



CLASSROOM PACK



- VOCABULARY EXERCISES
- MULTIPLE CHOICE QUESTIONS
- ORAL EXPRESSION
- WRITTEN EXPRESSION
- CULTURE



VOCABULARY EXERCISES

FILL IN THE BLANK

Complete the sentences with the missing word(s)

WORD BANK

Storm

Set up a tent

Lost

Flashlight/Torch

Shelter

Map

1. We walked for a long time and could not find our way. We were completely _____.
2. Before starting our walk, we looked at the _____ to find the right path.
3. It was getting dark, so we took out a _____ to see where we were going.
4. The weather was very bad, with heavy rain, thunder and strong wind. It was a _____.
5. When it started to rain, we found _____ inside an old cabin.
6. We should _____ before it gets dark so we have somewhere to sleep.

MATCHING

Match each situation with the letter of the correct expression

- ___ Alex, Riley and Jamie are lost in the forest. They decide not to separate.
- ___ Riley hears a strange noise in the forest and wants to go and see what it is.
- ___ Jamie is nervous about the storm. Riley tells him, "Don't worry. It will probably be fine."
- ___ The Cop thinks he knows what happened before he knows all the facts.
- ___ Alex packs a first aid kit, a map and extra food for the camping trip. Jamie says she is bringing too many things.

EXPRESSIONS

- A. Better to be safe than sorry**
- B. Check it out**
- C. Jump to conclusions**
- D. Stick together**
- E. What's the worst that can happen?**



VOCABULARY EXERCISES

CROSSWORD PUZZLE

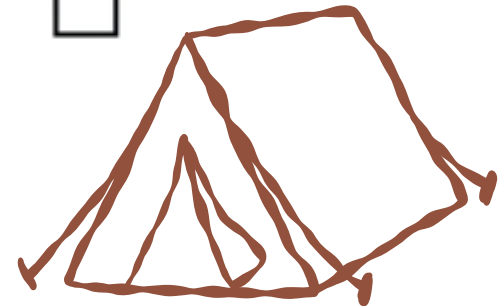
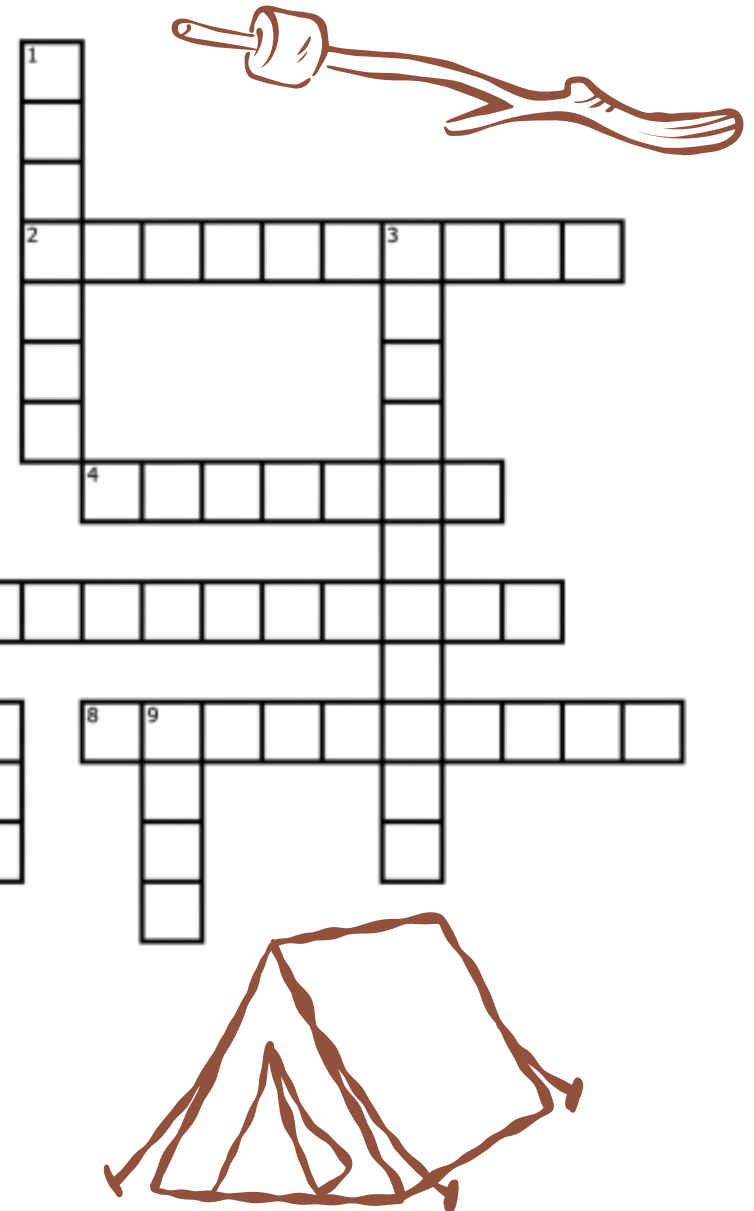
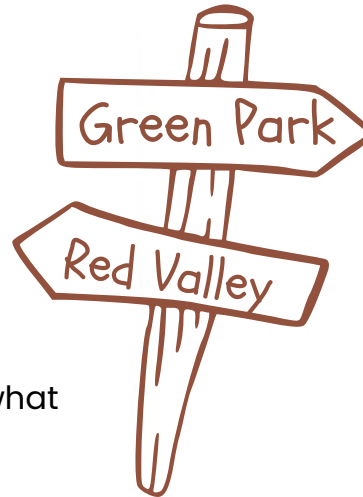
Complete the crossword using the clues for help.

