

WELCOME TO
**THE
STRANGEWORLDS**
TRAVEL AGENCY

WHERE EVERY SUITCASE TRANSPORTS
YOU TO A DIFFERENT WORLD.
ALL YOU HAVE TO DO IS STEP INSIDE ...

RESOURCE PACK FOR HOME LEARNING

SUITABLE FOR: 8-12 YEAR OLDS

INCLUDES: ACTIVITIES AND WORKSHEETS

THEMES: TRAVEL AND EXPLORATION,
MAGIC, WORLD BUILDING,
ENVIRONMENTAL ISSUES



WRITTEN BY

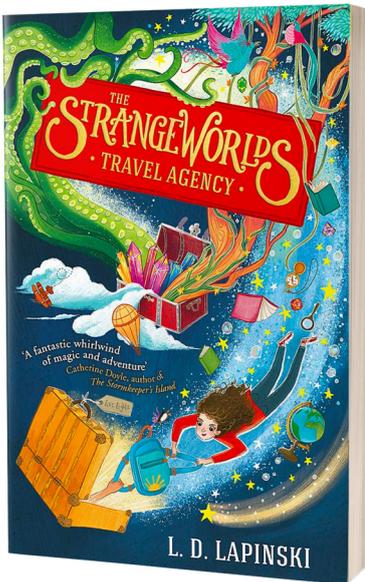
L. D. LAPINSKI

Cover illustration ©
Natalie Smillie, 2020



THE STRANGEWORLDS TRAVEL AGENCY

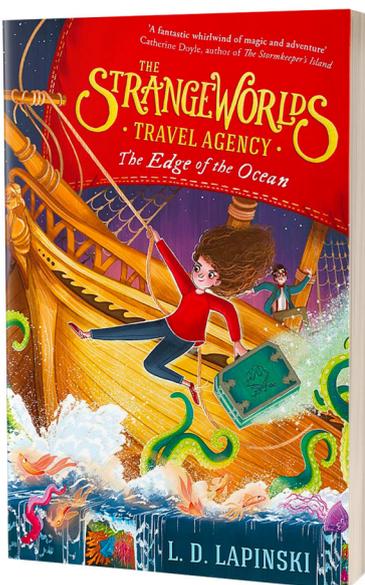
About *The Strangeworlds Travel Agency* series by L.D. Lapinski



The Strangeworlds Travel Agency

When 12-year-old Flick Hudson accidentally ends up in the Strangeworlds Travel Agency, she uncovers a fantastic secret: there are hundreds of other worlds just steps away from ours. All you have to do to visit them is jump into the right suitcase. Then Flick gets the invitation of a lifetime: join Strangeworlds' magical travel society and explore other worlds.

But, unknown to Flick, the world at the very centre of it all, a city called Five Lights, is in danger. Buildings and even streets are mysteriously disappearing. Once Flick realizes what's happening she must race against time, travelling through uncharted worlds, seeking a way to fix Five Lights before it collapses into nothingness - and takes our world with it.



The Strangeworlds Travel Agency: The Edge of the Ocean

Flick is now a badge-wearing member of The Strangeworlds Travel Agency so when an urgent summons arrives at Strangeworlds from Pirate Queen Nyfe, she and Strangeworlds Society guardian Jonathan immediately pack their bags for an adventure to Queen Nyfe's world: The Break, a place of magic and piracy.

Nyfe's world is falling apart. The Break is used to having ships vanish without a trace, but there has been a sudden increase that can't be explained by giant squid or mer-people. The edge of their flat world is coming ever closer to them and they need to escape before it collapses entirely.

But how do you sail a ship through a suitcase? How do you fit a mer-queen the size of a whale into something small enough to carry in your hand? Will Flick and Jonathan be able to find a way to transport the inhabitants of the Break to another world before theirs disappears forever?





Create a world:

At *The Strangeworlds Travel Agency*, each suitcase transports you to a new magical world!

Can your children create their very own world? Set your children the task of imagining that a magical world exists inside a suitcase! All they have to do is step inside!

To help them get started, ask them to have a think about what they will see in the world they visit. What landmarks are there? What is the climate? Do people live there? (worksheet 1).

Once they have come up with an exciting new world, ask them to design their very own suitcase that the world lives within! The shape, size and age of the suitcase could give clues about the world inside. Children can create their favourite design on the suitcase template which can be cut out and folded to create their very own magical suitcase! (worksheet 2).

