

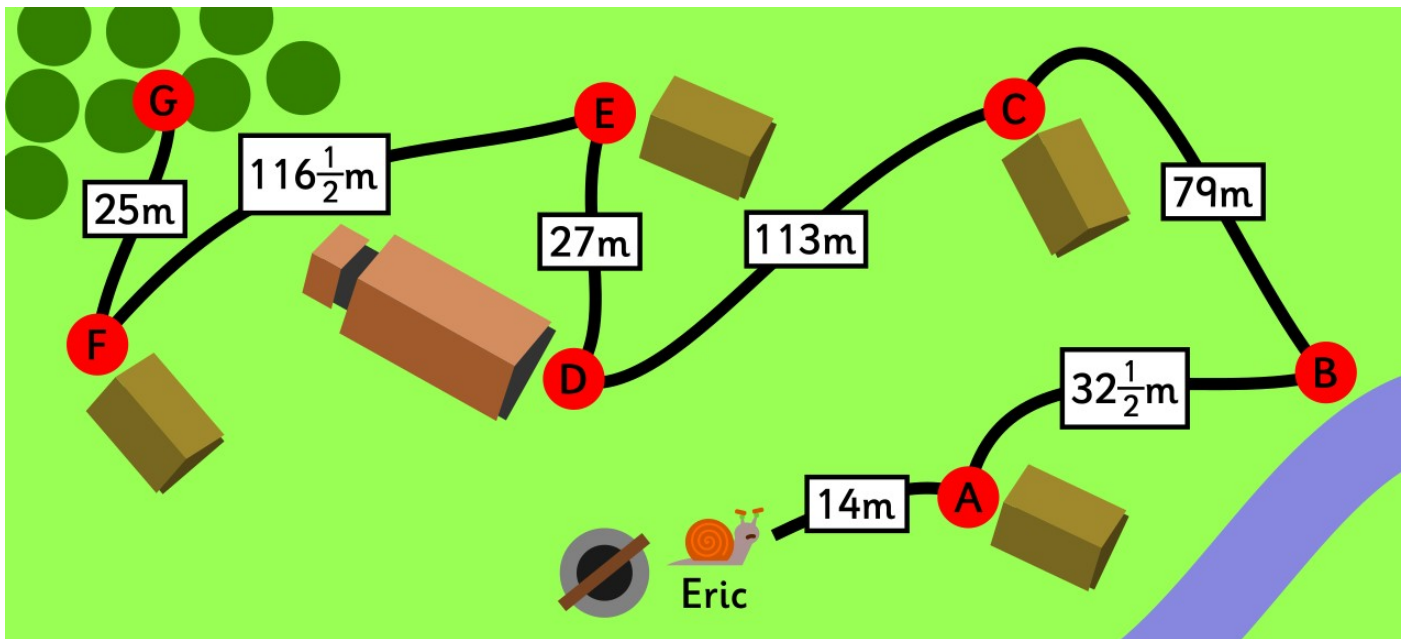
“I saw the monster,” called an old woman by the well, “it was so tall! It disappeared around the back of those huts!”

“We need Eric!” Vulf shouts. “He may only be a snail but he’s got the best sense of smell in the kingdom!”

Vulf gets Eric the snail out of his pocket and lets him sniff the air.

“He’s onto something!” Vulf grins. “Look at him go!”

Eric follows the scent of the monster all through the village. It has been everywhere!



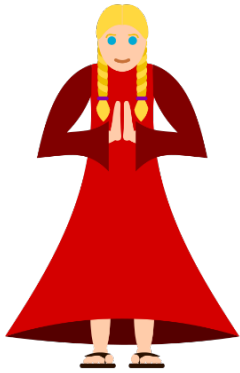
7a. What is the total distance Eric travelled?

7b. How far did Eric travel from the start to point C?

7c. How far did Eric travel from point B to point F?

Eric leads Vulf, Sigrunn the boy and the old woman into forest. They see a claw stuck in the top of a tree. It's a clue!