ACROSS

- 2. How you feel when you think something is wrong.
- 4. A person who saw what happened.
- 6. When the police ask someone questions to find out what happened.
- 8. When you say that someone did something wrong.
- 10. A crime or mystery that the police try to solve.

DOWN

- 1. When a person cannot be found.
- 3. To try to find out the truth.
- 5. When the police take someone because they may have broken the law.
- 7. To say something that is not true.
- 9. Something that helps solve a mystery or answer a question.



MULTIPLE ANSWER

Read the sentences and mark the correct answer.

1. What does Alex insist the friends do before entering Green Park?

- a) Check that they have all their camping supplies.
- b) Ask the Ranger to guide them.
- c) Buy new bicycles.
- d) Choose a different park.

2. Which description best matches Alex?

- a) She is organised and likes to have a plan.
- b) She believes every scary story she hears.
- c) She hates camping and wants to go home immediately.
- d) She wants to become a police officer.

3. Why is Riley especially interested in the Tree Walker?

- a) She thinks the Tree Walker stole her backpack.
- b) She loves local legends and wants to learn more about the mystery.
- c) She has met the Tree Walker many times before.
- d) She wants to write a school report about park rangers.

4. What warning does the Ranger repeatedly give people?

- a) Stay away from the cabin.
- b) Don't go camping at night.
- c) Stay on the trail.
- d) Watch out for the storm.

5. Why do the three friends leave their campsite?

- a) They run out of food.
- b) Riley wants to search for the Tree Walker.
- c) Their tent collapses during the storm and they need shelter.
- d) The Ranger tells them to leave Green Park.

MULTIPLE CHOICE

6. How do Alex, Riley and Jamie become separated in the forest?

- a) Riley decides to explore the forest alone.
- b) They panic and run away from the man they think is the Tree Walker.
- c) The Ranger tells each of them to follow a different trail.
- d) The police separate them while searching the forest.

