DODGER a family adventure









Want to be part of the gang and help **Dodger survive another day without getting** caught by the police? Join right here!

Meet the gang! Who are you most similar to?



Dodger is quick-witted, funny and has a good heart. He's loyal and smart, but a bit too impulsive. He's always making plans and has a talent for tricks, which often



Charley

Charley is brave, strong, and has a keen eye for detail. She's more at home in the countryside than the city, but she's more than capable of holding her own!



Fagin runs the gang from his secret hideout near east London's docks. He cares a lot about his gang, even if Dodger and Charley don't always agree with



Morgan keeps the streets clean for well-to-do Londoners, and hears everything going on around him. He has lots of insider information, so watch out for him on this trail.



Tom is the oldest member of the gang and Dodger's dversary. After a stretch in prison, he has lost his nerve for pickpocketing.



Polly is Fagin's trusted lieutenant and fixer. Street-smart and savvy, this pickpocketing dynamo can always be relied on and will get any job done if she can.



Tang is Fagin's 'little scorpion' and nimble operator. As the youngest member of the gang Tang is keen to nove up the ranks and take more on.



Minnie runs The Fiddler's Arms, the disreputable pub that Fagin's secret hideout is above. She is also Fagin's andlord, although he is frequently late paying

Wanna join the gang?

- · You'll need a gang name!
- First, pick your favourite colour.
- Next, pick your favourite word that's linked to London.
- Put them together and that's your gang name.
- Maybe you're the Red Towers, Purple Bridges, or Blue Docks!

Setting the scene

Dodger and the gang are on the run from Sir Charles Rowan, PC Duff and PC Blathers. Dodger has been accused of trying to assassinate Queen Victoria, a crime he definitely didn't commit!

The gang are struggling to make their living with the police after them.

Desperately in need of food, the gang are crabbing on the banks of the Thames.

Dodger has an idea! Join him, Polly, Charley, Fagin and the rest of the gang as they make a plan to survive on London's mean streets. Plus, maybe earn a shilling or two.

Victorian children often had to work to survive. Which one of these jobs would you choose? Do these jobs sound dangerous?

Crossing Sweepers sweep the filth from the streets.

Pickpockets sneakily rob people before they notice.



Mudlarks search the muddy banks of the Thames for valuables.

Mill Scavengers climb under moving machinery to fetch fallen objects.

If you couldn't find honest work, you might have to turn to crime.

Trail map





Start on Floor 3 No.1 Warehouse



STOP 1

Make your way to the loading bay window. Imagine all those ships arriving at Victorian London's docks to unload their precious cargoes.

At the docks:

Help Dodger

make a plan!

Dodger has an idea! What if they could get their hands on some of that cargo and sell it? Then they might not have to go hungry...



STOP 2

Watch the film. What's the main produce being checked, loaded and packed? Notice any surprising cargoes?

DODGER: Shuddup and listen. This is important. Every hour a new boat docks while the cargo is unloaded and a bloke who works at the dock...

FAGIN: Customs Officer?

DODGER: Yeah – he checks over the cargo and writes it in a book. As it's so busy, the boat behind has to wait. Rather than sit there and twiddle their thumbs – the crew from that boat they skip off to a tavern for a cheeky shandy and a knees up.

London, Sugar & Slavery



STOP₃

While the gang struggle to make ends meet, the rich are drinking tea out of fine cups. Can you spot the sugar tongs? If everyone at this party had two cups of tea and two sugar cubes in each cup, how many sugar cubes did they get through?





'Wow, this tea party is drinking about 1/5 of a pound of sugar. A pound of good sugar can cost about 50 pennies. If I'm lucky, earn 5 pennies a day sweeping the streets. How many days do you think I'd have to work just to pay for the sugar at these rich people's party?'

Ah... there's

the ship!

Oh sugar!

How the other

FAGIN: The sweet white gold! Worth a mint that is. Fetches a high price on the black market. All the toffs scoff it like there's no tomorra. You lift just one lump Dodger and the days of empty guts are behind us.

Head downstairs to Sailortown

Dodger's plan in action.

Fagin, Tom and Polly need a way to distract the sailors at the docks so that the rest of the gang can find a ship loaded with valuable sugar. While Dodger, Minnie and Tang head to the Customs Office, Fagin and the others challenge the sailors to a game of cards in the pub.



STOP 4

Welcome to the Three Mariners pub. Sailors are excellent card players, so you'll need to learn fast if you're going to keep them busy.

Look around Sailortown to find cards which add up to 21.

FAGIN: Okay. Let's play... Twist... Twist... Twist. Twist. CAPTAIN: Oh come on. You must have bust by now?

FAGIN: No sir. Come Bill, twist on... Ha! I win. 21.

CAPTAIN: Your cards need to add up to 21.

FAGIN: They do. Look, 21 cards.

Sailortown

Charley goes



What has happened to Charley? Charley has never been comfortable pickpocketing. She decides to go and find another way to make an honest living and stumbles upon the mudlarks!

'Happy? Living on me nerves? Running from the police every day? I've never been so sweaty.'



Mudlarking could be incredibly dangerous. Kids got ill from the dirty river and often got stuck in the mud and drowned. Not everything you found was worth anything - it was a lot of risk for little reward.

Find the abandoned boat at the shoreline. Can you help Charley find some objects that might be worth something?

LUCIFER: Oh my grubby little mudlarks, what have you got for me from the mud? Ooo... good... very good... Now that is what I like to see... gold... very useful. What's this?

LUCIFER: It's useless like you!

Lucifer is a frightening figure with a mysterious love of gold who runs the gang called 'The Mudlarks'.

MUDLARK: An oyster shell! I thought it was pretty.



First Port

of Empire

STOP 6

Help Dodger find the right ship with the sugar cargo.

Right, let's find the Docks Warehouse Office. Keep your eyes peeled for shipping information to find out which ship is carrying that precious sugar. Have a look in the logbooks on the table. Can you see what you're after?



STOP 7

Watch out! Behind you! Minnie has noticed that the police are following you.

There are four items the police might be carrying that would help them catch you. How do you think each one was used?



DODGER: Before you, I was just a boy who nicked stuff - now I'm a legend.

Warehouse of the World



STOP 8

Dodger is wondering how many sacks he'll be able to steal. Find the platform scales. If one sack of sugar weighs 51 kilos, how many could he fit on these scales?

Hint: Look at the information on the wall.



STOP 9

Sugar was not the only valuable cargo. Look in the display cabinets - can you spot anything unusual among the shells, wood and spices?



Head upstairs to No.1 Warehouse

Save Dodger!

Fagin, Polly and Tom have done a great job with their card game distraction, but the sailors have just realised the time! They're heading back to the docks, so the gang need to hurry if they're going to make a getaway.

On the way, Polly spots Charley. It turns out that mudlarking can be just as dangerous as gang life, so Charley decides to rejoin her friends.



STOP 10

Head back to the loading bay to find the others and get away safely. Oh no! Dodger has been fooled into getting onto the wrong ship! Instead of the Queen Victoria which is carrying sugar, he got on the Victoria Queen which is carrying prisoners to Australia! What will become of Dodger?!

Chat to your gang and hatch a plan for what Dodger should do next.

POLLY: Look for the boat! Quick.

TANG: Which one!? There are hundreds.

POLLY: Tom! Tom! Quick. The sailors are coming. What's wrong? Where's Dodger?

TOM: He's gone!



