

Solutions

1. C – He preferred inventing and experimenting with gadgets.

The opening paragraph explains that while other children played football or video games, Max enjoyed spending time in his shed inventing new gadgets and experimenting with old electronics.

2. B – He thinks mistakes can lead to new discoveries.

The sign above Max's workbench reads, "*Mistakes Are Just Discoveries Wearing Disguises.*" This shows that he believes failure is part of learning and can lead to success.

3. D – It pointed towards Max's unfinished machine instead of north.

The story states that the compass needle did not point north. Instead, it spun around before settling on Max's unfinished invention, showing that it was unusual and mysterious.

4. B – To organise his bedroom by attracting misplaced items.

Max had originally designed the machine to help him tidy his bedroom by attracting lost objects. However, the only things it had successfully attracted were pieces of cutlery.

5. A – Everyone became confused by the strange events.

The word *bewilderment* means confusion or puzzlement. The strange events, such as floating televisions and marching garden gnomes, left everyone wondering what was happening.

6. C – Causing objects to behave according to people's expectations rather than the laws of physics.

Max discovers this explanation in his notebook: "*Objects behave according to expectation rather than physical law.*" The machine changes reality so that things happen the way people imagine they should.

7. D – A toddler imagined puddles were made of jelly, and they became jelly.

This is the clearest example because the puddles actually changed into jelly simply because a child imagined they would. It proves that imagination was affecting reality.

8. B – He imagined the world returning to normal while remaining calm and patient. At first, Max tries giving instructions, but nothing happens. Remembering his grandfather's advice, he stays patient and carefully imagines the world as it should be. This allows the machine to return everything to normal.

9. C – Mature.

By the end of the story, Max has learned an important lesson about responsibility. Instead of seeking attention for his invention, he dismantles it because he understands that powerful inventions must be used wisely.

10. D – Innovation should be accompanied by responsibility and careful thought.

The final note in the story explains the message: *"The greatest inventions are not the ones that change the world. They are the ones that teach us how carefully the world should be changed."* This teaches readers that creativity is valuable, but it must be balanced with responsibility and good judgement.