7. What mysterious thing do Alex and Jamie discover inside the cabin?

- a) Jamie's sleeping bag
- b) Riley's phone
- c) Alex's map
- d) The Cop's uniform

8. Why is the Cop convinced that the Ranger is guilty?

- a) The Ranger confesses that he attacked the children.
- b) Several suspicious clues connect the Ranger to the children.
- c) Riley sees the Ranger stealing equipment from their campsite.
- d) Alex tells the Cop that she saw the Ranger attack Jamie.

9. What is the true reason the Ranger followed the friends into the forest?

- a) He found Jamie's sleeping bag at the shop & tried to return it and help them.
- b) He wanted to kill them and steal Jamie's sleeping bag as a trophy.
- c) He wanted to scare them into believing the Tree Walker legend was real.
- d) He wanted to arrest them for going off the trail.

10. What are the red marks on the Ranger's apron really?

- a) Blood
- b) Paint
- c) Jam
- d) Pasta sauce



MULTIPLE CHOICE

TRUE OR FALSE

Read each statement, decide if it is True or False, and circle the correct response.

1. Jamie loves snacks and adventure, but he dislikes hiking and is easily frightened.

TRUE / FALSE

2. Alex believes in the Tree Walker legend from the beginning of the story.

TRUE / FALSE

3. Riley becomes separated from Alex and Jamie and is found by the police.

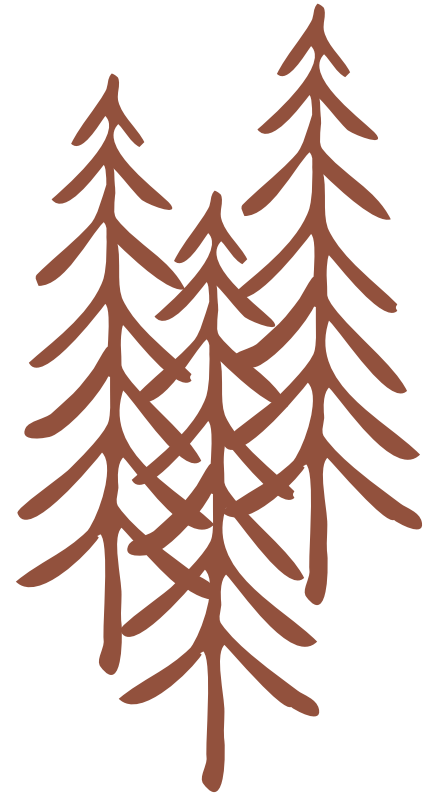
TRUE / FALSE

4. The red marks on the Ranger's apron are blood.

TRUE / FALSE

5. Alex, Riley, and Jamie are still friends at the end of their adventure.

TRUE / FALSE



ORAL EXPRESSION

LIVE FROM GREEN PARK: A GREEN PARK JUNIOR RANGER GUIDE

Off Trail: The Podcast is recording a special episode called “Live from Green Park.” This episode is to help Green Park visitors **PREPARE** for their visit, **EXPLORE** the park safely, and **PROTECT** the forest. You and your partner(s) are Green Park Junior Rangers. Work together in groups of 2-3 to create a short podcast episode in English.

To create your episode, complete the three Junior Ranger activities: **PREPARE, EXPLORE, & PROTECT**. The instructions for these activities are on the next page. Use our suggestions to help you. Do not write a full script; you can prepare a few notes if you need to! Make sure that your episode also includes an **INTRODUCTION** and a **CONCLUSION**.

INTRODUCTION

Before the Junior Ranger Activities, begin your podcast with a short introduction. Tell your listeners who you are and what you are talking about.

THINGS TO INCLUDE:

- The podcast title: **Off Trail: The Podcast**
- The episode title: **“Live from Green Park”**
- A short hello with your names

USEFUL STARTERS:

“Hello and welcome to...”
“We are...”
“Today, we are live from...”
“In this episode...”



CONCLUSION

After the Junior Ranger Activities, finish your podcast with a short conclusion. Summarize the most important advice and say goodbye to your listeners.

