

Zac Power Spy Camp #5 Zac Runs Wild

About the story

Agent Tarzan is waiting for Zac at GIB Jungle Base - it's time to learn how to handle dangerous animals! This Spy Camp test is a race through the jungle and Zac must find his way past lots of animals - some of them are big, some of them are nasty and some of them are very hungry! So when Zac finds himself face-to-face with a cute lion cub and it's not so cute mother, he must figure out a way to out-run these big jungle cats and get to the finish line. Will Zac's animal training, Shooting Star belt and backpack full of food be enough to keep him safe in the jungle?

Key your students into reading

Read the back cover blurb aloud and invite students to discuss why Zac would need experience with dangerous animals. Ask: Where do you think Zac's training takes place?

Now read the title of this book to students. Ask: Does the title change your prediction about Zac's destination? Why or why not?

Chapter One

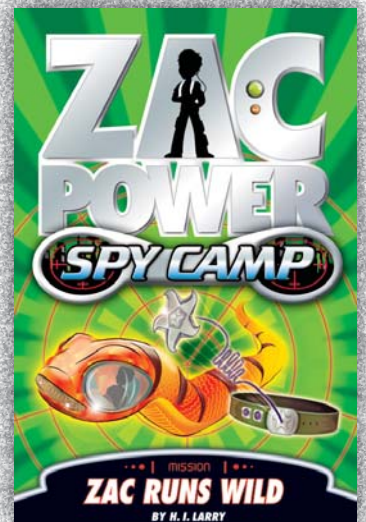
- What made Zac take a close look at his cricket bat?
- What did the cricket bat turn into? What did Zac use it to do?
- Do you think Zac finds it difficult to leave in the middle of what he is doing to go on Spy Camp? Why or why not?

Activity

- Zac's cricket bat turned into a cool skateboard with the press of a button, allowing Zac to get to Spy Camp ... fast! Think about your favourite sport and any equipment it includes. Now transform one piece of equipment into something useful. What would it turn into? How would it be activated? What would it do? Illustrate your creation!

Chapter Two

- Who was Zac's training buddy for this Spy Camp training activity? How do you think this agent got her name?
- What is all around the edge of The Spy Camp dome?
- What is a Speed Snake? Why do you think Zac and Anna are taking this particular vehicle to Jungle Base? How do you get into it?



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Activity

- Spy Camp dome has doors all around the edge. Each door leads to a room full of Spy Camp training gear. Think of five cool camp skills that you think secret agents would like to learn. List the skill along with the training gear that agents would expect to find at Spy Camp.

Chapter Three

- What was inside the gadget box?
- Who greeted Anna and Zac when they got to the jungle?
- What did Agent Tarzan have for Zac and Anna? How was it to be used?
- What is the Animal Tracker computer? Why is it useful to agents?

Activity

- Imagine that you had access to the Animal Tracker. What animal would you choose to get close to and why?

Chapter Four

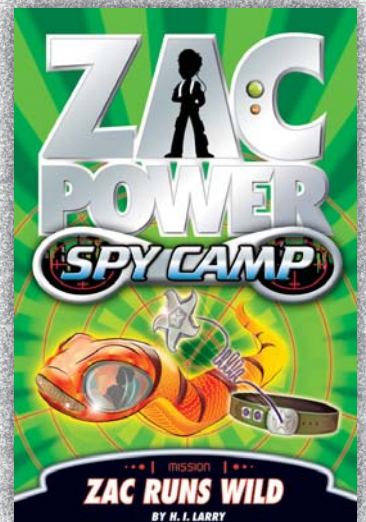
- True or false. Zac took some bananas out of his backpack because he felt very hungry.
- How did Zac manage to get past the giant hairy spider?
- Who crossed the finish line first?
- What did Anna bring to the finish line? Why?

Activity

- Imagine that you are Agent Tarzan and it's your job to create a test path through the jungle for GIB agents. Create an animal 'obstacle course' through the jungle. Underneath your course map, include tips on how to pass each animal safely.

Chapter Five

- Why was the Shooting Star a useful gadget during this test?
- Zac and Anna discovered the reason the lion cub wouldn't leave Anna alone. What was it? How did they make this discovery?
- The mother lion was chasing Zac and Anna. So why did Anna and Zac cross the river again and head straight towards her?



