



The Great Send Off!



CJ's Great Send Off

Introduction

It's time to say goodbye to CJ until the next time they visit Earth. CJ needs help getting the spaceship ready for flight and to initiate the launch sequence. There are a series of steps to take before the final count down. Follow the directions to send CJ on to the next adventure!

Materials:

- Computer with Code Jumper App
- Code Jumper kit
 - Hub
 - 8 Play pods
 - Count down
 - Constants
 - Pause
- Note taking materials

Note: For this puzzle you will use 3 sound sets – Preflight Check, Souvenirs, and Launch Time!

Directions:

Help CJ get ready for intergalactic flight. There are three different tasks to complete.

Preflight check: Thread 1

Before a long journey, it is important to make sure everything is in working order. Help CJ make the needed fixes.

Your first task is to help CJ find the right tool for the right job. Read what needs to be done and add the tool to your toolbox. There are 8 different sounds that represent the tools. To add them to your toolbox, add a Play pod and find the correct sound that represents the sound the tool makes. A sound may be used more than once, or not at all.

Hint: If you are struggling to find the matching sound, read the code.

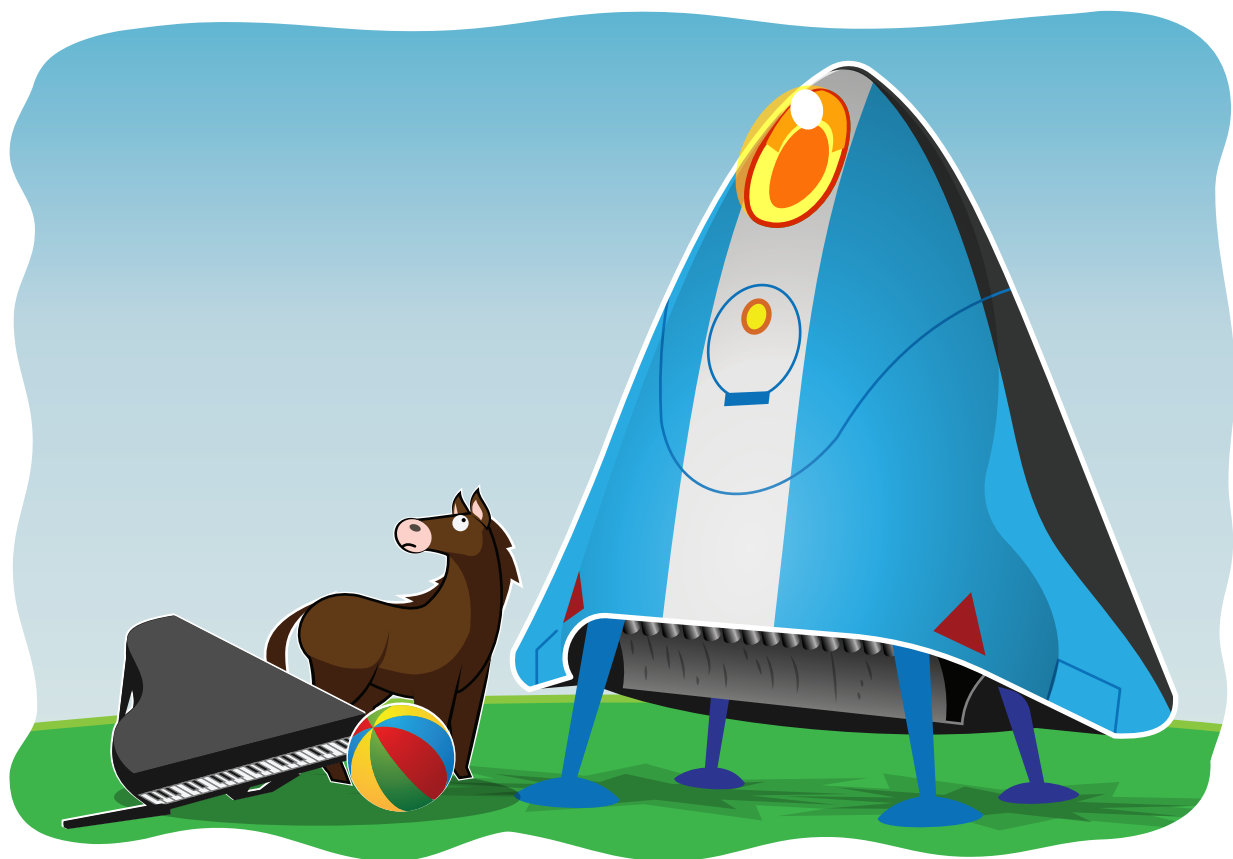
- There is a screw loose in a panel on the ship, what tool do you need?
- You are inspecting the outside of the ship and notice a nail has popped out. How do you put it back in?
- A pipe has broken off and you need to cut a new one to the right length. Add the right tool to your toolbox.
- The name plate has fallen off. You need to create new holes to reattach it.
- The hatch is squeaking. What can you use to make it quiet?
- The ship landed really hard here on Earth and needs a new part to bounce when it lands on a new planet. What part do you need?