THINGS TO INCLUDE:

- Final important Junior Ranger advice
- The podcast title: **Off Trail: The Podcast**
- A short goodbye with your names

USEFUL STARTERS:

“Our advice to Green Park visitors is...”
“The most important thing to remember is...”
“Here is our Junior Ranger tip...”
“Thanks for listening to...”



ORAL EXPRESSION

JUNIOR RANGER ACTIVITIES

After introducing your podcast, complete the following activities. Don't forget to finish your episode with a conclusion!

PREPARE

Look at the items below and choose the 3 things you think are the most useful for a visit to Green Park.

THINGS TO INCLUDE:

- 3 items to bring
- Why each item is useful

ITEMS:

- a map
- a compass
- a flashlight / torch
- a first aid kit
- food / snacks
- a sleeping bag
- a tent
- a backpack
- a rain jacket

USEFUL STARTERS:

- "We should bring..."
- "I think ... is important because..."
- "It could help us..."
- "We might need it if..."

EXPLORE

Plan a short hike in Green Park. Choose a route using Alex's map (next page) to start your adventure.

THINGS TO INCLUDE:

- At least 3 different places
- Why you chose each place
- Directions for your hike
- Your start location (park entrance)
- Your final destination

YOUR ROUTE MUST:

- Start at the Green Park entrance
- Follow the trail
- Visit each place only once
- Have a final destination

USEFUL STARTERS:

- "First, start at... Then, go past..."
- "Follow the trail left/right..."
- "It is near / next to / by..."
- "We should go to... because..."
- "Our final destination is..."

PROTECT

Decide how to keep the park & its visitors safe by responding to 3 of the dangerous situations below.

THINGS TO INCLUDE:

- 3 different situations
- what you should or should not do in each situation

SITUATIONS:

1. Your friend wants to leave the trail.
2. You see dark clouds & hear thunder.
3. You find lots of trash near the river.
4. Your group is separated after dark.
5. You see a wild animal in your path.
6. You forgot the tent or sleeping bag.
7. Your friend falls and cuts their leg.

USEFUL STARTERS:

- "We should / shouldn't..."
- "The safest thing to do is..."
- "We need to... because..."
- "That is dangerous because..."
- "Better to be safe than sorry!"



ORAL EXPRESSION

ALEX'S MAP

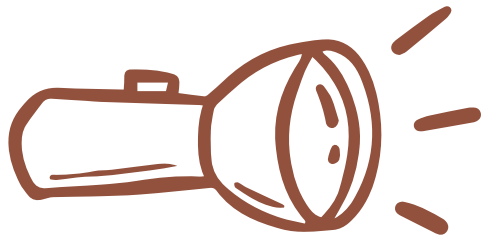
Use the map below to complete the **EXPLORE** Junior Ranger Activity on the previous page.



WRITTEN EXPRESSION

STORIES AFTER DARK: WRITE A SCARY STORY

Riley loves legends, ghosts, and horror stories. Around the campfire in Green Park, she scares Alex and Jamie with the legend of the Tree Walker. Now, she needs a new scary story to tell on their next adventure. Write **a short horror or ghost story** for Riley to tell around the campfire. Your story can be about anything you want, as long as it is scary! You decide: Was the scary thing really there, or is there a rational explanation?



YOUR STORY SHOULD INCLUDE:

- A clear setting — place and time
- 1 or more characters
- 1 first strange or scary event
- 1 or 2 more events that make the situation worse
- A scary, surprising, or mysterious ending
- A rational explanation (optional)



PLAN YOUR STORY

Your story should have a clear beginning, middle and end. Before you start writing, think about these questions.

WHO?

Who are the characters?

Who is scared / brave and a hero / a victim?

WHERE?

Where does the story start / end?

Where does each event happen?

WHEN?

When during the day does the story happen?

When in history is this story?

WHAT?

What strange / scary things happen?