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Activity

- Imagine that you are a scientist for GIB and it is your job to make an item that would ward off wild jungle animals. What would you call it? What ingredients would you use? Design a label for your product.

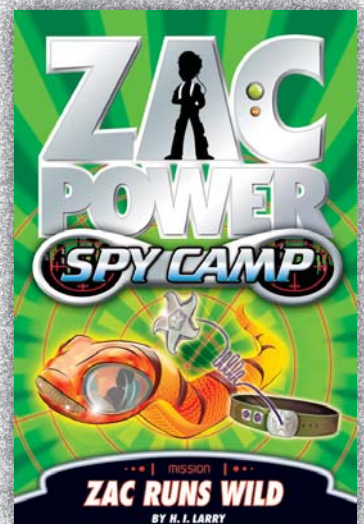
Chapter Six

- Why did Anna only score five points on her test? Do you agree with her score? Why? What about Zac's score?
- Anna didn't seem very worried about her score. Why?
- What lesson did Anna learn from this Spy Camp test?

Activity

- Write a report on Zac and his performance at Jungle Base. Using information from the story, identify qualities and skills that Zac displayed and write a comment for each. Use the report format below to get you started.

GIB Training Report			
Student Agent: Zac Power			
	Excellent	Very Good	Good
Bravery	☆		
Comment: You got past some giant and nasty jungle animals and came close to a very hungry mother lion. Well done!			



Zac Power Spy Camp #6 Zac Wipes Out

About the story

Training to rescue people is an important part of being a GIB Agent. Rocky cliffs, a surf beach or a snowfield - rescue missions can take an agent anywhere. But Zac's rescue skills are really put to the test when his training buddy falls straight into a fast-flowing lava river on Devil's Peak. Will Zac's real-life rescue mission end well or will Zac need rescuing too?

Key your students into reading

Read the back cover blurb aloud and invite students to define what the word rescue means. Ask: What might Zac have to do as part of rescue training. Ask students to share any rescue stories, experiences or skills they have.

Now ask students to look at the front cover illustration. Ask: Do you see anything in the illustration that might help Zac during this training mission?

Chapter One

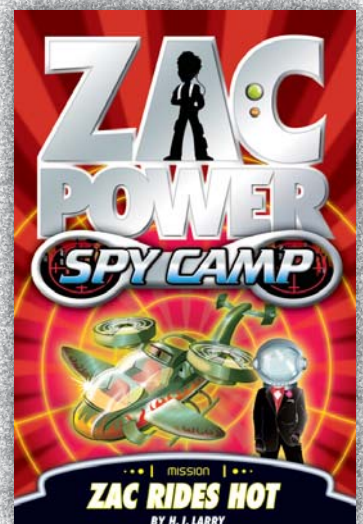
- 'Everything smelt like toothpaste.' Where is Zac?
- When did Zac realise that this was no ordinary visit to the dentist?
- How was Zac able to get from the dentist to Spy Camp?

Activity

- One of the skills Zac mentioned he learned at Spy Camp was how to go undercover. Imagine that you had the opportunity to be an undercover agent. Draw yourself dressed in your disguise. Write a short explanation about your choice of disguise and when you would use it. Now list any questions you have about being an undercover agent.

Chapter Two

- What is a Cool Suit? Why do Zac and Cam have to wear one on this training camp?
- Describe the vehicle that Zac and Cam use to go to Devil's Peak.
- What skills are Zac and Cam training in? Do you know any rescue skills? If so, write them down. If not, think of a rescue skill that you would like to learn and why.



Zac Power Spy Camp #6 Zac Wipes Out

Activity

- Create your own rescue mission. It may be a serious mission that involves a real rescue skill you have (saving a friend from the ocean) or a fun rescue mission (saving your neighbour's kitten from a tree) Complete a mission card like the one below.

Mission:

Location:

How the rescue was made:

Comments:

Chapter Three

- What does Devil's Peak look like?
- How did Zac know where to land the chopper?
- Who was waiting for Zac and Cam? Explain how this Agent might have gotten his name?
- What kind of backpacks were Zac and Cam given?
- What are Rescue Stations? Why would there need to be more than one?