8. If the 4 of them stand on top of each other will they be able to reach the claw? Show how you worked your answer out.



Sigrunn
1m and
68cm



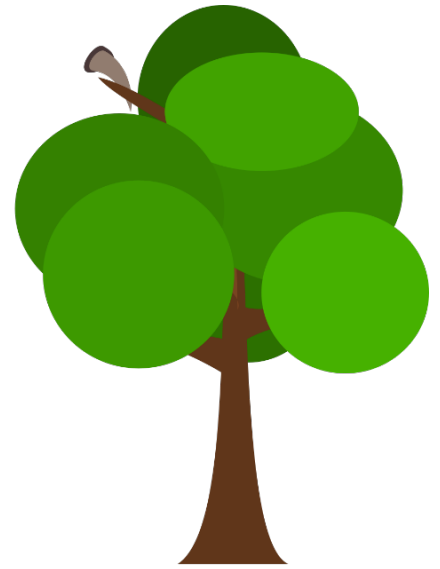
Boy
100cm and
70mm



Vulf
200cm



Old woman
1m and
35cm



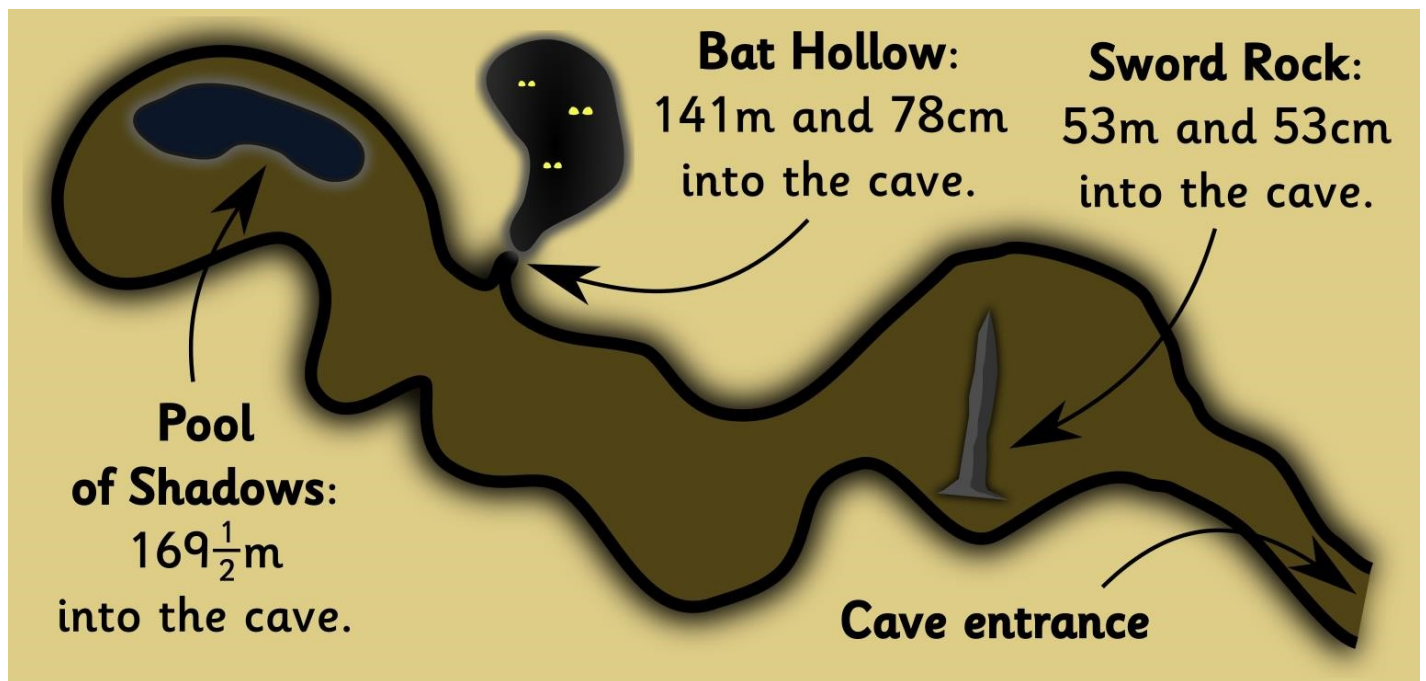
The claw is stuck
6m and 90mm
up the tree

As the boy's fingers gripped the claw, his foot slips. Everyone falls to the ground in a heap. Thankfully they are all fine, and now they have a clue!

"Only one monster has claws like this!" says Vulf. "We're hunting a Snot-Gargling Manitog! It's a big one too! There's only one place large enough for it to hide in around here. We've got to go to the Caves of Langkeld!"

When they get to the caves Vulf puts on his ring of light. It will help them to see in the dark.

"We've got to make sure we know how far into the caves we go," says Vulf, "so look out for the landmarks on this map! If I know anything about Manitogs, this one will be in the Pool of Shadows at the back of the caves."



