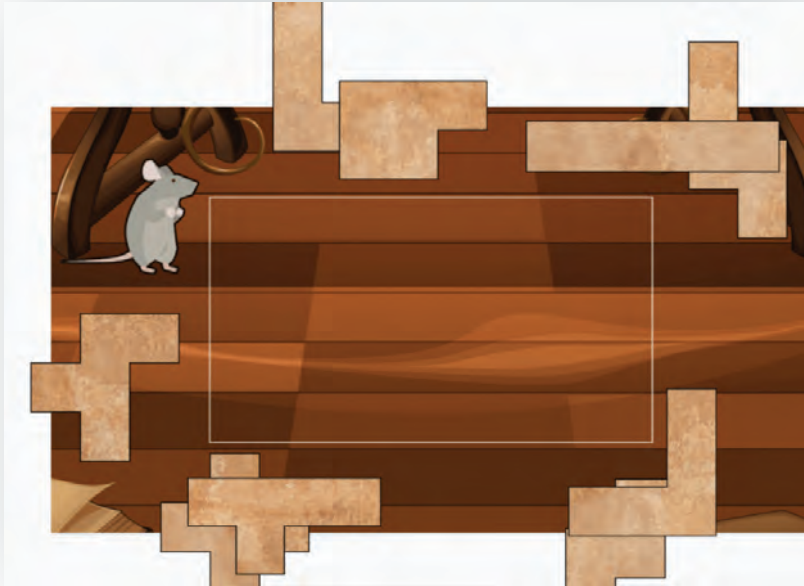
Free the sphinx.



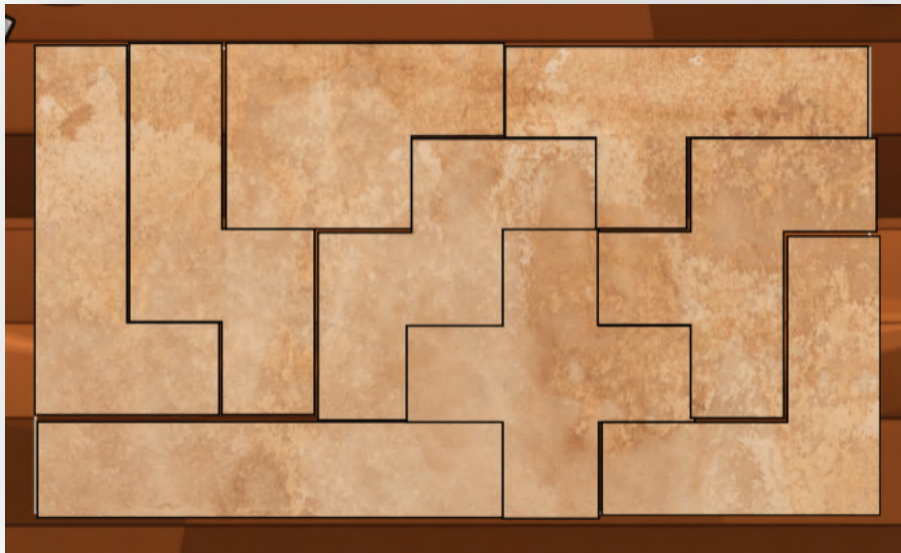
// Transmute the objects in the room in order to fit them together and release the spell.



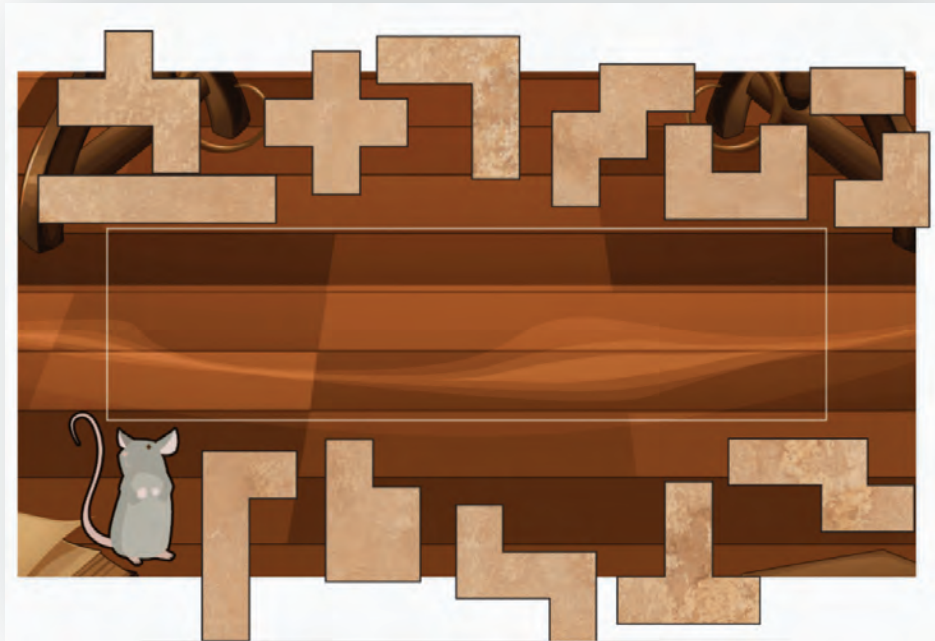
Arrange the puzzle pieces to break the spell.