Activity

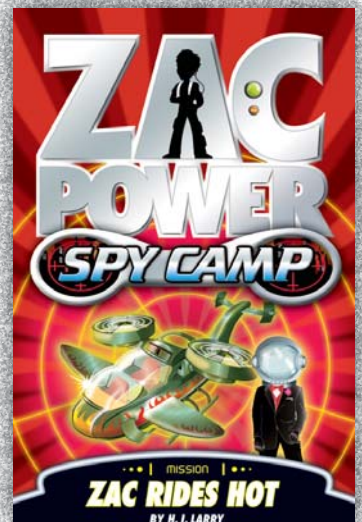
- Read the information your teacher has given you on the topic of water safety. Use that information to create a list of true or false statements. Swap your water safety quiz with a friend.

Chapter Four

- What are Smarties? What do Smarties have to do with Zac and Cam's test?
- How do Smarties communicate? Can you think of a better way?
- 'SPLASH!' Describe what happened at this moment in the story.

Activity

- Illustrate the scene when Zac rescued his Smartie from the bottom of the cliff. In your own words, describe how the rescue was made.



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Chapter Five

- Zac wasn't worried about Cam being burnt by the lava. Why? What was he worried about instead?
- Zac rescued Cam from the lava. How did he do this?
- Did Zac do anything in training that may have prepared him for this rescue? If so, what was it?

Activity

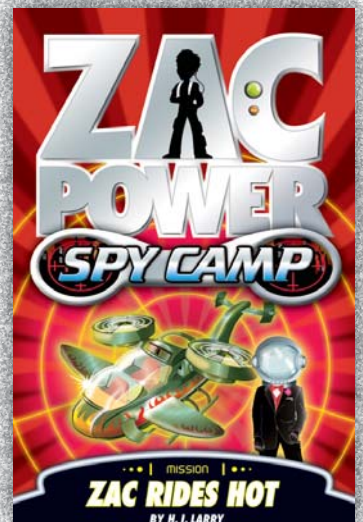
- The Match Box Stretcher is a terrific invention for the GIB first aid backpack. Can you create an item for GIB's first aid backpack that could be used for rescue situations? Draw, label and provide a brief description of how this item would work.

Chapter Six

- What caused Agent Triple Zero to worry?
- How were Zac and Cam rescued from the lava river?
- Why do you think Zac scored 10 points?
- Was Cam worried about his score? Why or why not?

Activity

- Zac was very brave during the rescue of Agent Wave from the lava river at Devil's Peak. Design a bravery award for Zac. Write a sentence about how and when you would present this to Zac.



Zac Power Spy Camp #7 Zac Jets On

About the story

Can you imagine finding your way through a secret tunnel at the bottom of the ocean? What about a tunnel that is quickly filling with water?! Working without his SpyPad, Zac must use his training experience to make his way through a maze at the bottom of the ocean before it floods. Will Zac escape the flooded maze or will this Spy Camp test be more than he can handle?

Key your students into reading

Read the back cover blurb aloud. Ask: What is a maze? Invite students to predict where these secret tunnels may be located. Does the blurb provide any clues?

Now read the title of the book. Spend some time discussing the illustration on the front cover. Ask: Is there anything on the front cover that gives you a better idea of where Zac is headed on this Spy Camp mission?

Chapter One

- Zac was asked to take out the rubbish bins. What was different about the bin Zac took out?
- Zac would prefer to take out the smelly rubbish bins than do his homework. Write a list of things you'd enjoy less than taking out the rubbish.
- Leon is missing. What do you predict has happened to Leon?

Activity

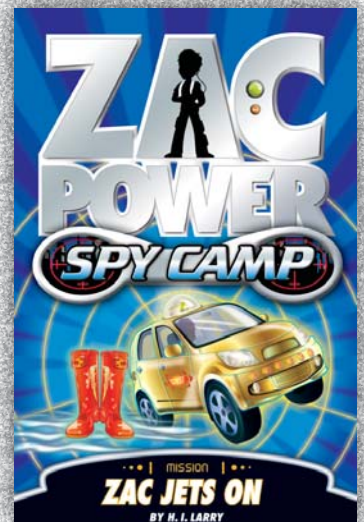
- Travelling to Spy Camp in a rubbish bin is hardly the coolest way for a secret agent to travel - even if it has a TV screen and doesn't smell! Can you think of alternative household item that you could transform into a secret agent vehicle? Draw this vehicle along with a short description of how it would work.