What do the characters do?

WHY?

Why do the characters make their choices?

Why does the situation get worse?

HOW?

How do the characters choose to react?

How does the story end?



WRITTEN EXPRESSION

STORY SCAFFOLDING

Need extra help? Use your answers from the Plan Your Story section to complete these sentences.

BEGINNING

I was with _____ [Who?]. They were _____ [Who?].

First, I was at/in _____ [Where?]. Then, I went to _____ [Where?].

MIDDLE

It was _____ [When?], during _____ [When?].

Everything seemed normal until _____ [What?]. I decided to _____ [What?].

END

I chose to do this because _____ [Why?]. Then, things got worse because _____ [Why?].

I reacted by _____ [How?]. In the end, _____ [How?].



CULTURE

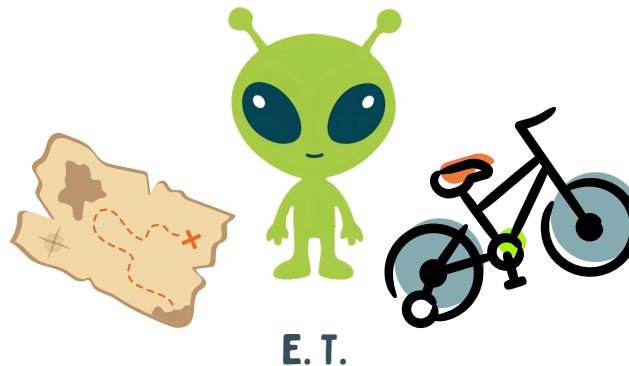
YOUNG FRIENDS ON AN ADVENTURE

Off Trail follows three young friends whose camping trip becomes a strange and frightening adventure. Stories about groups of young people exploring the unknown have inspired films and television for decades. **The Goonies**, **Stranger Things**, and **E.T.** are 3 examples of very different stories, but they all feature young people exploring the unknown, making their own decisions, and depending on their friends. Alex, Riley and Jamie continue this tradition in Off Trail.

THE GOONIES

The Goonies is a 1985 **adventure film** directed by Richard Donner and based on a story by Steven Spielberg. It follows a group of young friends who discover an old treasure map and decide to follow it. Their search leads them through dangerous underground tunnels while criminals follow close behind.

Like Alex, Riley and Jamie, the Goonies have different personalities but face their adventure together. Both stories also use **maps, exploration, friendship, danger, and comedy**. When things go wrong, the young characters have to rely on one another.



E.T. the Extra-Terrestrial is a 1982 film directed by Steven Spielberg. Elliott, a young boy, discovers an **alien** who has been left behind on Earth and decides to help him return home.

Like Off Trail, the film puts young people at the centre of an extraordinary adventure. **Friendship and loyalty** help the characters face something completely outside their normal lives.

STRANGER THINGS

Stranger Things is a television series created by Matt and Ross Duffer. The story begins when a twelve-year-old boy called Will **disappears** from the small town of Hawkins. His friends search for him and soon discover that something much stranger and more dangerous is happening.

