

### Zac Power Spy Camp #1 Zac Blasts Off

#### About the story

Zac is off to GIB Space Base for Spy Camp training and he can't wait - space skills are awesome! Ducking space-junk, swerving asteroids, dodging rockets and weaving meteors is hard work, but it's BIG's Doom Striker that really puts Zac's space skills to the test. Will Zac be able to dodge the Doom Striker's deadly lasers or will it be the only space obstacle that Zac can't get around?

#### Key your students into reading

Read the back cover blurb aloud. Invite students to discuss what activities Zac might complete as part of his space training. Encourage students to predict the dangers of training in outer space. Ask: Where might the space lasers have come from?

Now read the title of this book to students. Invite students to use the blurb from the back cover and the pictures on the front cover to create a different title for the story. Now identify the vehicle on the front cover as the Space Racer. Ask: What features might this vehicle have?

#### Chapter One

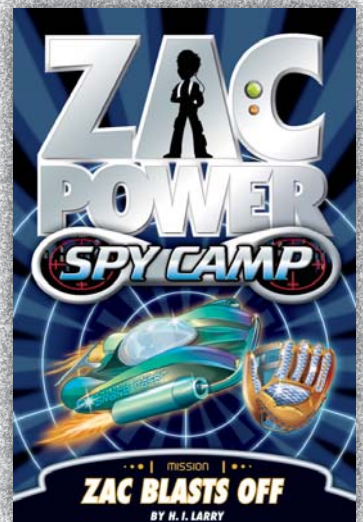
- What is Spy Camp? Do you think Spy Camp is important? Why or why not?
- Scuba-diving and cracking codes are some of the cool things Zac has trained to do at Spy Camp. List five other skills that you think agents should learn on Spy Camp.
- How was Zac transported to Spy Camp?

#### Activity

- Going to camp is so much fun! If you could organise a camp for you and your friends, what kind of camp would it be? What activities would you do there? Now write an invitation to one of your friends asking them to come along to this camp. Don't forget to tell them what to bring!

#### Chapter Two

- What is the Spy Ladder? How do GIB Agents get points to move up the Spy Ladder?
- Who is Zac's training buddy? Where are they going?
- How did Zac and Andy get into the Space room? What items are inside the room?
- 'That might be handy in space.' What was Zac talking about?
- 'They look like elephant footprints.' What was Zac describing?



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### *Activity*

- Imagine that you are an agent for GIB and you had the opportunity to attend Spy Camp. Create your own Spy Camp training details and present them on your SpyPad screen. Write a short explanation for why you chose this skill and how it may be useful to you as a secret agent.

### *Chapter Three*

- Who was waiting for Zac inside Space Base? Why was he there?
- 'Zac turned the Space Racer sharply and got out of the way.' Who was Zac dodging?
- What else did Zac dodge during the practise course?

### *Activity*

- Create a map showing Zac's practise course. Include the obstacles mentioned throughout the chapter as well as your own ideas.

### *Chapter Four*

- Zac wanted to beat Andy to the finish line. Why?
- 'Stand by for a rescue ship, Andy.' What happened to Andy on the test course?
- 'Zac was nearly at the finish line. Suddenly....' In your own words, explain what happened to Zac next.

### *Activity*

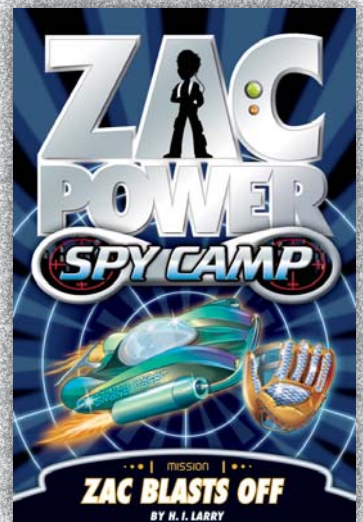
- A rescue ship collected Andy from the test course when his space racer was damaged during the test. Design the GIB rescue ship as you imagine it. Draw a detailed picture of the ship's interior, labeling all the features that would be helpful to an agent being rescued from space.

