

The Hunt for No Homework

A Choose Your Own Adventure story

By Grade 5

at ABIS Oman



Written by Grade 5 at ABIS Oman

Published 16th October 2017

Hannah

Iyad

Sarah

Maryam

Tayma

AbdulRaheem

Al Reem

Amql

William

Gonçalo

Hans

Toby

Nick

Elisa

Azra

Mahwish

Alicia

Annie

Abhinav

Josiah

With help from: Kirsty Lottkowitz

After a hard day of work, you come home and have a cool and refreshing drink. You go up to your room and snuggle up to your comfy bed. After a long hour, you decide to do your home work.

You get frustrated and rip up your paper. You want to see who invented home work, because you didn't want to do your homework .You open up your iPad and go to google, but before you start you decide to go back to YouTube and browse around. You finally go back to Google and start booking a trip to NASA. Finally you type up very, very , very slowly, but you press the home button really fast and you see a new app called TIME MACHINE!.

You find yourself pressing the button like you're in some type of magical trance, you stop your self just in time. Then you're thinking, who downloaded this app? You reckon your sister might have. You decide to have a snack of mini cookies and some popsicles, afterwards you go out for a bike ride. When you get home, it is dinner time. After a yummy dinner you go back to your room and open your iPad, decide to check out the new app. and hopefully you will find the person who invented homework and stop them. You press the button and see yourself in a vortex of colors and Poptropica characters! You are in a real time machine! Then you see two signs saying,

If you think you can find the homework inventor with the hover board, go to page 11

If you think the homework inventor is in a school room go to page 7

Which one do you pick?

Mahwish & Sarah

You are dizzy when you get out of your time machine. You are in the Dubai zoo now and you don't know where to go. Where could the homework inventor be? Why would they come to a zoo except to write homework about animals! You walk around and hear water splashing. You walk towards the splashing sound and see black water. You look at it for 5 seconds and it changes colour.

When you walk further you see one cash desk and a lot of people in a queue.

You get hungry but can't decide to go to KFC or McDonald's. You decide you want to go to McDonald's and get a happy meal with a fish burger. You look at it and think that the fish would like to eat the fish burger so what you do is bring the fish burger with you to the zoo and try to sneak in without paying any money.

You get out the fish burger happy meal when you think nobody sees you and throw it in the gigantic pond where all the fish are. Suddenly you get shocked because you see a hamster with a fin swimming up and getting the vegetables out of the burger. He eats the cucumber slowly and he eats the pickle fast then the hamster gets the toy from the happy meal box and rips the package open!

Then you see the hamster swimming away super fast. You look more closely in the water and see a gigantic shark. The shark eats the bread of the burger. The only thing that is left over is the fish of the burger. You think, "Aww man, I thought there would be fish here but no." Then all of the sudden you see a fish coming up and you see the fish eat the left over fish.

Then you go to the weird crazy animals. When you get in there you see all the llamas having a spitting fight and you see the donkeys dancing in bikinis! You see the horses in tutus and they were all doing some great ballet. You look down and laugh because you see hamsters in suits with a red bow.

Then you look on your watch and you run back to your time machine and get in fast. You look on you schedule of where to go.

If you think the inventor is in Athens in 1500BC go to page 10

If you think the inventor has gone out to sea go to page 5

Your time machine hits saltwater and it's very cold water. There is a storm in the middle of the ocean. Suddenly a big ship appears and you realise that it's the Titanic. You grab the time machine and start shouting. Immediately the sailors grab a rope and throw it to you. You grab the rope and they reel you in.

As soon as they reel you in and they shout "GET DOWN ALREADY". You say "Yes sir" and go down below deck. You remember from history class that the Titanic sank on its first voyage and realise you need to get out of there as soon as possible. But your time machine is now malfunctioning because of the water so you will have to wait a hour to time travel. Meanwhile you are a guest although you wait in suspense. What's that? A kid sitting and doing homework! Oh no! You're too late.

Anyway, you have a tasty meal. You think the time machine is ready and you use it just in time, as a siren is going off.

You're on your way but, where to?

If you think the inventor is Athens go to page 10

If you think the inventor has gone to the depths of the Amazon rain forest, go to page 8

You go to Disneyland and go on a huge roller coaster you had just had a slush puppy and got sick but you ended up fine. Then after the big roller coaster ride you go to the cafe to have a small cup of coffee which you drink so fast that it made your head go dizzy and you vomit.

You find strange machine called Esmeralda. You talk to Esmeralda but you insult her so she shouts at you. You freak out and break her which gets you kicked out of Disneyland and sent to Alcatraz. But will you go? You're still looking for the homework inventor. They might also have been sent to Alcatraz but once you're in the time machine again you could go anywhere.

If you think the inventor has gone to Alcatraz go to page 9

If you think the inventor has gone to the Dubai zoo go to page 4

You are now in a school room from 1700. You go looking for the person who invented homework. You first look all around the dusty school room. You see lot of books and papers and you go looking in the piles of paper. You look and look and look and finally you finish. You say to yourself, "Wait what am I doing? There would no information in here anyway." So you go to the book shelf and start looking up information in the books again. You look and look and look and look. You are still there and you can not find any information in the books but you are still looking. You come across a book about inventors. You look through it and find a page missing from the book and you soon get mad and start pulling the books out of the shelf.