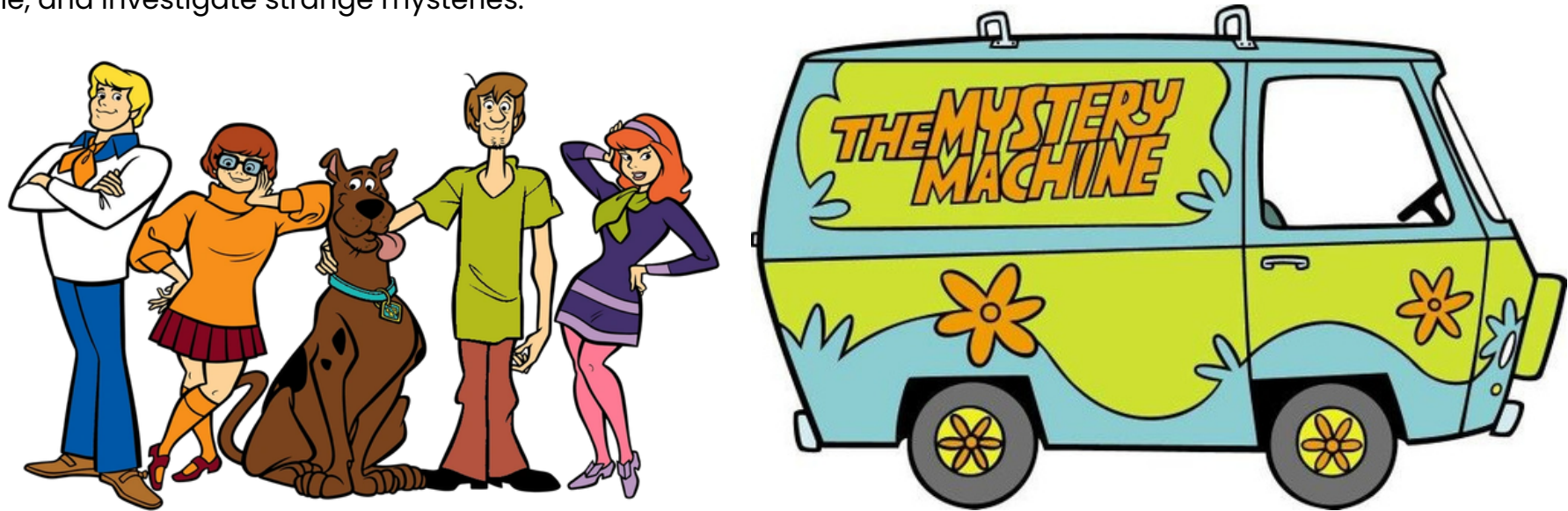
The young characters often travel together on their **bicycles**, investigate **mysteries** and face **frightening situations**. In Off Trail, Alex, Riley and Jamie also ride their bikes towards what they expect will be a normal adventure – until Green Park becomes the setting for a mystery of their own.



CULTURE

SCOOBY-DOO: MYSTERY, MONSTERS & MISUNDERSTANDINGS

Scooby-Doo, Where Are You! first appeared on television in 1969. The cartoon follows four teenagers — Fred, Daphne, Velma and Shaggy — and their talking Great Dane, Scooby-Doo. Together, they travel in their colourful van, the Mystery Machine, and investigate strange mysteries.



Many classic Scooby-Doo mysteries begin with something that seems **supernatural**: a ghost, monster or other frightening creature. The gang decides to investigate, searches for clues, and tries to discover what is really happening. The mysteries are scary, but they are also funny. Shaggy and Scooby are easily scared and usually run away from the monster! By the end, the gang usually discovers a rational explanation. The frightening creature is often a person using a costume or tricks to scare people away. **Once the clues are understood, the mystery can be solved.**

Off Trail plays with a similar idea. The Tree Walker legend makes Riley and Jamie suspicious of the Ranger, but several frightening clues about him later have ordinary explanations. But Off Trail leaves one question open: if the Ranger is not the Tree Walker, does that mean the Tree Walker is only a legend?



CULTURE

CLASSIC HORROR STORIES

Horror stories are designed to frighten and create suspense. Each story is different, but they all share important building blocks. A horror story usually includes a **threat or danger**, even if the characters do not immediately understand what it is. The **setting and atmosphere** create fear: dark forests, isolated houses, storms, strange noises, and unfamiliar places are common examples. Horror often uses **mystery and the unknown** to keep the audience in suspense. The danger can come from a ghost, monster, or supernatural creature, but it can also come from a person, place, or situation. Some stories and books are based on **legends**, like the Tree Walker in Off Trail. Horror stories also appear in films, where darkness, music, sound effects and suspense can make audiences nervous even when the danger is not shown. Horror and mystery stories often have things in common. Both use suspense, secrets, strange events and clues to keep readers guessing. Sometimes there is a supernatural explanation — and sometimes there is a completely rational solution.