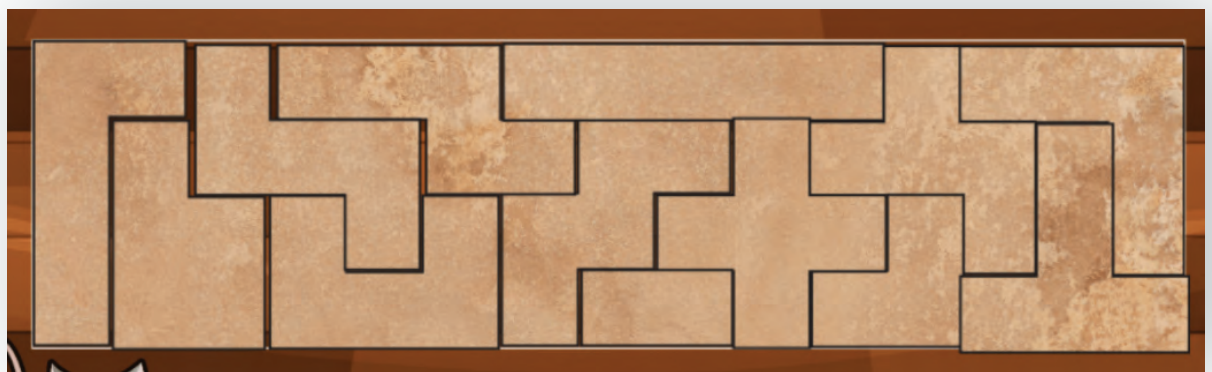
Answer:



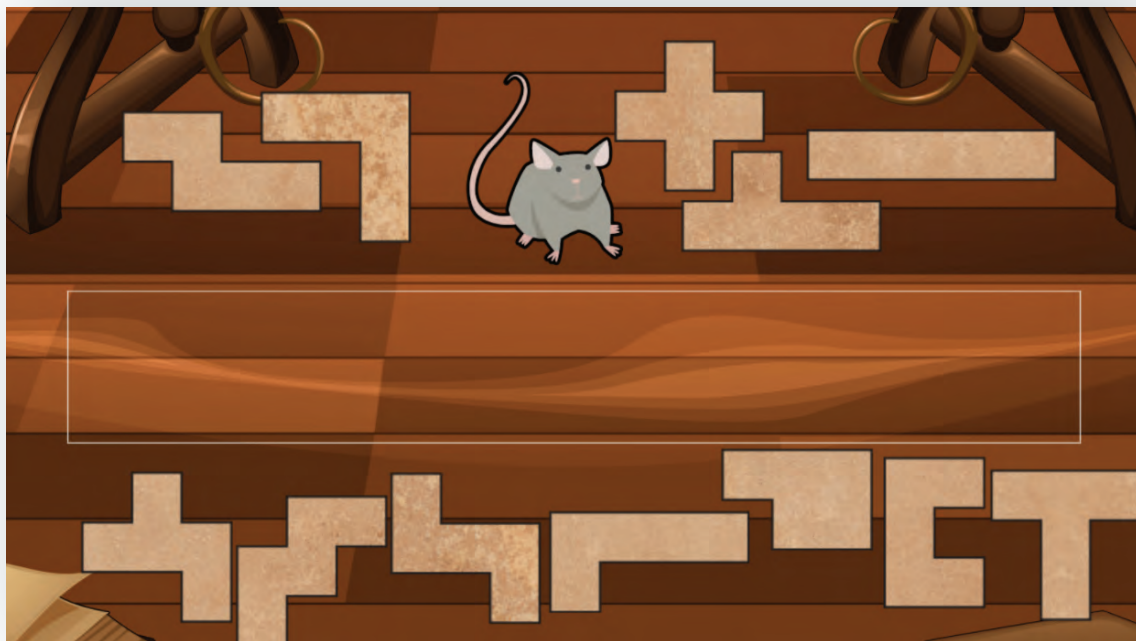
Slide 49



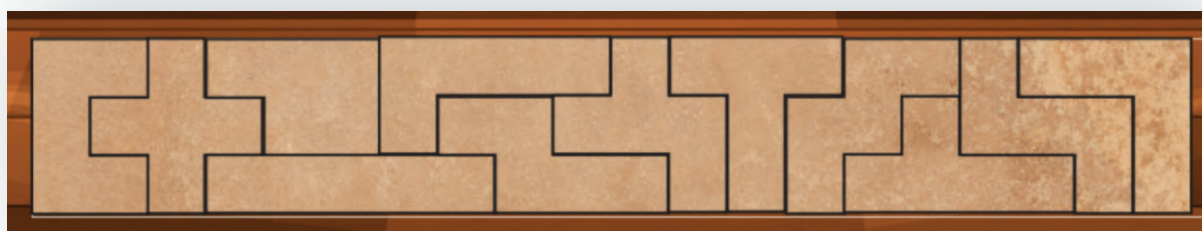
Answer:



Slide 50



Answer:



Day Four

Defeat the evil wizard & discover that
you have solved the 4th mystery, which is
the mystery of illusion.



// Cast the spell that shields you from his magic.

Slide 55

The sums of the numbers along each line of four and the six star points all add to 26. Place the correct jewel numbers in place to solve the puzzle.



Answer:



Slide 56

The sums of the numbers along each line of four and the four numbers at the corners of squares all add to the same total. Place the jewel numbers to solve the puzzle.



Answer:



Slide 57

The sums of the numbers along each line of five triangles should be the same. Arrange the remaining jewels numbers on the puzzle to solve.



Answer:



Slide 61

Arrange the numbers and symbols to make a correct statement.



Answer:



Slide 62

Arrange the numbers and symbols to make a correct statement.

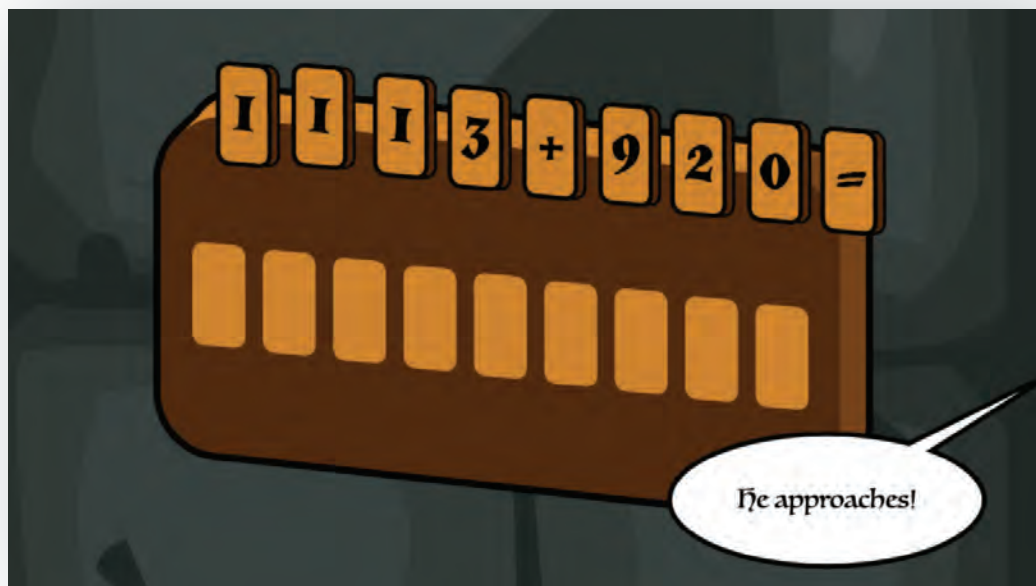


Answer:

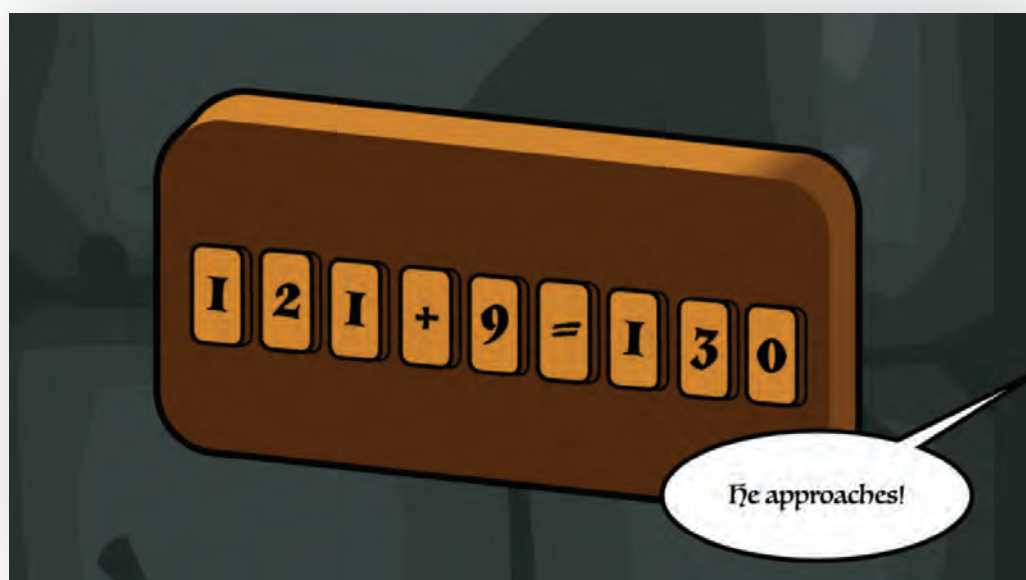


Slide 63

Arrange the numbers and symbols to make a correct statement.

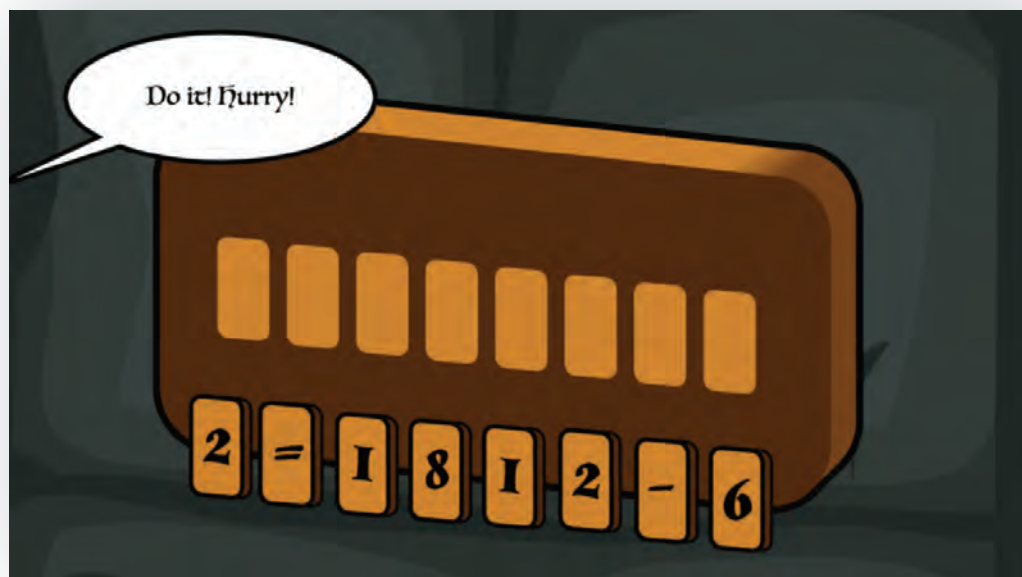


Answer:



Slide 64

Arrange the numbers and symbols to make a correct statement.



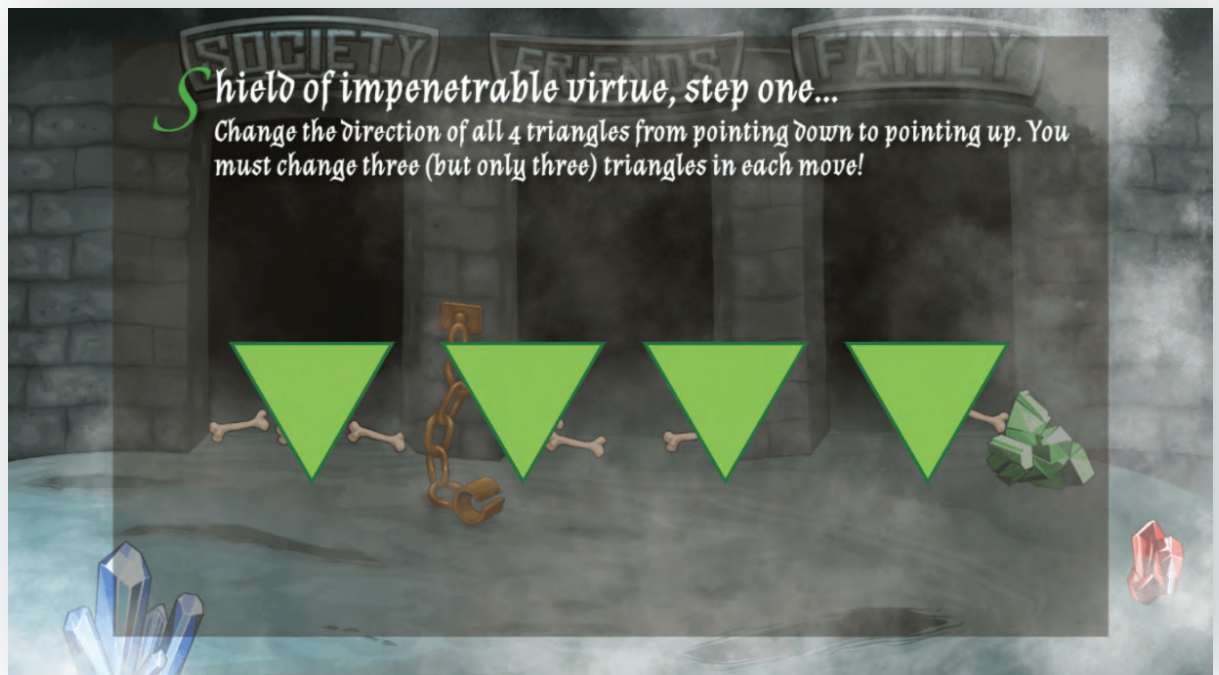
Answer:



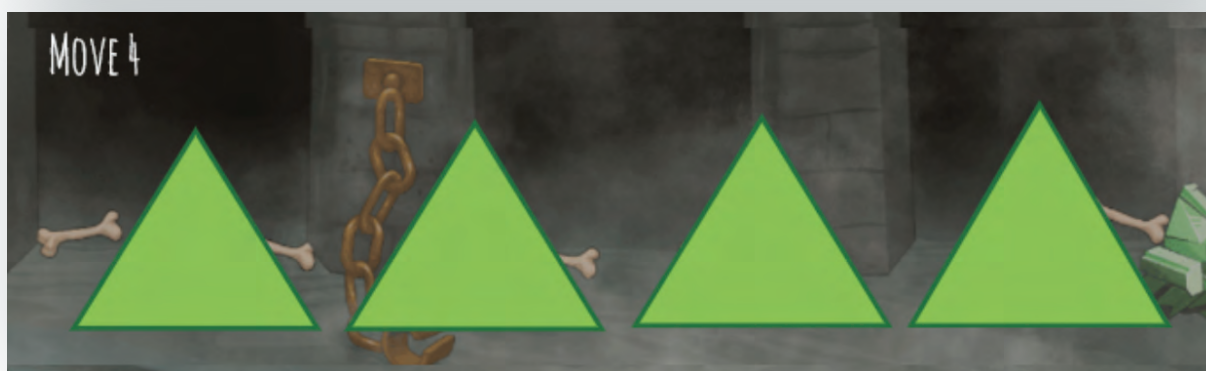
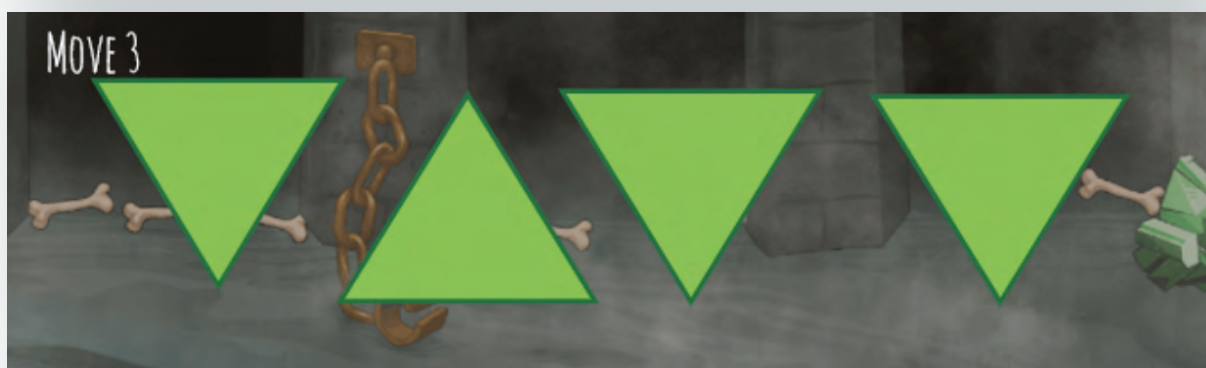
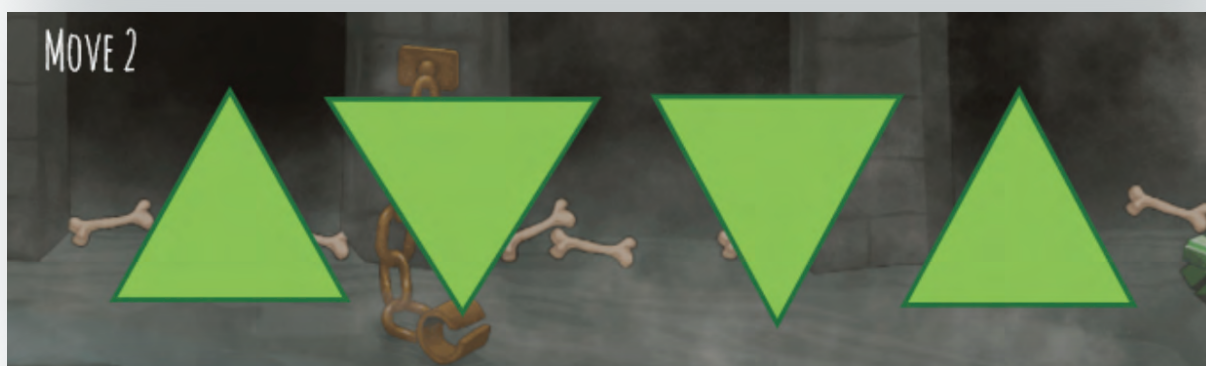
// Cast the spell that will capture and restrain the evil wizard.