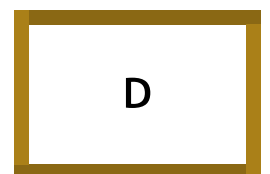
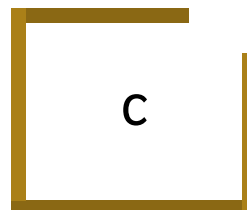
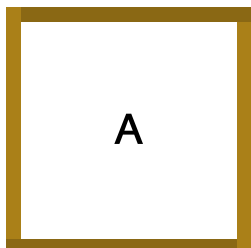
The group needs to reach the Pool of Shadows. Using the map, work out:

9a. How far the group will have left to go when they reach Sword Rock.

9b. How far the group will have left to go when they reach Bat Hollow.

The water of the Pool of Shadows bubbles and froths. With a mighty roar, the Snot-Gargling Manitog explodes from its hiding place! Bright green snot bubbles in its mouth as it runs at Vulf. It raises its huge claws to strike!

Vulf does not seem bothered. He takes out his bottle of shrinking potion and smashes it right on the Manitog's head! The massive monster squeaks and shrinks to the size of a mouse! Vulf picks it up in one hand. He has brought a few boxes with him which he can put the monster in.

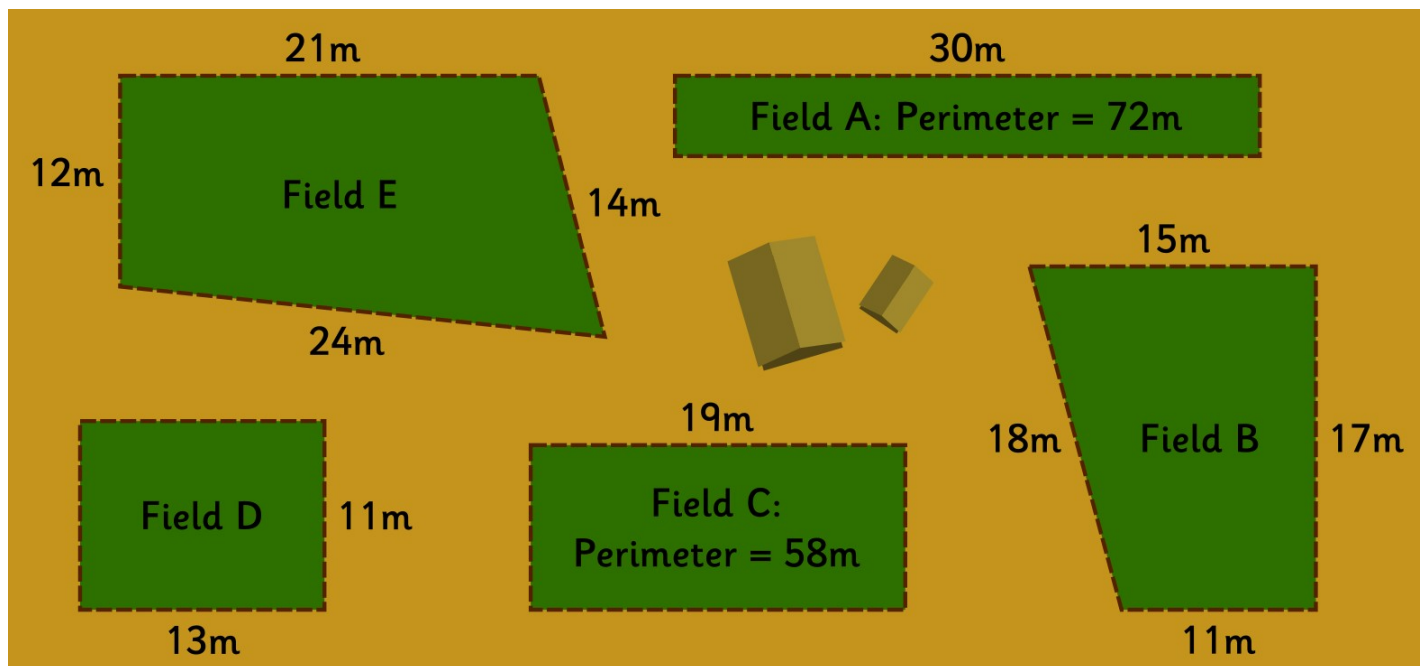


10. Put them in the right places in the table below. Explain the reasons for your choices.

Longest perimeter	Middle-length perimeter	Shortest perimeter	Cannot measure perimeter

Vulf and Sigrunn say goodbye to the villagers. They go back to Vulf's farm. When Vulf uses his growing potion to bring the Snot-Gargling Manitog back to its proper size, he will need to put it in a field which has a perimeter of at least 55m. The field he chooses cannot have sides of 10m or shorter. The right sized field will give the Manitog a good place to live.

11. Which fields might Vulf use? Explain your answers.



--