

**Task 1**

1. The team have made their way into the caves and are at the beginning of the journey down into the tomb. The map has a puzzle to protect its hiding place. **These shapes have been carved into the cave wall.** Help solve the puzzle to access the map. **Write the names of the shapes in the order that you would press them.**

1<sup>st</sup> Shape: The first is smooth with only one side.

2<sup>nd</sup> Shape: The next has four of each.

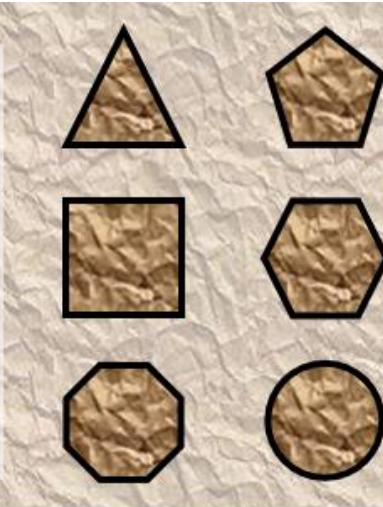
3<sup>rd</sup> Shape: The third has an even number of sides, more than all the others.

4<sup>th</sup> Shape: The fourth is the least of the corners here.

5<sup>th</sup> Shape: The next has the same sides as its number in order.

6<sup>th</sup> Shape: The final shape needs a bond of four to make its sides equal ten.

Press the shapes in order to find the map in the den.

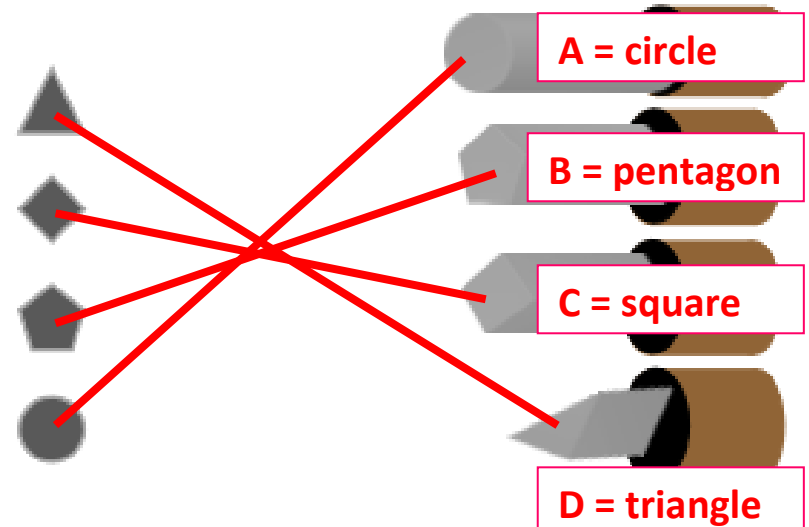


Name of Shape 1	Name of Shape 2	Name of Shape 3	Name of Shape 4	Name of Shape 5	Name of Shape 6
Circle	Square	Octagon	Triangle	Pentagon	Hexagon

The map is freed. It shows a complex route of caverns, dangerous ravines to cross and a few more tricks and puzzles protecting the King's tomb. Keep going... IF YOU DARE!

**Task 2**

2. A rickety rope bridge is stretched across a deep dark ravine, one wrong move and it will snap. Joey rushes ahead full of excitement. LOOK OUT!!! The rope on the bridge snaps! Which tool will fit the shape of the holes in the post below to reattach the rope and save Joey? **Write the name of each shape next to the correct letter to match the tools to the holes.**

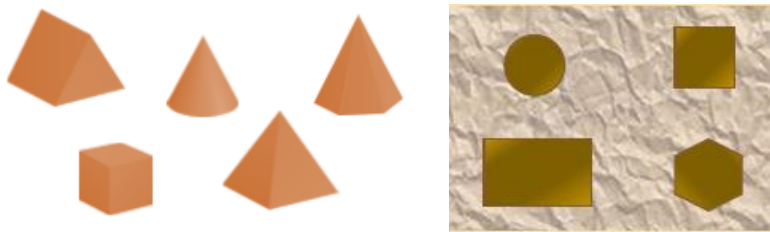


Phew! You made it, everyone is safely across the bridge.

The next cavern is blocked with a huge cylindrical rock. No matter who pushes or pulls, it just won't move.

**Task 3**

3. Janine spots a puzzle on the wall and a pile of carved rocks, she can't work out how it all fits together. They need your help. **Which rock goes into which hole? Use the shape names to give Joanne instructions e.g. The \_\_\_\_\_ will fit in the \_\_\_\_\_ hole.**

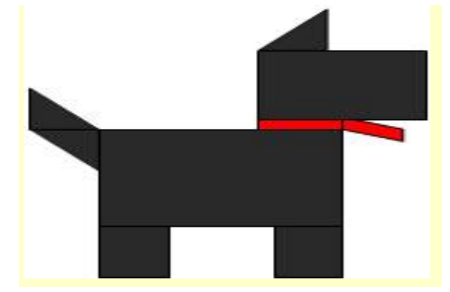
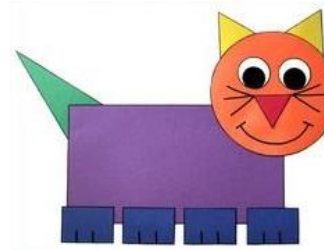


**Children may write instructions in any order.**

- The cone will fit in the circle.
- The square-based pyramid and the cube will fit in the square hole.
- The hexagonal based pyramid will fit in the hexagon.
- The triangular prism will fit in the rectangular hole.

**Task 4**

4. The stone has rolled aside to reveal a deep dark cavern. Walking into the darkness, the team come to a dark wall with pictures drawn upon the surface. They are pictures drawn using 2D shapes of animals. **Children should use any 2D shapes to create an animal picture such as the examples given.**



**Task 5**

5. You have travelled safely through the darkest caverns and arrived at the animal temple. Your drawing has shown them you are respectful. **For the final puzzle you must name a 2D or 3D shape where the number of vertices matches the number of letter in the animals named, the first one has been done for you:**

Animal name	2D or 3D shape with same vertices as letters
Leopard = 7	Heptagon, or, a hexagonal-based pyramid
Mouse = 5	Pentagon, or, a square-based pyramid
Cat = 3	Triangle
Monkey = 6	Hexagon, or, a triangular prism
Lion = 4	Square, a rectangle, or, a pyramid

**YOU'VE MADE IT TO THE TOMB – WELL DONE!**