### *Chapter Five*

- The Doom Striker was heading straight for Zac when it suddenly turned away. Where is the Doom Striker heading? Why is this a problem?
- 'Are you crazy, Zac?' What made Andy shout this? What was Zac's plan?
- How did Zac describe the explosion of the Doom Striker? Can you think of another way to describe this explosion?

### *Activity*

- Zoom! Peow! Zzzzzr! Zac's battle with the Doom Striker was certainly full of action! Can you create a list of action words that could be used in this story?



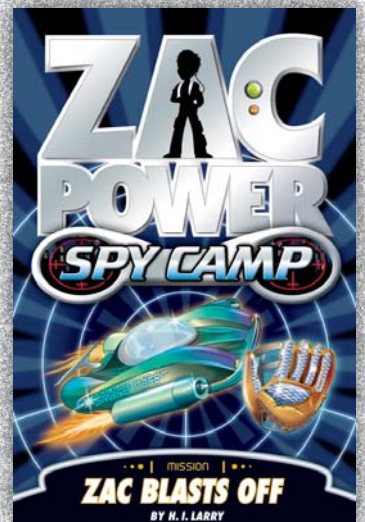
## Zac Power Spy Camp #1 Zac Blasts Off

### *Chapter Six*

- Andy flew back to earth very carefully. Why do you think he did this?
- How many points did Zac earn for his Spy Camp test? What did this help Zac achieve?
- What did Zac and Andy do on their way home from Spy Camp?

### *Activity*

- Imagine that you are Agent Moon Rock and it is your job to organise space training for GIB agents. Write a list of skills that you think agents need to have for missions in outer space. Now design a training course for agents. Number each obstacle on the course map. In a key below the obstacle map, provide a short explanation of this obstacle that includes what skill it helps agents to develop.





## Zac Power Spy Camp #2 Zac Strikes Out

### About the story

Hee-Yah! Zac is headed to Spy Camp where he will train with Agent Ice Storm - the world champion in karate! There, Zac will work on his strength and self-defense skills. But when one of the test robots suddenly attacks, Zac must apply his new karate skills... fast! Will Zac defeat this out-of-control Snowbot or will this Spy Camp training session be his last?

### Key your students into reading

Read the back cover blurb aloud and invite students to discuss their knowledge of karate.

Ask: Why would GIB want their agents to work on their karate skills?

Now read the title of this story to students. Ask: Can you suggest why the author chose this title?

Invite them to predict what two gadgets Zac will use during this Spy Camp mission. Ask: Do either of these gadgets give you a clue about the events that might happen in the story

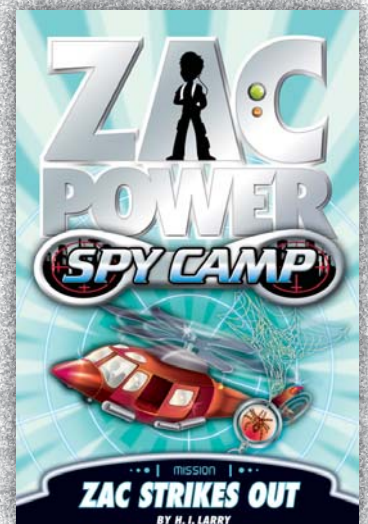
### Chapter One

- On a walk to get ice-cream, Zac stopped at a crossing. What did he notice?
- How did Zac travel to Spy Camp?
- What did Zac do on his way to Spy Camp?

### Activity

- Zac's SpyPad has heaps of cool games on it. Can you create three games that Zac would enjoy playing? Provide details of each game in a table like the one below.

| Title of Game | Description of Game | Picture of Game's Screen |
|---------------|---------------------|--------------------------|
|               |                     |                          |



## Zac Power Spy Camp #2 Zac Strikes Out

### *Chapter Two*

- What skill is Zac going to learn on this Spy Camp?
- Zac is off to Black Mountain. Who does Zac expect to find when he arrives? What has Zac heard about this agent?
- 'Wow! It's really you!' What does this tell you about Agent Small Fry's opinion of Zac? Can you find another example of this in the chapter?
- What was inside the gadget box? Can you predict what Zac might use it for?
- Lucas looked scared during his conversation with Zac about Agent Ice Storm. Why?