Slide 70

Turn any three triangles to up or down: this counts as one move. You must turn three different triangles to complete each move. How many moves will it take to get all the triangles pointing up?



Answer:



Slide 71

Place as many jewels (any color) on the grid without getting 3 in a row.



Answer: (one solution)



Slide 72

Rearrange and resize the “wands” to enclose all the essences in their own space using only 12 of the 13 wands.

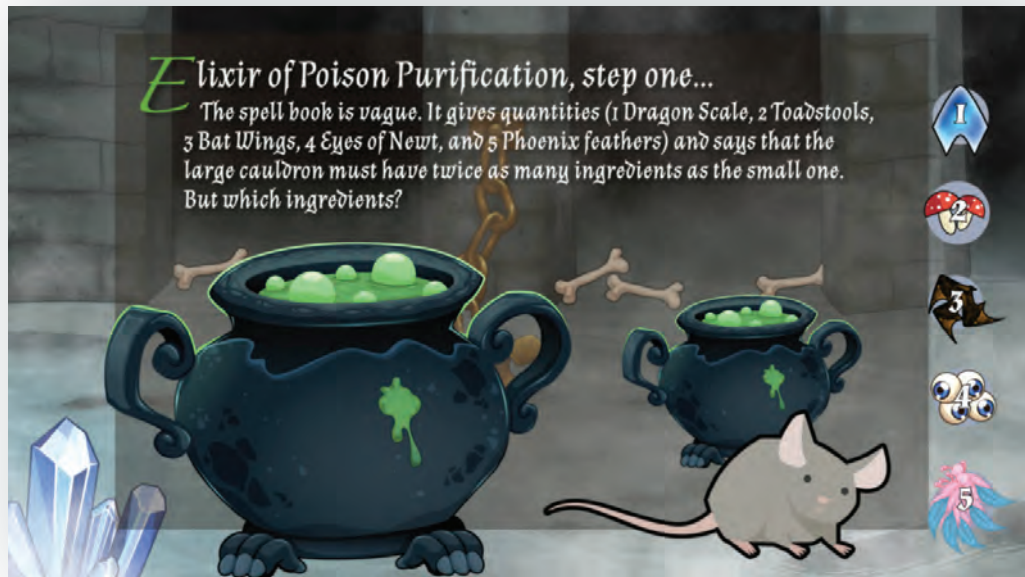


Answer:

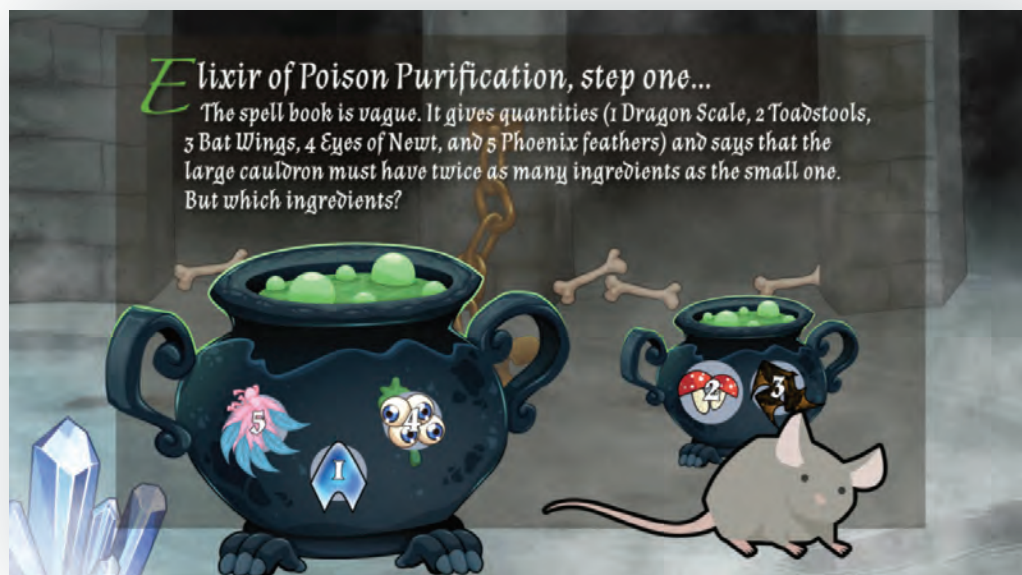


Slide 75

This task has more than one answer.
To activate the potion, students need to
find 3 solutions.



Answer: (need 3 to activate potion)



Elixir of Poison Purification, step one...

The spell book is vague. It gives quantities (1 Dragon Scale, 2 Toadstools, 3 Bat Wings, 4 Eyes of Newt, and 5 Phoenix feathers) and says that the large cauldron must have twice as many ingredients as the small one. But which ingredients?



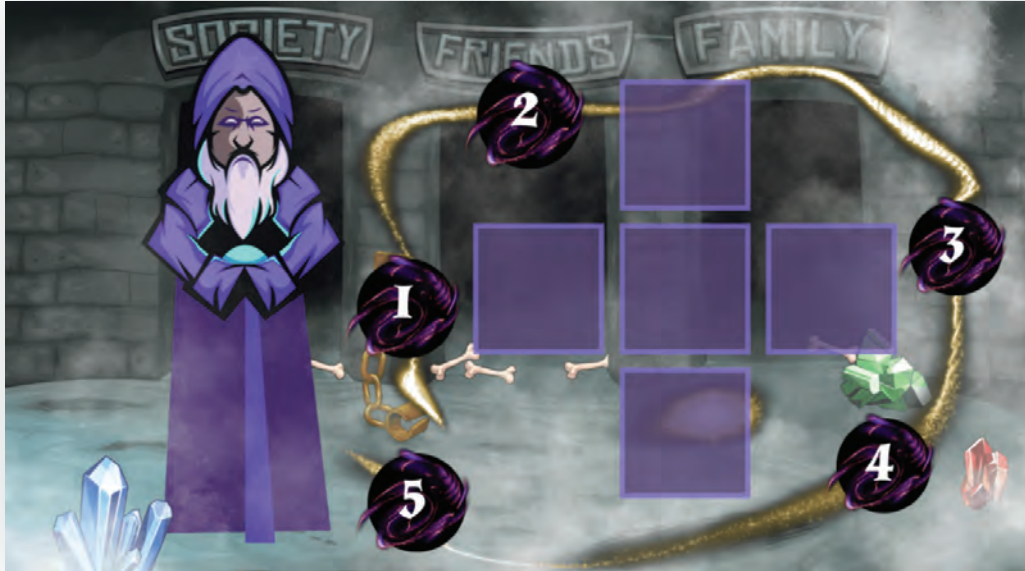
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Slide 77

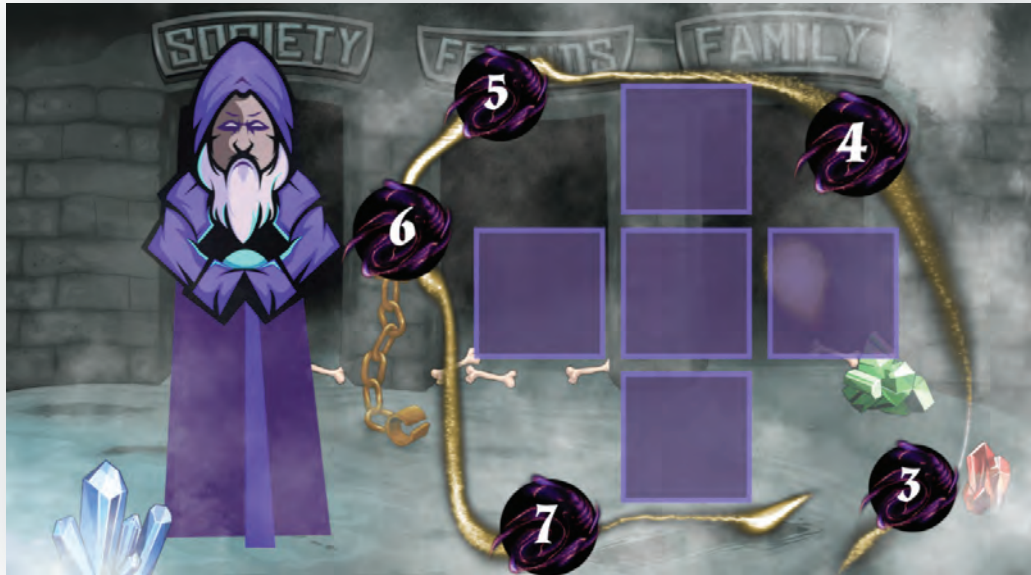
Position the numbers to the sum of the vertical squares is the same as the sum of the horizontal squares.



