

Name _____

The Inventor's Odyssey: A Journey Through Steampunk Wonders

Multiple Choice Questions

1. How did Max discover his talent for inventing and tinkering?
 - A) He attended a school for inventors
 - B) He uncovered a hidden workshop in his grandfather's attic
 - C) He inherited it from his mother
 - D) He learned it from reading books

2. What type of inventions did Max's grandfather document in the mysterious journal?
 - A) Recipes for gourmet food
 - B) Plans for fantastical machines powered by steam and gears
 - C) Maps to hidden treasures
 - D) Poems and stories

3. What challenges and characters did Max encounter in the steampunk world?
 - A) Mythical creatures and magic spells
 - B) Quirky automatons, rival inventors, and quests for steam-powered treasures
 - C) Aliens from outer space
 - D) Time-traveling explorers

4. What moral dilemma did Max face in his journey through the steampunk world?
 - A) Whether to choose tea or coffee
 - B) Whether to reveal his inventions to the world
 - C) Whether to use his inventions for the betterment of society or for personal gain
 - D) Whether to abandon his journey and return to Gearhaven

5. What lesson did Max learn about the power of invention in the world of gears and steam?
 - A) That invention is all about making money
 - B) That invention is a blend of creativity, responsibility, and innovation
 - C) That invention has no impact on society
 - D) That invention is only for adults