### *Activity*

- Zac and Lucas have heard some incredible stories about Agent Ice Storm. Can you think of four more things that might be true about an agent who is a karate champion?

### *Chapter Three*

- What activities do Lucas and Zac complete to develop their strength?
- 'GIB Spies don't start fights.' So why do the Agents practise self-defence skills?
- How do you think Zac performed in the self-defence practise activity? What makes you think this?

### *Activity*

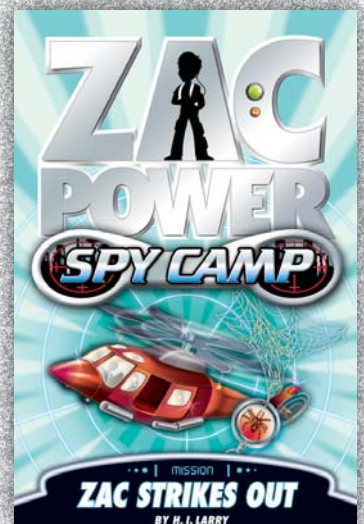
- Create an instruction card for the Muscle-Tron.

### *Chapter Four*

- What are Snowbots? How are they different to normal robots?
- Which test do you think was most challenging – the self-defence or the strength test? Provide a reason for your choice.
- What was Lucas able to do that Zac wasn't?

### *Activity*

- The Muscle-Tron and Snowbots are used by GIB to train agents in strength and self-defence skills. If you had the opportunity to design a robot, what would it do? What would you call it?



## Zac Power Spy Camp #2 Zac Strikes Out

### *Chapter Five*

- This chapter begins with a problem. What is it?
- Zac jumped in front of the out-of-control Snowbot. Why did he do this?
- How did Zac manage to stop the Snowbot from attacking Lucas and himself?
- Why did Zac yell so loudly when he finally got the opportunity to finish the test?
- What did Zac discover about Lucas? How did Lucas feel when Zac mentioned this fact?

### *Activity*

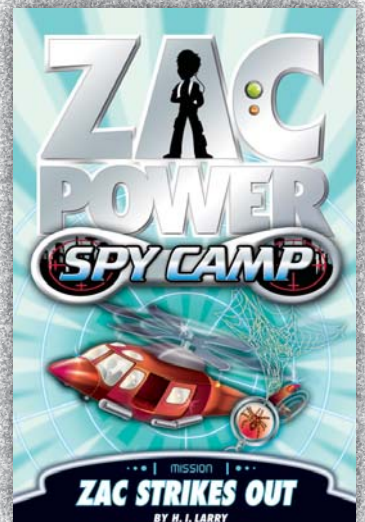
- Lucas is a black belt in karate. Describe a talent you have. Now identify a talent you would like to have and why?

### *Chapter Six*

- What did Zac notice about Lucas during the ride home from Spy Camp?
- Why didn't Lucas tell Zac about his karate skills?
- Zac gave Lucas a high five. Why? How did Lucas respond?

### *Activity*

- Imagine that you are Zac. Write a diary entry about this Spy Camp experience. Include a sentence about a challenging, exciting, scary and interesting moment you think Zac felt during this day.





## Zac Power Spy Camp #3 Zac Cracks Down

### About the story

Zac is off to train with Agent Morse - an expert in cracking codes. Working without his SpyPad, Zac has to rely on his problem-solving skills to complete the clues in a tricky treasure hunt that takes him around the city of Bladesville. But the treasure hunt takes a surprise turn when Zac and his training buddy stumble across some BIG Agents who plan to release toxic smoke into the city. Will Zac's code cracking skills enable him to stop BIG's evil plan or will Bladesville be lost forever?

