



Help Archie to create a new type of sweet for the McBudge Factory to make!

- 1.** Pick one word from each of the three sets of ingredients to make your new sweet:

Strawberry	Chocolate	Gum	Jelly	
Cinnamon	Caramel	Fizz	Drop	
Mint	Toffee	Bar	Chew	
Lemon	Butterscotch	Lollipop		
Aniseed	Fudge			
Orange	Treacle			
Pear	Hazelnut			

- 2.** Make up a secret ingredient to go into it.

(It could be something really weird like old socks or pencil sharpenings!)



- 3.** What's your sweet called? Give it a name →

(like Gunkochunk Bar or Smellygum!)

- 4.** What shape and colour is your sweet? Perhaps it has a wrapper? Draw a picture of it here:

- 5.** Now you need to sell it to customers!

Can you think of a catchy slogan for your sweet to use in an advertisement?



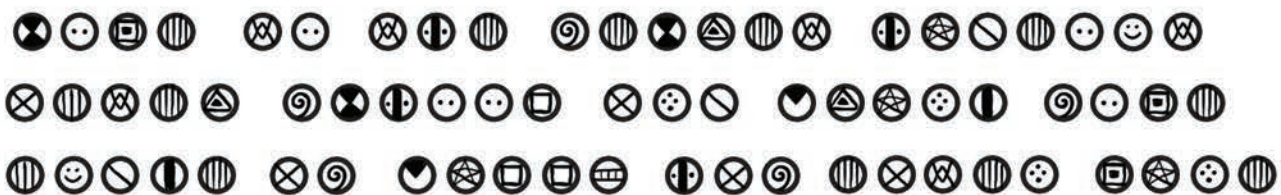


Fliss has left a message for Archie using a code made from different patterned gobstoppers! However, some of the letters are missing from the mastercode. Can you work out what the message says, and what the pattern is for each missing letter?

Mastercode:

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

Fliss's Message:



Decode the message here:

Draw the patterns for the missing letters:

B =

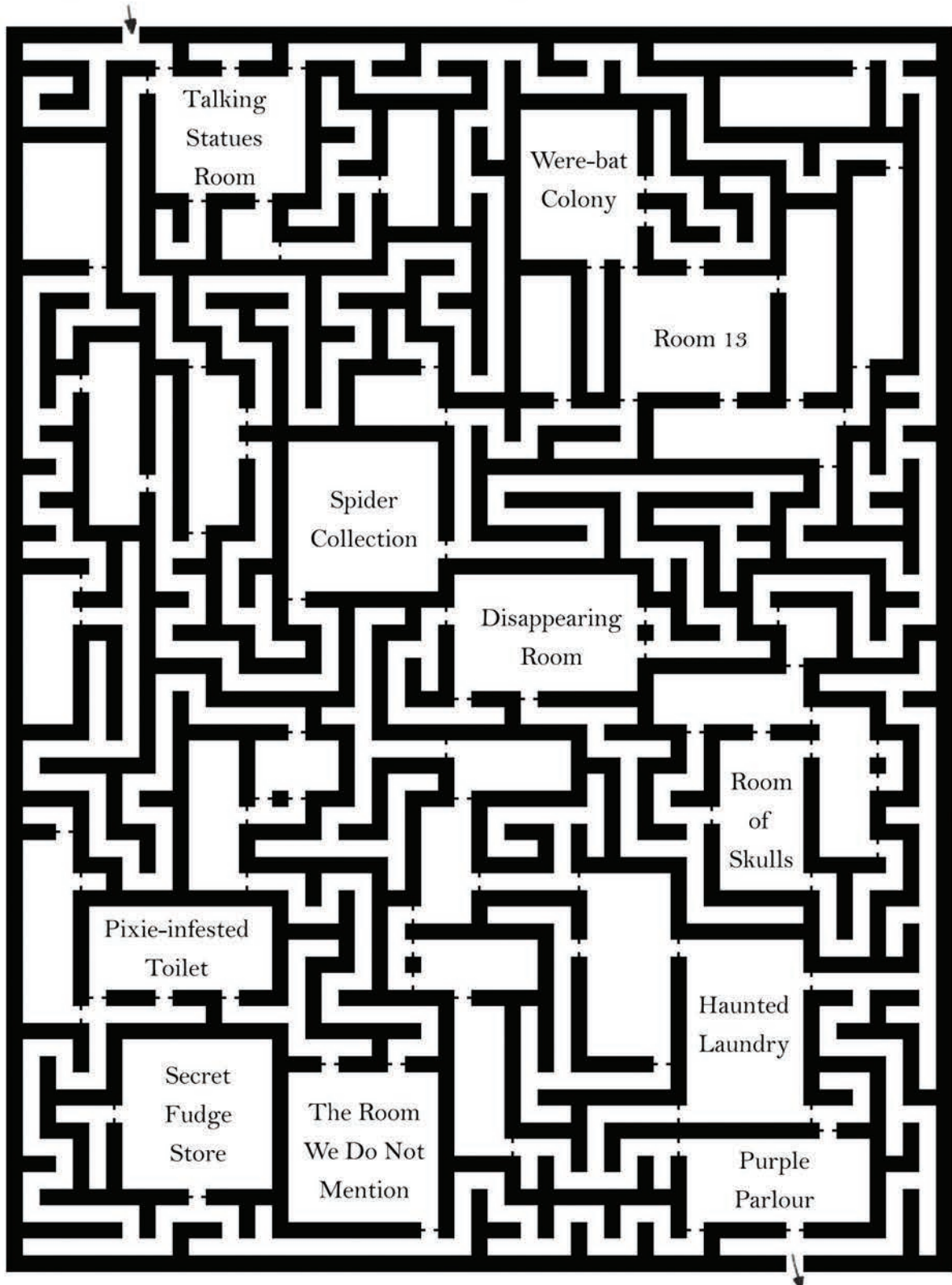
F =

O =



Tablet Teaser

Honestone Hall is a maze of twisting passages connecting hundreds of rooms. Can you help Tablet the butler find his way from one side to the other?



Sweet Shop Word Search

Can you find these sweet-related words in the grid below? They are all things that can be bought in Clootie Dumpling's shop in Dundoodle.

The words are hidden horizontally, vertically or diagonally, and forwards or backwards, and might overlap. It's as tricky as a Chewochocochunk!

ANISEED
BARLEY SUGAR
BONBON
BUTTERSCOTCH
CANDYFLOSS
CARAMEL
CHEW
CHOCOLATE
FIZZY

FUDGE
GOBSTOPPER
GUM
HUMBUG
JELLYBABY
LICORICE
LOLLIPOP
LOVEHEART

MARSHMALLOW
MINT
NOUGAT
PEAR DROP
RICE PAPER
SHERBET
TOFFEE
TURKISH DELIGHT

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



Create A Wyrdie Creature



Create a strange beast to go into Billy Macabre's *Book of Wyrdiness*.

Name of creature:

Describe the creature. What does it look like? Where does it live? When can it be seen? What does it eat? Is it friendly or dangerous? Does it have magical powers and abilities?

Draw the creature here:

Macabre Creepy Scale Rating:

out of 10.