Plan a suitcase trip:

Set children the task to create a suitcase adventure across the world. They must visit a place in at least 4 different continents. To do this, they need to draw a suitcase in each destination (worksheet 3).

As they 'visit' each destination, they should make a log in their Strangeworlds Society Travel Log (worksheet 4). Here they can include the name of the country they landed on (an electronic atlas with help them to work this out!) and what they saw there (encourage children to use their imaginations for this part!)

Design your own magnifying glass

In *The Strangeworlds Travel Agency*, Flick looks through a special magnifying glass to see the magic in the world around her. Ask your children to design their very own magical magnifying glass (worksheet 5).

Complete the wordsearch

Set your children the task of finding eleven hidden words in *The Strangeworlds Travel Agency* wordsearch (worksheet 6).

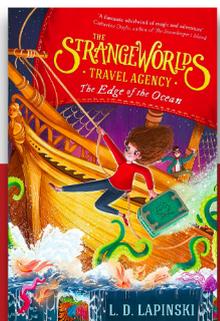
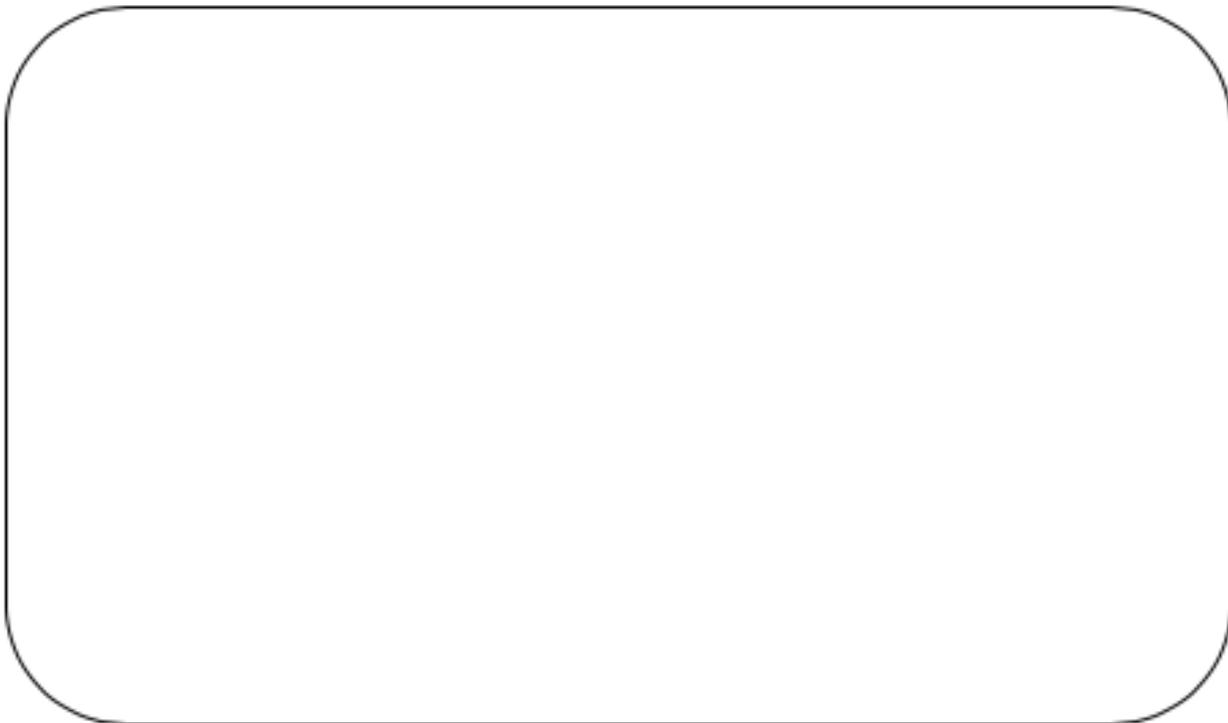


Create a world

First, what will your world be like? Gather your ideas here:

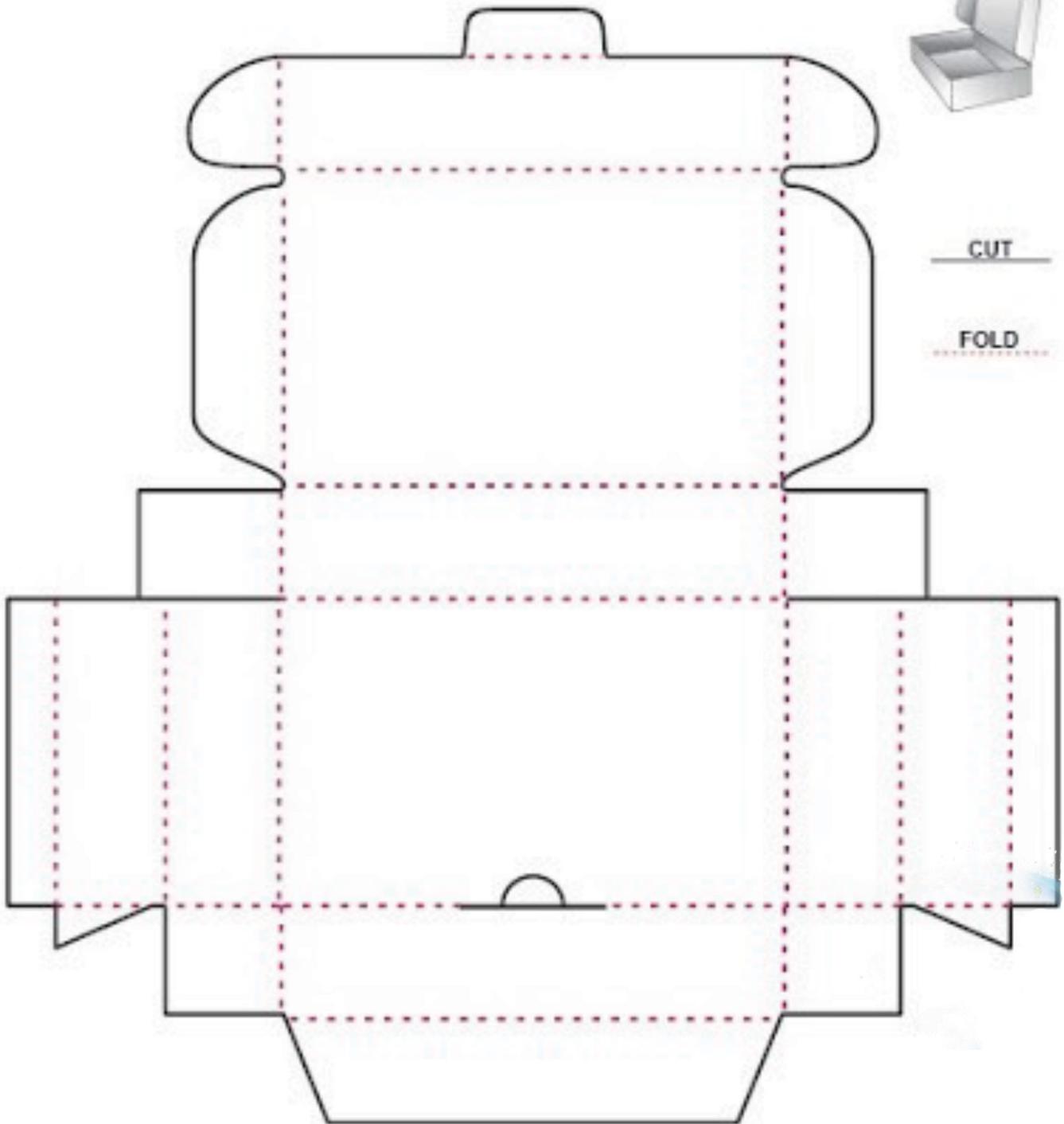
<u>Climate</u>	<u>People</u>	<u>Landmarks</u>
<u>Nature</u>	<u>Unusual features</u>	<u>Other Ideas</u>

Now, think about how you could hint and suggest at these things on your case: think about the size and shape of the case: the age and material of the case; then think about pictures and items you could attach to the case. Sketch and label the case here:



Make your own Strangeworlds Suitcase! Just add a handle when you are done.

Small Rectangular Box Template



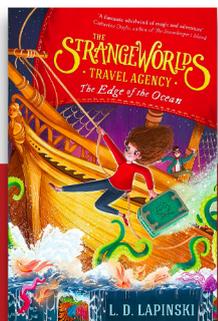
CUT
—————

FOLD
- - - - -



A Suitcase Adventure:

Plan your suitcase adventure on the world map. Add four suitcases to show where you will visit. You should try to visit four different continents.