### Key your students into reading

Read the back cover blurb aloud. Invite students to discuss what they know about codes. Ask: What are codes used for? As a group, invite students to create a list of the different types of codes they are familiar with. Ask: When would you use a coded message?

### Chapter One

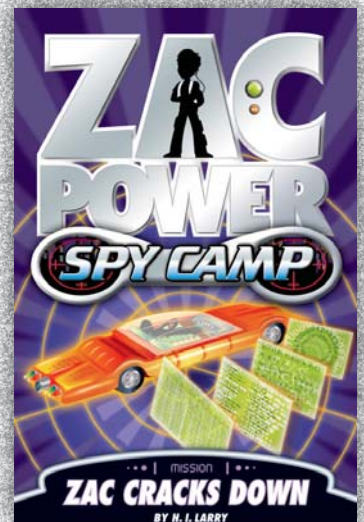
- Spy Camp gives Zac and the other GIB Agents a chance to learn skills that will help them to be better agents. What new skill are you learning? Why did you decide to develop this skill? Can you think of any other skills that you would like to learn this year? If so, what are they?
- How did Zac know GIB needed him?
- How does Zac manage to leave his music class without anybody noticing?

### Activity

- Imagine that you are the agent responsible for contacting Zac in his music class. Create two different ways for Zac to leave the music room.

### Chapter Two

- How did Zac feel about training with Agent Pizza Breath?
- What is a Go-Low? Can you predict why this would be a good vehicle for a spy? Can you think of anybody else that would benefit from using the Go-Low? Why?
- What does Zac find in the gadget boxes? How is this gadget controlled?



### Zac Power Spy Camp #3 Zac Cracks Down

#### Activity

• Sense Sharpeners help you see, hear, smell, touch and taste things better. Think about each of your senses and decide how you would use the Sense Sharpener to make that sense better. Now think about moments when you would not like to have your senses sharpened. Create a table like the one below to record your thoughts.

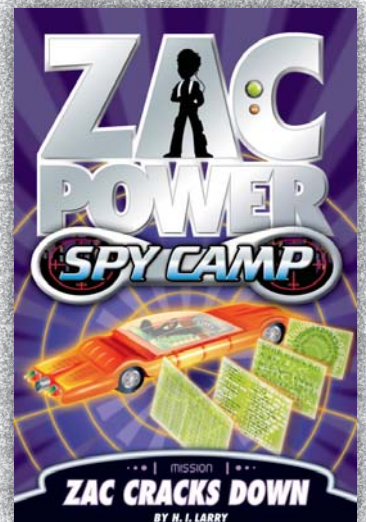
| Sense | When I'd like to wear the Sense Sharpener | When I wouldn't like to wear the Sense Sharpener |
|-------|---|--|
| See   |   |  |
| Hear  |   |  |
| Smell |   |  |
| Touch |   |  |
| Taste |   |  |

#### Chapter Three

- Had Zac been to Bladesville before? How did he describe it?
- What did the Go-Low help Zac and Alex to do? Did this match your prediction in Chapter Two? Would you like to use the Go-Low? When would you use it and why?
- Zac and Alex had to hand in their SpyPads when they arrived at Bladesville. Why?
- 'I feel naked without my SpyPad.' What does Alex mean?
- To prepare Zac and Andy for their code-cracker test, Agent Morse shows them different ways of sending a coded message. List these different ways?

#### Activity

- Find a partner and create your own secret handshake. Now write a short sentence about when you would use this secret handshake.





## Zac Power Spy Camp #3 Zac Cracks Down

### *Chapter Four*

- What was the trick to solving the first clue at the ATM?
- Have you ever written in secret code before? If so, how and why did you do it? If not, what secret code would you like to learn? When would you use this code to send a message?
- Where did the first secret message lead Zac?
- Who was waiting for Zac when he got to the Power Plant? What information did he have for Zac?
- 'Looks like it's just you and me.' What does Zac mean?