Packing souvenirs: Thread 2

CJ is packing souvenirs for the trip. It is important to not over pack so the ship isn't too heavy. Build your packing list in Code Jumper with the items from the list. CJ can pack a minimum of 15 and a maximum of 40 pounds. Try to find as many items as possible to pack without going over 40 pounds.

- Have ready:
 - Code Jumper, the Hub, 8 Play pods, Loop pod, count down plug (minus sign).
 - Recording materials such as notepaper and a pen or electronic note taking device.
- Choose the constants that you think will add up to less than 40 pounds. Check your math by adding the weights together!
- Create your program without plugging it into the Hub.
- Insert the constants you have chosen into the Sound dial.
- Plug the first Play pod into Thread 2 of the Hub.
- Press Play to see what items CJ is taking to represent what life is like on Earth.
- Try again with different items.

Constant Plug Number	Space Weight	Souvenir Sound Set
1	7	Rooster
2	2	Horse
3	8	Piano
4	10	Bouncing Ball
5	4	Fire Truck
6	9	Crowd of People
7	1	Cash Register
8	12	Fizzy Drink Opening

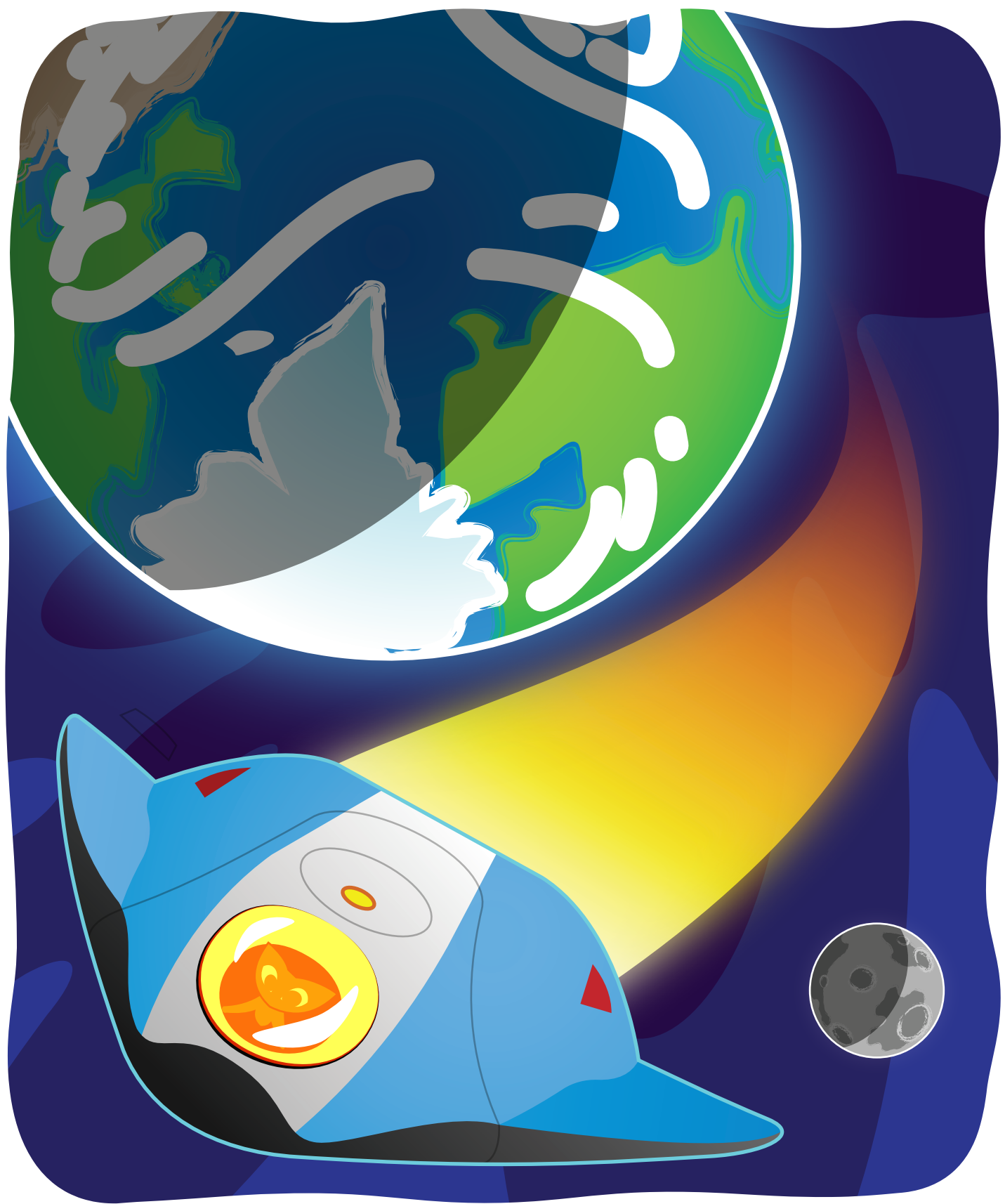


Launch Time! The ship is ready. Time to go to Mission Control for the Launch: Thread 3

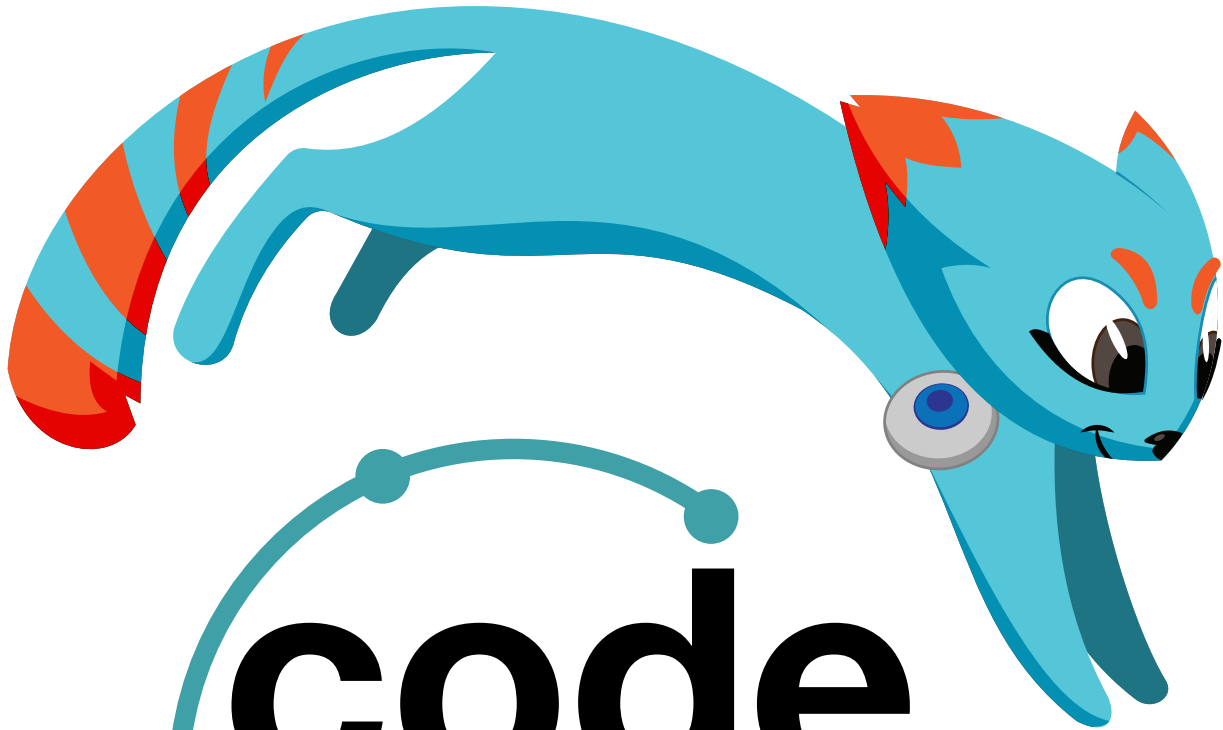
There are so many buttons and switches to turn and flip to initiate the launch sequence. It takes practice to get this right; but the Launch sequence is out of order!! Find the correct order for the sequence by building it on Thread 3 using the Launch Sound set.

- Ignition: Sound of the engines firing up.
- Close the spaceship door: Slamming of the door
- Lift off!: Sound of a spaceship taking off.
 - Countdown! Count down from 3 in a loop with the counter:
 - Create the loop with one Play pod.
 - Turn the Sound dial on the Play pod to the number 3.
 - Add in the Countdown plug into the Sound dial of the Play pod.
 - Close the loop.
 - Connect the closed loop to the Play pod.
- Buckle up!: Sound of buckling seatbelt.
- Cheers from mission control: Yeah!
- Press Play to initiate lift off.

Congratulations! You've completed another CJ adventure!



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