# Explore the Planet Jumpiter!

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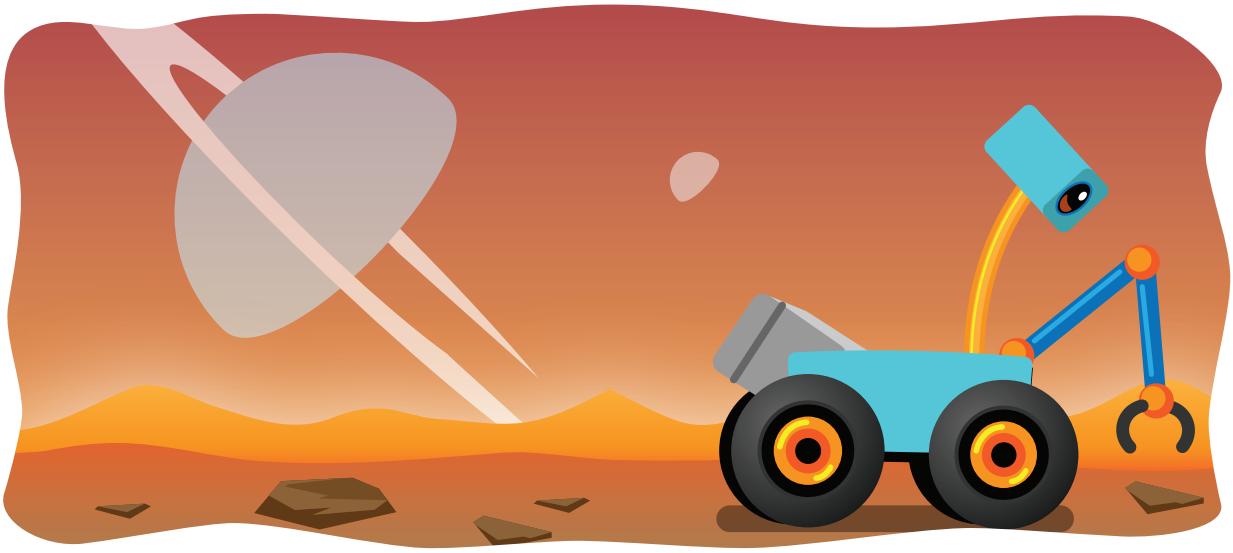
Congratulations, you have made it to outer space and landed on the planet Jumpiter! Your mission is to collect samples from this special planet. Take a ride in a rover and collect items you think scientists might like to study back on Earth. Carefully follow the steps to this mission in the right order. Computer scientists call this sequencing. Sequence the story correctly and you will learn the secret code to help bring a very special item back to Earth.

## Materials:

- Computer with Code Jumper App
- Code Jumper kit
  - Hub
  - 8 Play pods
- Note taking materials



## Directions:

- In the Code Jumper App, set the sound set to Spacewalk for Thread 1.
- Read the story until you come to a symbol. Pause when you come to the symbol. Or if you are listening to the story, pause after you hear the chime sound. The symbol or the chime tells you when you find the matching sound for that part of the story. Attach a Play pod to the Hub in Thread 1. Turn the sound dial on the Play pod until you hear the sound you think matches that part of the story.
- Repeat this process for the rest of the story. When the story is finished, there will be 8 Play pods attached in a line to Thread 1 on the hub.
- Press Play to double-check that you found the correct order of the story.
- Once all Play pods have the correct sounds, read the code on the app, or push the play and stop buttons on the Hub at the same time. You may want to write down the answer on your paper or notetaking device. The numbers you hear are the secret code to help bring a very special item back to Earth.

  **Hint!** When listening for the clues, you only need to be concerned with what comes after the word “play”. You can ignore the computer speaking about the speed. For example, when the computer says “Play ‘8’ for 1 times speed”, you only need to write down the number ‘8’. Use your note taking materials to record the launch code.

# Exploring Planet Jumpiter

Time for a rover expedition. Please start your engine.

Find the sound of an engine starting.

Move the rover forward to start looking for items to collect. Scientists are interested in studying what Jumpiter is like.

Find the sound of the rover moving forward.

The ground in this spot looks like a beach, or maybe a desert. Use the robotic arm to collect ground material.

Find the sound of sand falling.