### *Activity*

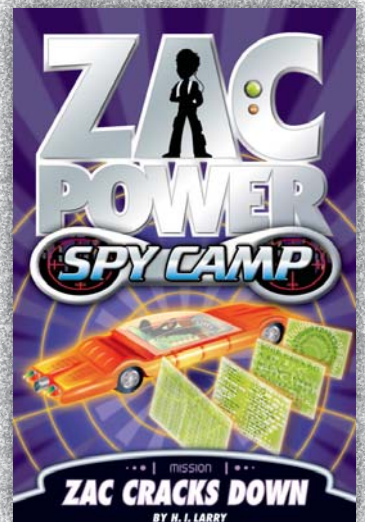
- With a group of classmates, create a school treasure map and a set of clues that lead to the treasure. If you can, write each clue in a different type of code. On the back of each clue card, write a tip on how to crack that code if the person using your clues gets stuck. Now swap your map and clues with another group. Good luck finding your treasure!

### *Chapter Five*

- What did Alex discover while he watched the BIG Agents go inside the Power Plant?
- Using Alex's clue, what is Zac's idea to get the Power Plant password?
- Using the sight button on his Sense Sharpener, what does Zac discover?
- True or False. The code to get into the Power Plant is a word.
- MOOR LORTNOC: Where does this sign take Zac and Alex?
- When Zac and Alex got to the room, all they saw were computer screens and a glass desk with nothing on it. So how does Alex manage to stop the toxic smoke from being released?

### *Activity*

- Write a list of 10 important places around your school... backwards! Swap your list with a friend, collect a stop watch and see which one of you is able to read the list of places correctly in the shortest time.



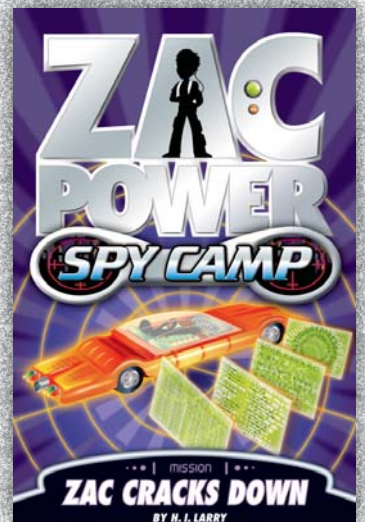
## Zac Power Spy Camp #3 Zac Cracks Down

### *Chapter Six*

- Is there anything that happens in this chapter that explains how Alex may have gotten his agent name?
- Although Spy Camp was over, what did Zac use his Sense Sharpener to do?
- Alex and Zac didn't get a chance to finish their test. Did this stop Alex and Zac from getting points? Why or why not?

### *Activity*

- Alex and Zac eat pizza to celebrate their code cracking success. What was your last celebration? How did you celebrate?



## Zac Power Spy Camp #4 Zac Climbs High

### About the story

Learning how to balance in high places at the Blue Top Circus - what an awesome Spy Camp! So what's distracting Zac from his training? Zac's spy senses are tingling and not even a walk along the edge of a cliff can keep him from noticing how strange his training buddy is behaving. Unfortunately for Zac, his spy senses are right - Agent Ace is a double agent who is not interested in beating Zac in this Spy Camp test race... she wants to get rid of him forever!! Will this double agent succeed or will Zac prove again why he is number one on the Spy Ladder?

### Key your students into reading

Read the back cover blurb aloud. Invite students to discuss their circus experiences. Ask: What circus skills would GIB agents want to practise and why? Using the tightrope as an example, guide students into a conversation about the challenging aspects of being a circus performer.

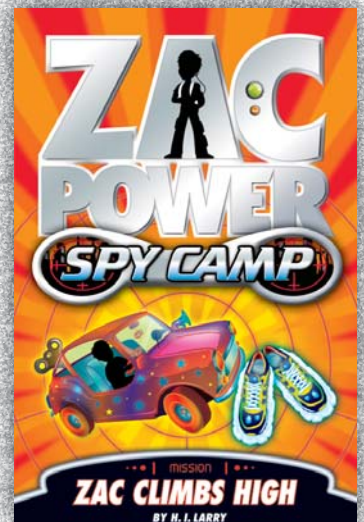
Now look at the gadgets on the front cover. Pointing to each gadget, ask: How would this gadget be useful to an agent who is training at the circus? Invite students to suggest names for these gadgets.

