

NANCY DREW®

Danger on Deception Island Overview

Plunge into Danger in the Pacific Northwest to Bring a Mysterious Island's Secrets to the Surface!

George's friend, Katie Firestone, invites you, as Nancy Drew, to Deception Island for a whale-watching excursion. However, upon arrival the sleuth discovers Katie's tour boat heavily vandalized. A threatening note warns Katie to "stop meddling." Snake Horse Harbor is divided over an orphaned orca whale that recently appeared in the channel and has apparently decided to stay. What was a simple vandalism case begins to unfold into something more mysterious and sinister. Can Nancy find the culprit, or will she be too late to "Save the Whales?"

Overview for Learn & Play

Nancy Drew: Danger on Deception Island is a fictional game that offers engaged game play and learning while solving a Nancy Drew mystery. The story is a great mystery with numerous mini games and puzzles that involve learning about whales and sea life. The mystery, maritime clues and setting offer a sea of learning opportunities.

The following are ideas for learning while playing that the HeR Interactive team hopes will **encourage discussions** and **offer points of learning** in the **listed subject areas**.

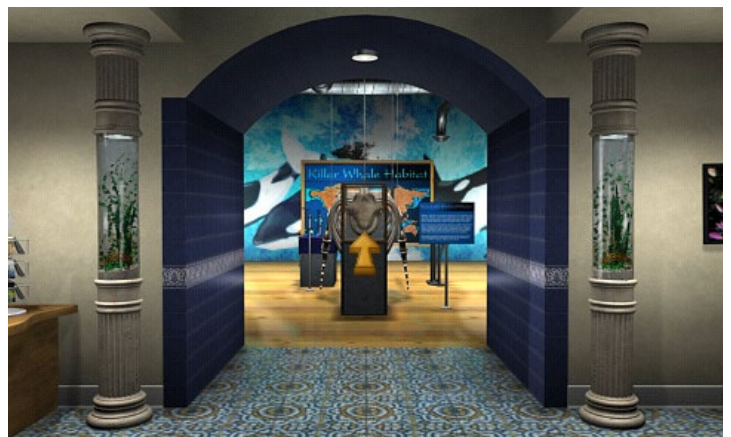
In addition to this subject overview, we have created a **worksheet** with **questions for students to complete while playing the game** for added learning and engagement.

Subjects that tie in with facts and themes in the game:

Science

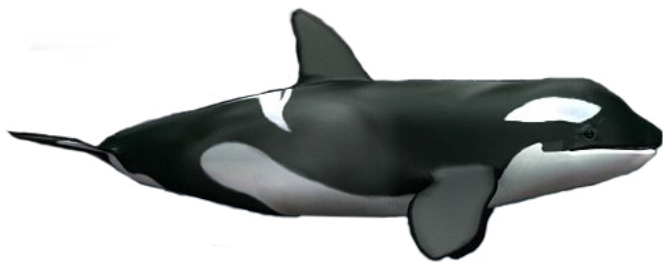
Biology and specifically Marine Biology

- Discuss what marine biology is and why it is important.
 - Research the ways the ocean supports the basic needs of human life and of the global environment.
- Whales: Research the different kinds of whales. In the game one of the tasks Nancy must complete is a quiz about the whales.
- Whales are marine mammals. What kinds of sounds do they make? How marine mammals communicate is an interesting topic.
- Family project: listen to the sounds whales make in the game. Discuss the sounds marine mammals make.
- Make a list of the kinds of things you and your family can do to protect the whales and dolphins and their environment.
- Consider adopting a whale.



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- Discuss the “Save the Whales” initiatives and why it is important.
 - Review how species and marine life are interconnected.
 - Talk about ways human actions like waste dumped directly into the oceans impact the life of whales.
 - Take a moment to list the reasons the whales are under the Federal Endangered Species Act.
- Tide pools – Imagine a virtual tide pool. Discover the types of sea life in tide pools and why they are important to the environment and oceans.
 - o What discoveries and sea life are explored in the game when Nancy goes to the tide pool?
 - o Learn about clams, Dungeness Crabs and a variety of ocean life.
- Sea Monsters - Look through the books in the game and learn about Caddy the Snake Horse. Have some fun exploring and discussing sea monsters, the myth and fact. Were the early sightings of sea monsters actually whales?

- A great resource for additional learning about whales (that is STEM focused) is www.WhaleNet.org.

Oceanography

- Discuss what the science of oceanography is. (The study of the oceans themselves.)
- Setting of the game - In what large body of water does the game take place? (Puget Sound.)
- Explore images of sea caves and the waters that surround them.


Geography

- Use of GPS and charting courses at sea.
- Land forms and bodies of water.
- Setting waypoints.
- Finding places using latitude and longitude.
- Discover more about the San Juan Islands like Friday Harbor, Whidbey Island, and more!
- Lighthouses - Discuss what the functions of a lighthouse are. What are isophase lights? (A rhythmic light in a lighthouse or buoy.)