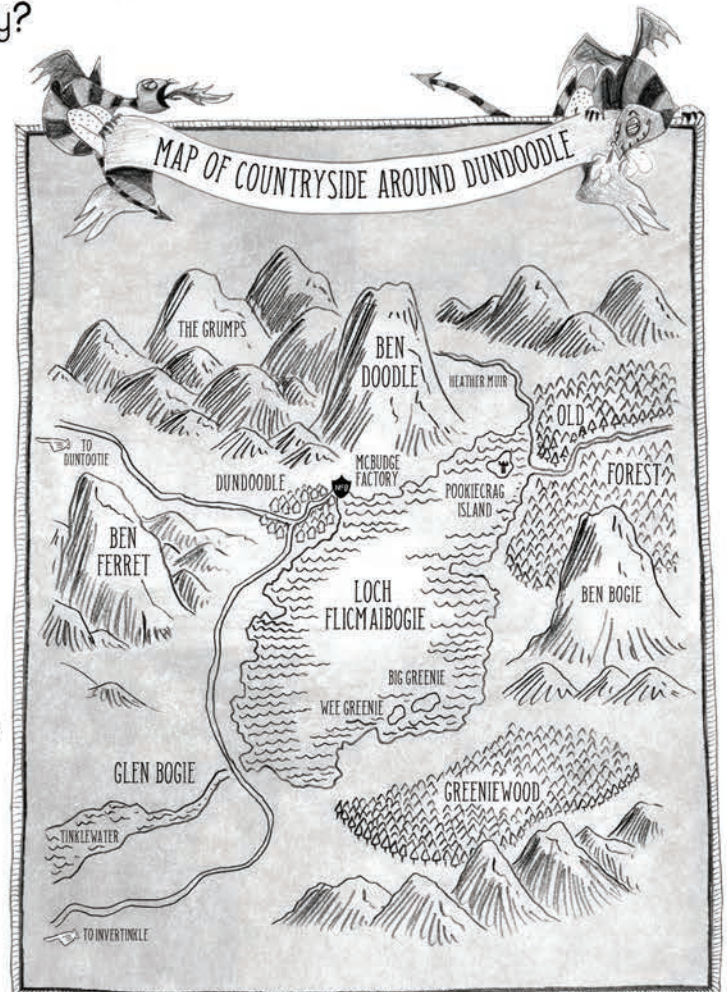


Here are some ideas for writing your own stories set in the strange town of Dundoodle.

1. Write a story about Archie inventing a new sweet at the chocolate factory. What happens? Is it difficult? What could go wrong? Perhaps the machinery goes out of control? Maybe the sweet has magical powers! How does Archie deal with it?
2. Write a story about Fliss exploring a secret passage at Honeystone Hall. Where is it and how does she find it? Where does it lead to? What does she find in it? Maybe a wyrdie creature or a talking painting or some kind of treasure? What happens next?
3. Write a story about Billy helping Clotie Dumpling in the cafe. Who are the customers and what do they want to eat? Is Billy any good at his job? Maybe he messes up the orders and make the customers angry. Maybe he drops all the plates on the floor and spills the drinks! How does he fix things and keep everyone happy?
4. Write a story about the children and Sherbet the dog going on a trip to the countryside around Dundoodle. Look at the map and decide where you'd like them to go.

What will the weather be like? Will it be dangerous? What clothing and kit will they need to take with them? Who or what will they meet?























Or draw your own map of a made-up land or town and write a story set there with your own characters. You could write several stories set in different locations on the same map.



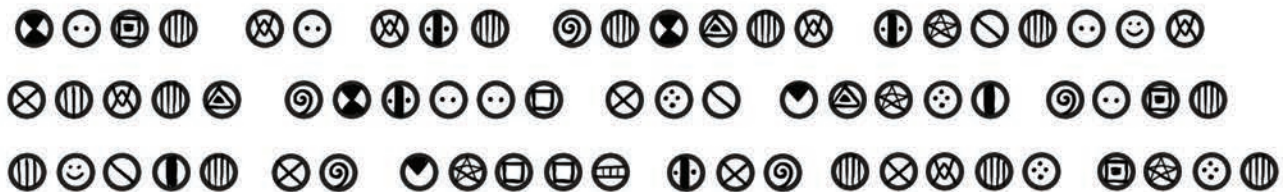


Solution

Mastercode:

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

Fliss's Message:



Decode the message here:

COME TO THE SECRET HIDEOUT
AFTER SCHOOL AND BRING SOME
FUDGE AS BILLY HAS EATEN MINE

Draw the patterns for the missing letters:

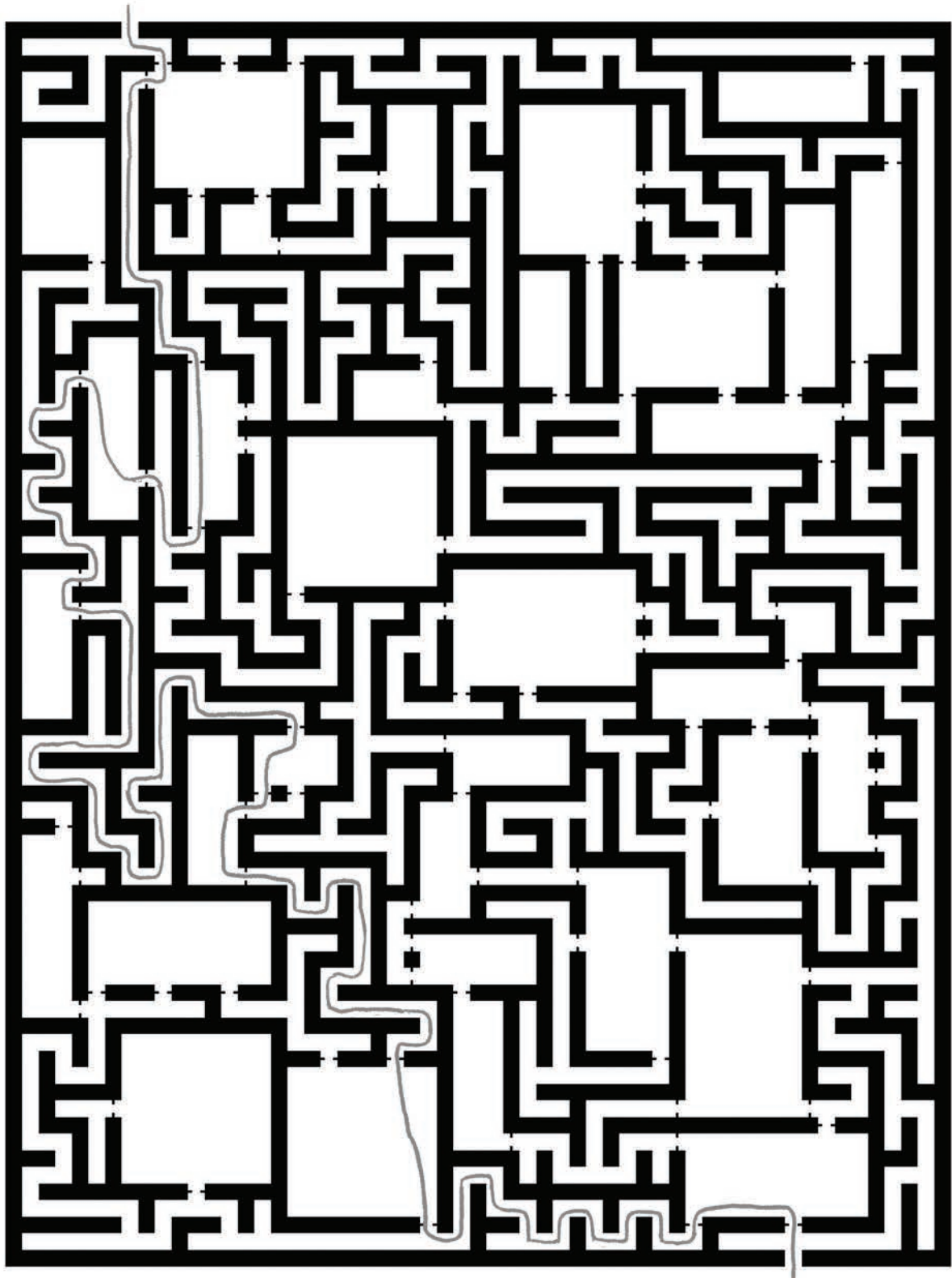
$$B = \odot$$
$$F = \bigoplus$$
$$O = \odot$$

CAREFUL! LOOKS LIKE "E" PATTERN



Tablet Teaser

Solution



Sweet Shop Word Search

Solution