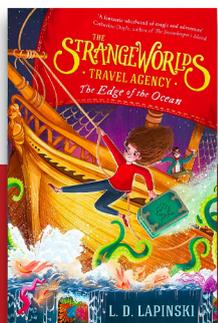
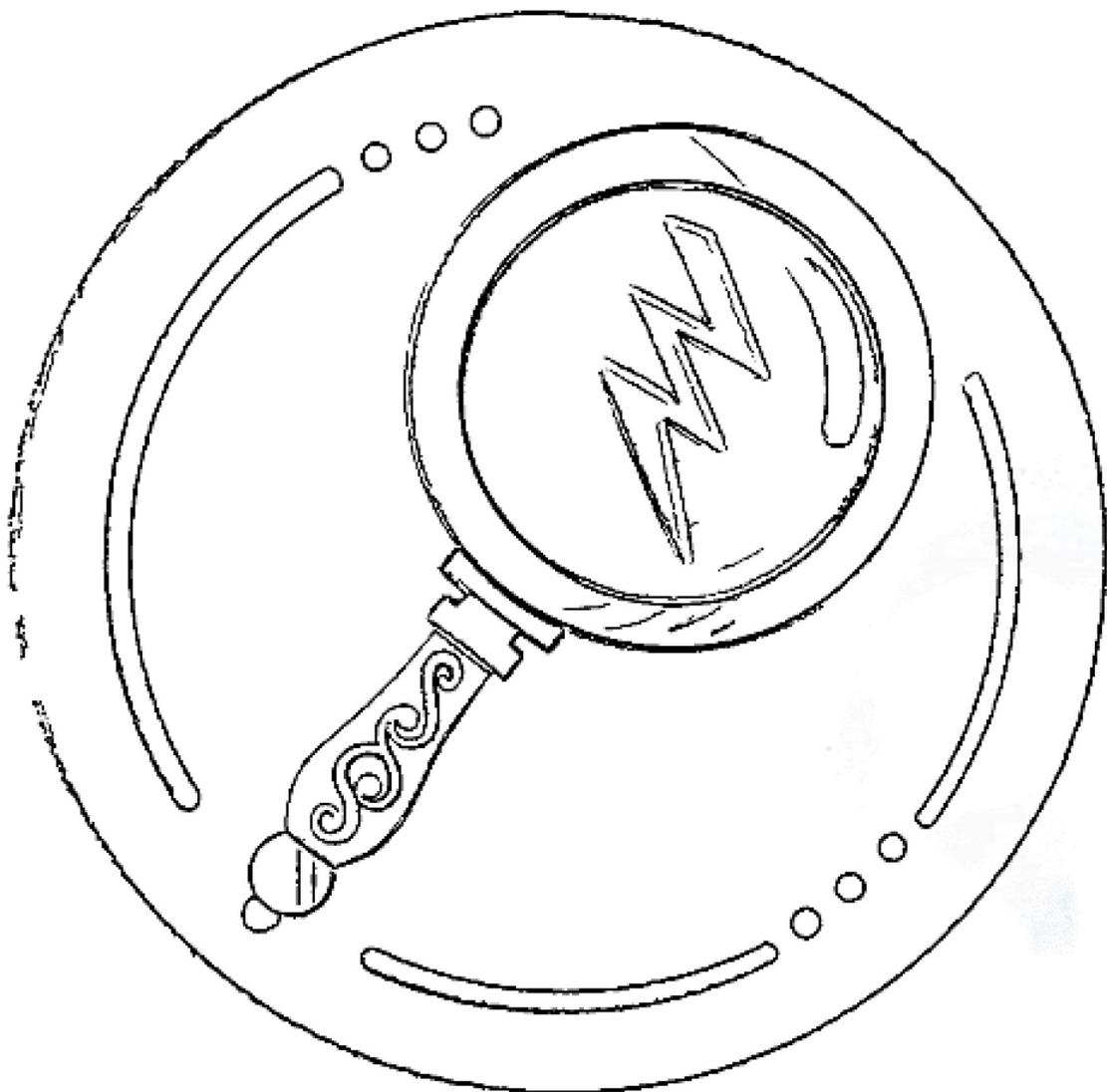
Place Name:	What I saw:	Notes:





THE STRANGEWORLDS TRAVEL AGENCY

Take a look through your magical magnifying glass. Are you magical enough to be a member of The Strangeworlds Society?
Design your own magnifying glass!



THE
STRANGEWORLDS
TRAVEL AGENCY

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

STRANGEWORLDS
 FLICK
 JONATHAN
 FIVE
 LIGHTS
 MAGNIFYING
 GLASS
 GUIDEBOOK
 MAP
 SUITCASE
 MAGIC