Fun Maritime Learning

- Take up boating! The more you know about nautical science and maritime, the more fun water travel can be. In the game, there are interesting quizzes and tips found in the Whale Museum and the information found on Nancy's computer.
- Discuss maritime boating flags and symbols.
- Explore what the purpose of the International Code of Signals is used for.
- If you were on a boat, what is the starboard and port side?

Danger on Deception Island Worksheet

 As your student plays through the game *Nancy Drew: Danger on Deception Island*, they can find information about whales, nautical terms and other marine or sea-related content. This worksheet provides questions (and answers on the teacher version here) for your student to fill out as they play. Encourage your student to also take hand-written notes for playing the game in order to solve the mystery. If you or the student gets stuck in the game, please refer to the free official game strategy guide. For additional questions and resources, please visit herinteractive.com or email us at feedback@herinteractive.com.

Q1: The largest known sea cave in the world, The Painted Cave, has colorful ____ lining its walls?

A: *Rocks, lichens, algae*

Q2: What does GPS stand for?

A: *Global Positioning System*

Q3: Cadborosaurus is a sea serpent of folklore in the Pacific Northwest. Its head and tail are described as what two creatures?

A: *Head of a horse, tail of a serpent (snake)*

Q4: Using the International Communication Alphabet, what words represent "O" and "V"?

A: *Oscar and Victor*

Q5: What is a sloop? A) A two-masted boat with the aft sail in front of the rudder. B) A boat with one mast with sails in front and behind it. C) A small boat with one mast and sail. D) A boat with two or more masts.

A: *B) A boat with one mast with sails in front and behind it.*

Q6: Using your guide in Nancy's computer search, decipher this word in Morse code (the forward slashes "/" indicate a space): --- / .-. / -.-. / .-

A: *ORCA*

Q7: What scientific order are whales, dolphins, and porpoises in?

A: *Cetacea*

Q8: Fill in the blank. You can tell an Orca's gender by looking at its dorsal fin. A female's dorsal fin is about _____ feet tall and is _____.

A: *3 feet, curved*

Q9: How deep is a fathom?

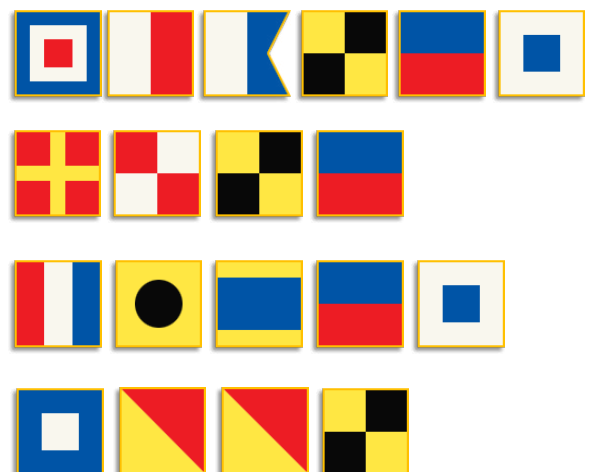
A: *Six feet deep*

Q10: How wide is the body of an adult Dungeness crab?

A: *6" to 10" wide*

For the last part of the student worksheet, the student will need to cut out all of the squares provided for the anagram. (No need to cut out the reference chart of flags.) Optional: provide a gluestick or tape to keep their answers in place.

The answer spells out "Whales rule, Tides pool." Here's how the answer appears in correct maritime flag order:



Answer the questions as you play and explore Nancy Drew: Danger on Deception Island! It helps to take hand-written notes, too!

Question 1: The largest known sea cave in the world, The Painted Cave, has colorful ____ lining its walls?

A: _____, _____, _____,

Question 2: What does GPS stand for?

A:

Question 3: Cadborosaurus is a sea serpent of folklore in the Pacific Northwest. Its head and tail are described as what two creatures?

A:

Question 4: Using the International Communication Alphabet, what words represent "O" and "V"?

A:

Question 5: What is a sloop? (Circle one.)

- A) A two-masted boat with the aft sail in front of the rudder.
- B) A boat with one mast with sails in front and behind it.
- C) A small boat with one mast and sail.
- D) A boat with two or more masts.

Question 6: Using your guide in Nancy's computer search, decipher this word in Morse code (the forward slashes "/" indicate a space): --- / .-. / -.-. / .-

A:

Question 7: What scientific order are whales, dolphins, and porpoises in?

A:

Question 8: Fill in the blank. You can tell an Orca's gender by looking at its dorsal fin. A female's dorsal fin is about _____ feet tall and is _____.

Question 9: How deep is a fathom?

A:

Question 10: How wide is the body of an adult Dungeness crab?

A:

Just like in the game, unscramble letters like the anagram buster on Nancy's computer, only this time, use the Maritime signal flags provided. Use the Maritime flags chart for reference. Optional: use a glue stick or tape to keep your answers in place.

Clue: Cetacean governing = _ _ _ _ _ _ _ _

Clue: Plural water, collection point = _ _ _ _ _ _ _ _

