



Curiosity Challenge

HT3

Dungeons and Dragons



A "dragon scale" has been found in your home (use a shiny object or leaf).

Write 3–5 sentences describing:

- What kind of dragon it came from
- Where it might be hiding
- What quest it might be on

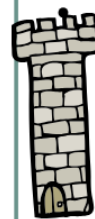
Set up a "wizard's market." Price items using 2s, 5s or 10s (e.g., "magic stones – 10 gold").

Buy two items and work out the total or change. You're training to be a merchant in the adventurers' guild!

Pick a castle (from a picture or online with an adult) and turn it into a fantasy stronghold.

Draw a map showing:

The castle keep
A dragon's cave
A river or forest
A map key using magical symbols



Use Lego, blocks or recycling to build a fantasy castle.

Can you add:

- A moat for defence
- A tower for the wizard
- A drawbridge for adventurers

Explain why your fortress needs each feature



Create a shield showing:

- An animal companion
- Your hero talent
- A symbol of bravery or kindness

This becomes your adventurer identity!



Listen to a song and clap along.

Pretend you're clapping the footsteps of a dragon or the beat of a marching party.

Look for examples of AI at home.

Pretend they are magical items that "think" (like a speaking crystal ball!). How do they help the wizard/your family?

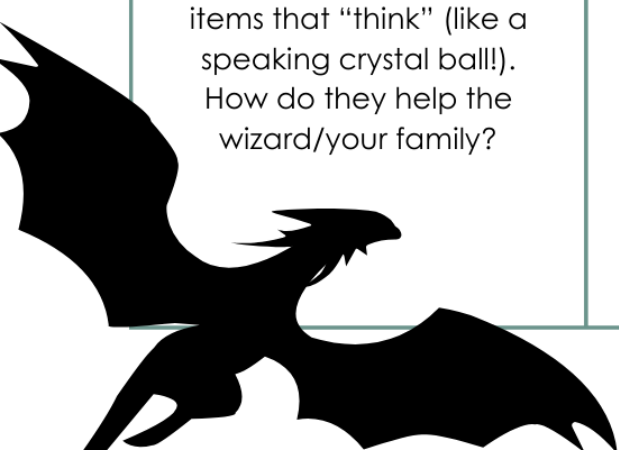
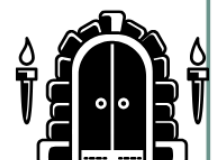
Imagine a water dragon gliding through the ocean. Create a 10–20 second dance about how different sea creatures (and the dragon!) move.

Choose one act of kindness at home.

Every adventurer must help their party!

Record:

- What you did
- How it made others feel
- How it made YOU feel



Lime Wood
Primary School



TEAMWORK



CURIOSITY



RESPECT



PRIDE



KINDNESS