

Name \_\_\_\_\_

## The Inventor's Enigma: A Steampunk Adventure

### Open-Ended Response Answer Key

1. Amelia's curiosity and interest in inventing motivated her to explore her grandfather's workshop. This decision led to her adventure when she discovered the mysterious contraption and activated it.
2. Answers may vary. Students can speculate on the purpose of the contraption and how it might be connected to Amelia's grandfather's secrets based on the information provided in the story.
3. Students can choose a challenge or obstacle from the story (e.g., dealing with sky pirates, making a difficult choice regarding the rebels) and describe how Amelia overcame it based on their understanding of the story.
4. Answers may vary. Students can speculate on how Amelia's incredible journey and the knowledge she gained in the steampunk world might have influenced her future as an inventor.