Bump! The ground in this spot is bumpy. The rover is rocking from side to side as it rolls over the bumps. Use the robotic arm to collect some of the bumpy ground.

Find the sound of rocks.

Oops, the rover ran over something and it made a very unusual sound. Was it some kind of instrument?

Find the sound of a guitar being smashed.

We should back up the rover to figure out what it was. Try moving backward.

Find the reverse beeping sound.

“It is not your fault. I should not have left it sitting there,” said this new friend. My, my, who is that?

Find the sounds that represents CJ.

CJ wants to learn more about Earth, especially the music there. But now it is time to go home. Show him the way in your rocket and blast off back to Earth.

Find the blast off sound.

Great job! Your story is sequenced. Now read the code out loud to find the secret code to help CJ’s ship blast off and follow you back to Earth.

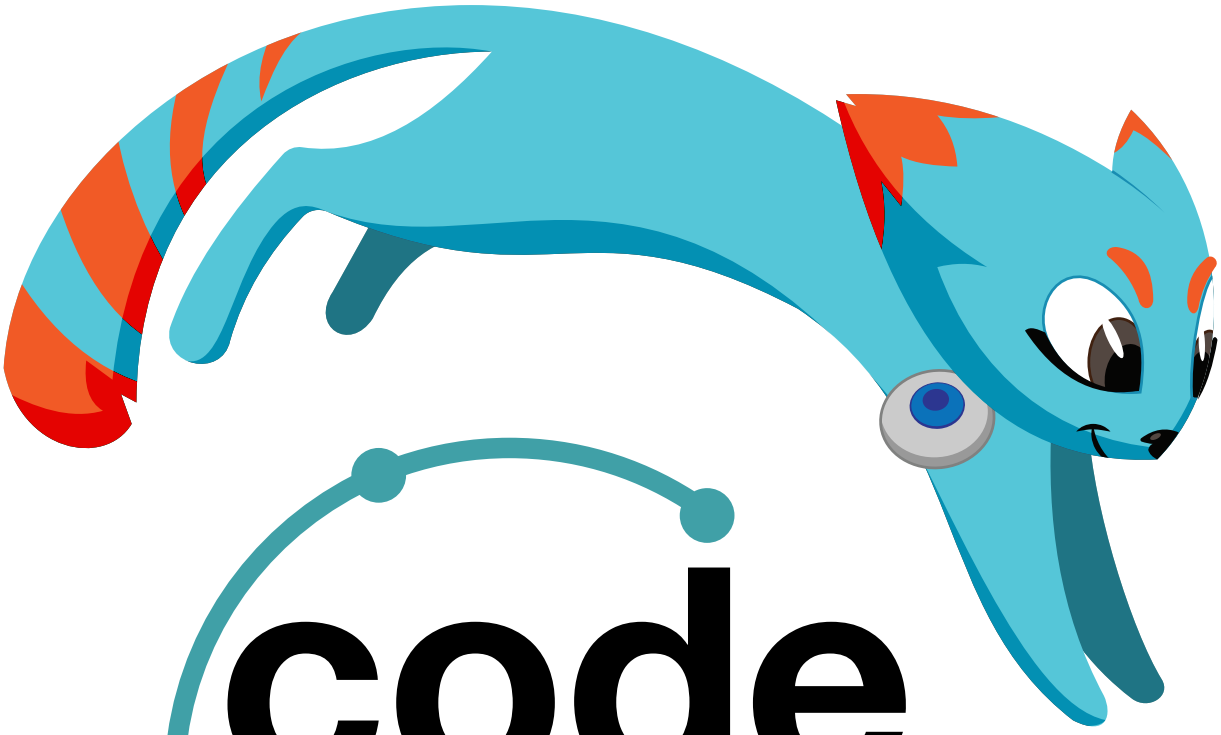
**Hint!** When listening for the clues, you only need to be concerned with what comes after the word “play”. You can ignore the computer speaking about the speed. For example, when the computer says “Play ‘8’ for 1 times speed”, you only need to write down the number ‘8’. Use your note taking materials to record the launch code.

| Pod 1 | Pod 2 | Pod 3 | Pod 4 | Pod 5 | Pod 6 | Pod 7 | Pod 8 |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

Now you have the secret code! When you are ready to hear it, press play. To check your work, download the puzzle answers.

Congratulations! You’ve completed another CJ adventure.

powered by...



# code jumper