You are about to pull the last book out when suddenly you hear a noise and look around the room. Then you look down and see a little girl the little girl says, "What are you doing here? I don't know you?" You try to say, "I'm new here," but it sounds like "bbllllbbblgbhjffwasees" so the little girl is scared and runs away. You pull the last book out and the book sends you on your way.

If you think the inventor has gone to sea, go to page 5

If you think the inventor has gone shopping go to page 12

When you are in the rainforest you lose the time machine and then you go to the river but you fall in.

There is a piranha in the water coming at you and you punch the piranha in the eye and escape. You come out of the water and see a hurricane coming at you. You run to a tree. You wake up and see a person and you chase the man. You think it's the inventor but after 2 minutes pass and the man disappears. You continue walking into the rainforest and you find the time machine but it's wet. Poo! It has two times you could go to.

One, is Alcatraz in 1950 and the another is a school room in 1700.

If you think the inventor is in Alcatraz go to page 9

If you think the inventor is in the school room go to page 7

You go to America in 1950. You speak to a mayor who said, "You! how dare you! You are wearing black clothes! Go to Alcatraz."

You got sent to Alcatraz because you were wearing black clothes. "Where did you get them?" asked the officer, "They are illegal in America."

"I didn't know that!" you reply, "Can you help me get out of here?" you ask.

He seems bothered about something and he replies, "Phhh, no one gets out of Alcatraz," so you spend the next year in prison. After that what will you do?

You could disappear to a zoo in 1969 and go to page 4

Or save yourself from disappearing and go to 2050 and go to page 11

You arrive in Athens and you find a flyer and it says 1500BC tournament. But it REALLY SAYS 1500BC tournament!! It's magical and is talking at you. You realise you are in the time of the first person who invented homework. You have to stop her before she invents it! You don't have lots of time. You ask the flyer who invented homework and to take you to her.

When you go there you ask her not to invent homework because it is going to ruin life. She says "What is this homework you are talking about? I invent something called homework?" "No don't do it! Everyone wants to have fun and relax. Everyone is going to hate you."

She starts to run away with a stone and bamboo. You have to stop her from inventing homework. You start to run after her too. But she is too fast for you. Thankfully she stumbles over a rock. You catch up with her and take her bamboo and her stone. You are about to throw them in the sea when she throws a rock at you. She seizes the bamboo and rock and the chase begins again. She suddenly turns and you lose her, but thankfully the flyer has followed you and tells you where she is.

You run after her. You find her and finally get rid of her tools but she runs back to her house so you follow her. You go to her house but she has tricked you! She has locked the door and you are stuck in her house. You don't know what to do. You find bamboo sticks and break them in half. You go inside her room and hide the other bamboo sticks. While in her room you discover that she has a window.

You escape and you find her right outside and jump on her. Thankfully the police station is right next to you. You shout police, police and a police officer comes out running. She punches you and the police officer brings her into the building and gets his cuffs. He arrests her and you complete your mission. You stopped homework for being invented. She becomes old in jail and never invents homework.

THE END

Tayma & Annie

“Yes, I have escaped from that horrible place!”

You pick up a newspaper paper and on the front of the newspaper it says, “Newest vehicle, the hover board, scientists in England figure out if you put magnetic plates on a snow board it will bounce off the ground and make the board fly.”

Wow it took them 37 years to get rid of the Swegway??!!

You have an amazing brain storm that you could get a job and buy one of the hover boards. Then you see it is \$100. You found a job and a month later you have your hover board. You get on it and go to the a mall and have lunch. You go out and then you notice something . “Oh no! where’s the time machine?”

You look and look and finally you see someone running with a time machine. You get on your hover board and zoom off. Soon you are right behind the thief. You trip him up and get the time machine. Your hover board is running out of energy so you get of the hover board and go into the time machine.

Where will you find the dreaded homework inventor?

If you think a clue is in Disneyland go to page 6

If you think a clue is in the shopping mall go to page 12

Toby

Suddenly you end up in a shopping mall in 1985. You see a moving box so you open it then a little puppy jumps on you. You find out that the puppy belongs to the inventor who invented homework. You see a letter on the box so you open it and it says, "Hello I am the homework inventor, I can see you but you can't see me. Look through the hole and you will find me. Use what you have, to uncover the riddle and this will lead you the mystery door."

So then you see a hole in the box so you rip the top part and do a three sixty peeking through the hole. Suddenly the lights go off and you see a glowing key on a mannequin so you run and get the key from the mannequin's neck.

But then you also discover the next riddle. Find a camouflage door on a fake wall. Use the hole in the box. So now you attempt a one eighty degree turn to help you. Now you find a note for the last riddle which says go forward three steps to your right, be careful before you step on the third. So then you follow the steps and when you step on the third block the wall in front of you opens and you see a door. You get the key and open the door find out what happens next. Where will you go? Where do you think the inventor could be?

If you think the inventor is in Disneyland go to page 6

If you think the inventor is in the Amazon go to page 8

Maryam & Al Reem