

Name _____

The Augmented Adventure: A Magical App

Multiple Choice Questions

1. What did Emma's grandfather invent?
 - a) A magical tablet
 - b) A time machine
 - c) A secret code
 - d) An augmented reality app

2. What did the AR Playground app transform the streets of Techville into?
 - a) A candy store
 - b) A race track
 - c) A playground
 - d) A rainbow-colored wonderland

3. What could the friends earn by solving puzzles and completing challenges in the augmented reality world?
 - a) Virtual pets
 - b) Magical coins
 - c) Extra tablet batteries
 - d) New friends

4. What was Max's encounter in the enchanted forest?
 - a) He met a talking raccoon.
 - b) He found a hidden treasure chest.
 - c) He solved a riddle given by a wise old owl.
 - d) He discovered a secret portal.

5. What message does the story convey?
 - a) Technology is more important than friendship.
 - b) Learning is boring.
 - c) Imagination and teamwork can make everyday life extraordinary.
 - d) The real world is always better than the virtual one.