Answer: (one solution)



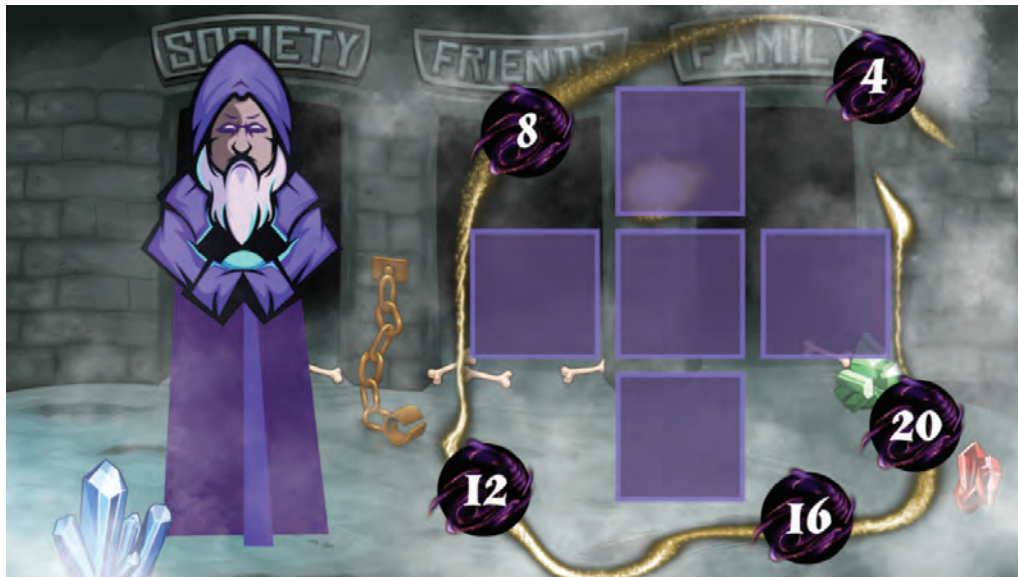
Slide 78



Answer: (one solution)



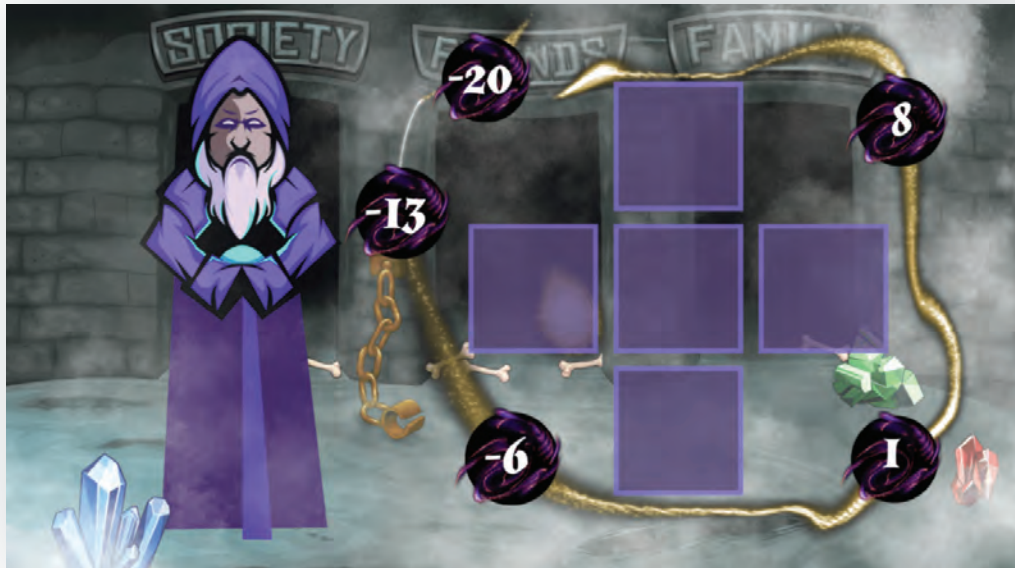
Slide 79



Answer: (one solution)



Slide 80



Answer: (one solution)

