

AVA & THE SPARKLE CITY GLITCH

LEVEL 1 • SPARKLE EXPLORER

AGES 5-12

Name: _____

Date: _____

1 Circle the story heroes

Circle the names of Ava and her two friends.

Ava

Maya

Zoe

Robot Rex

2 What happened in Ava's room?

Check the three things that belong in the story.

☐

A magical portal

☐

A Slime Monster

☐

A flying monkey

☐

A talking dinosaur

3 Draw a new Sparkle City creature!

Give your creature a name and one special power.

Creature name: _____

Special power: _____

AVA & THE SPARKLE CITY GLITCH

LEVEL 2 • GLITCH DETECTIVE

AGES 8-10

Name: _____

Date: _____

1 Unscramble the glitch words

Hint: All three are important to Ava's adventure.

L A T R O P

A doorway to another world

M E I L S

A green monster

M A E T

A group working together

2 Put the adventure in order

Write 1, 2, 3, or 4 in the squares.

☐

Ava and her friends work together to close the portal.

☐

Ava builds Sparkle City on her tablet.

☐

A magical portal opens in Ava's bedroom.

☐

The room returns to normal.

3 Crack the friendship code

Use A=1, B=2, C=3 ... Z=26 to solve the message.

6 - 18 - 9 - 5 - 14 - 4 - 19

Secret word: _____

AVA & THE SPARKLE CITY GLITCH

LEVEL 3 • SPARKLEFORGE DESIGNER

AGES 11-12

Name: _____

Date: _____

1

Debug Ava's plan

The portal closes ONLY when the three friends work together.

IF everyone is ready:

Map the portal → Distract the monster → Enter CLOSE_PORTAL_FAST

ELSE: Stop, regroup, and try again.

Why is the ELSE step important? Give one reason.

2

Design a new glitch

Invent a safe, funny game problem and a teamwork solution.

My new glitch:

How Ava, Maya, and Zoe each help:

3

Write a one-line rule for SparkleForge

Make the game safer or more fun. Try using IF ... THEN ...

TEACHER & LIBRARIAN GUIDE

Answer key and discussion ideas • Designed for flexible ages 5–12

1 Level 1 • Sparkle Explorer

Story heroes: Ava, Maya, Zoe. (Not Robot Rex.)

Story items: magical portal, Slime Monster, flying monkey.

Drawing: open-ended; celebrate creativity and explanations.

2 Level 2 • Glitch Detective

Unscramble: PORTAL, SLIME, TEAM.

Order (in worksheet order): 3, 1, 2, 4.

Cipher: FRIENDS.

3 Level 3 • SparkleForge Designer

Creative responses vary; look for a clear problem and distinct roles.

Example rule: IF a portal opens, THEN call the team before entering.

DISCUSSION STARTERS

- What makes Ava a creator and a problem-solver?
- How do Maya and Zoe contribute different ideas?
- What would you change about SparkleForge to keep players safe?