SHERLOCK HOLMES

EVIDENCE & LOGIC

Created by Arthur Conan Doyle, Sherlock Holmes is one of literature's most famous detectives. With Dr Watson, he solves cases by observing details, following clues and using logic.

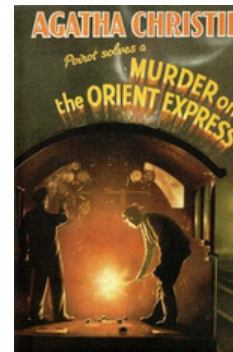
In *The Hound of the Baskervilles* (1902), Holmes investigates a frightening legend about a supernatural hound. The story mixes detective mystery with horror and shows how the two genres can overlap.



AGATHA CHRISTIE

MYSTERIES & CLUES

Agatha Christie became famous for detective stories featuring Hercule Poirot and Miss Marple. Her mysteries use suspects, secrets and clues, inviting readers to discover the truth before the detective does.



STEPHEN KING

HORROR & SUSPENSE

Stephen King is famous for horror and suspense stories. His writing often places ordinary people in frightening situations and uses mystery, danger and uncertainty to keep readers wondering what happens next.

Off Trail uses similar building blocks: a dark forest, an old legend, strange clues and characters who do not know what to believe. Like many mystery and horror stories, it asks whether frightening events have a rational explanation.



CULTURE QUIZ

Read the sentences and mark the correct answer.

1. What begins the adventure in *The Goonies*?

- a) The friends discover an old treasure map.
- b) One of the friends disappears.
- c) They meet a mysterious alien.
- d) They hear a legend about a monster.

2. What happens to Will at the beginning of *Stranger Things*?

- a) He discovers a treasure map.
- b) He disappears from the town of Hawkins.
- c) He gets lost while making a film.
- d) He finds an alien in his garden.

3. Who is E.T.?

- a) A detective who investigates mysteries.
- b) A monster who lives in an old castle.
- c) An alien who has been left behind on Earth.
- d) A boy who disappears from his hometown.

4. What do *The Goonies*, *Stranger Things* and *E.T.* all have in common?

- a) They all take place in a dark forest.
- b) They all feature young people at the center of an amazing adventure.
- c) They are all stories about supernatural monsters.
- d) They all follow characters searching for treasure.

5. What is the name of the van used by the Scooby-Doo gang?

- a) The Mystery Machine
- b) The Monster Mobile
- c) The Ghost Bus
- d) The Adventure Van

CULTURE

6. What usually happens at the end of a classic Scooby-Doo mystery?

- a) The monster disappears without an explanation.
- b) The gang discovers that there is a rational explanation behind the mystery.
- c) Scooby-Doo discovers that he has supernatural powers.
- d) The gang decides that the mystery cannot be solved.

7. What does suspense mean in a horror story?

- a) The feeling of waiting nervously to see what happens next.
- b) A funny moment that makes the audience laugh.
- c) A creature that only appears at night.
- d) The final explanation of a mystery.

8. Which two famous detectives appear in stories by Agatha Christie?

- a) Sherlock Holmes and Dr Watson
- b) Fred and Velma
- c) Hercule Poirot and Miss Marple
- d) Alex and Riley

9. How does Sherlock Holmes usually solve mysteries?

- a) By waiting for a supernatural creature to appear.
- b) By asking other people to solve the case for him.
- c) By guessing what happened without looking for evidence.
- d) By observing details, following clues and using logic.

10. What kind of stories is Stephen King famous for?

- a) Treasure-hunting adventure stories
- b) Detective stories featuring Hercule Poirot
- c) Comedies about groups of teenage detectives
- d) Horror and suspense stories