### Chapter One

- As a GIB Agent, Zac gets to go on top-secret missions. Other times, he has the opportunity to learn cool skills at Spy Camp. Which would you prefer to do and why?
- 'Bye Mum. GIB needs me.' Zac's identity as a GIB agent is supposed to be top secret. So why does Zac tell his mum exactly where he is going?
- The message from GIB sends Zac to Lane 4 which has shelves stacked high with baked beans. How does Zac manage to leave the store from here?

### Activity

- What if GIB Agents had their own secret shopping lane at your local supermarket? Explain how could GIB make sure that this lane stays secret and could only be accessed by GIB Agents? Now design three products that agents could purchase from this lane. Write a short description of each item. Remember, items can be anything from super-duper gadgets to special secret agent cereal!





## Zac Power Spy Camp #4 Zac Climbs High

### *Chapter Two*

- 'That's not so Ace!' What is Zac talking about?
- Zac thinks that Celia is rude and bossy. After reading this chapter, do you agree or disagree with Zac? Why?
- Identify the two things that Celia and Zac collected from The Heights Room for training. Do the items have anything in common?

### *Activity*

- Driving a clown car sounds far more exciting than driving a regular car! Design a clown car that you would love to drive. Draw a detailed picture of the inside and outside of the car and label all of the special features it would include. Add a picture of yourself dressed as a clown along with your circus name!

### *Chapter Three*

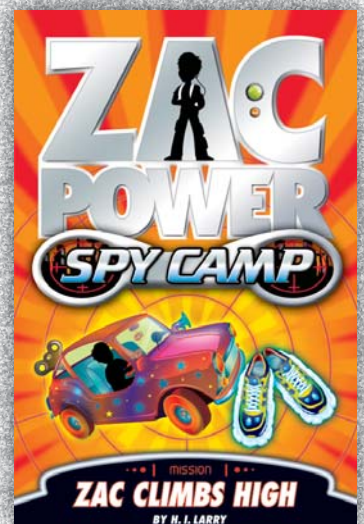
- 'He pretended he hadn't heard her.' Why did Zac ignore Celia?
- Name the GIB Agent that was waiting at the Blue Top Circus for Zac and Celia.
- Practise makes perfect! Before a Spy Camp test, agents always have the opportunity to practise the skill they have been sent to camp for. List the four training activities that Zac completed. Which activity would you least like to try? Why?
- 'His spy senses tingled.' What does this mean?

### *Activity*

- Zac has his Jelly Joggers to help him land safely if he falls from one of the height activities at Spy Camp. Can you design an alternative gadget that GIB agents could use to help them land safely from great heights? Label the gadget's important features. Include an instruction card for this gadget. Don't forget to give it a name!

### *Chapter Four*

- Celia asks Agent Buttons if she could use the red tightrope for the Heights Test. Why does Zac think this is a weird request?
- How did Celia cheat during the test?
- Snap! Describe what happened at this moment in the story. Now write a prediction of what will happen next.



## Zac Power Spy Camp #4 Zac Climbs High

### *Activity*

- Being a circus performer would be so much fun! If you could join the circus, what would you choose to be? Why? Now design an advertising board to put outside of the circus tent, inviting people to come in and see you perform!

### *Chapter Five/Six*

- Zac drove back to Spy Camp alone. So how was Zac still able to play games in the back seat of the clown car?
- How many messages did Zac receive when he got back to Spy Camp? Who were they from?
- Can you explain Zac's score for this Spy Camp test? Do you agree with the score he received?

### *Activity*

- When he got back to Spy Camp, Zac received a message from Agent Buttons. Send a message back to Agent Buttons. Design your message on your SpyPad screen.