Chapter Two

- "I know", laughed Leon. What does Leon know and why did he laugh?
- What are WOW Boots? Can you come up with an alternative name for boots that help you walk on water?
- What makes the Street Scout a good spy vehicle?

Activity

- It must be so cool being able to control something with your mind! Imagine that GIB let you borrow the two microchips that are needed to use the Street Scout for one whole day. What would you choose to control with your mind and why?



Zac Power Spy Camp #7 Zac Jets On

Chapter Three

- What was Zac and Leon's training maze? What is it made out of?
- How will Zac and Leon get through the maze?
- Zac and Leon had to do the maze again. What was different about the second time?
- Zac and Leon learned how to tell if a dead end was near. What is this called?

Activity

- Choose one of the mazes your teacher has given you and solve it as quickly as you can. Have you chosen the easiest way through the maze? Use a different colour and try again. Choose the shortest path and write instructions to match.

Chapter Four

- Where do the secret tunnels lead?
- Once Zac was in the tunnel, he came to a fork. What does this mean? How did he decide which way to go?
- How did Zac know that one way was a dead end?
- How did Zac know he was close to the sea?
- Zac and Leon received an important message from Agent Compass as they were leaving the tunnel. What did it say?

Activity

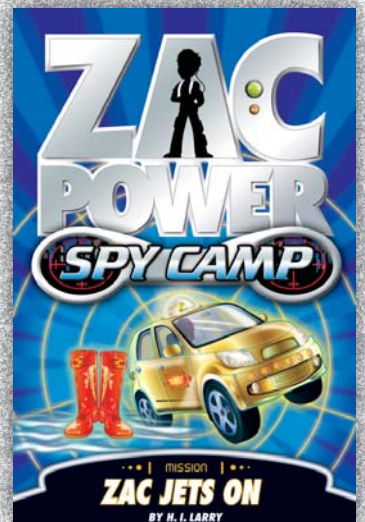
- Predict and write your version of Zac and Leon's escape from the flooding tunnels.

Chapter Five

- 'The water was getting higher and higher.' How did Zac and Leon stay afloat?
- 'It looked like a soft drink can.' What does this describe? What is it used to do?
- How does Zac describe moving across the water with jets on his boots. Do you think you would enjoy doing this?

Activity

- If you had the opportunity to borrow Zac's WOW Boots, where would you choose to use them and why?



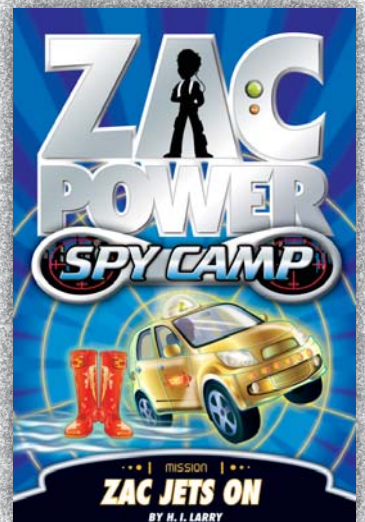
Zac Power Spy Camp #7 Zac Jets On

Chapter Six

- Who was waiting for Zac and Leon at the end of the tunnel? What did he have for Zac and Leon?
- Do you think Zac and Leon deserved their points? Why or why not?
- What were the results after the Spy Ladder was updated?

Activity

- GIB Spies get points for going on missions and completing Spy Camp tests. Can you think of another way that GIB Spies could be rewarded for their successful missions and tests?



Zac Power Spy Camp #8 Zac Heats Up

About the story

Zac is off to GIB Desert Base to learn one of the most important things an agent must know - survival skills! Together with Agent Top Speed, Zac learns how to find his own water and catch his own food - green bugs! But green bugs are not the only awful thing that Zac encounters during survival training. BIG agents have found GIB's training base and they are doing all they can to make sure Zac and Agent Top Speed don't get back to base. Will BIG's plan work or will Zac and Agent Top Speed prove that they are real-life survivors?

Key your students into reading

Read the back cover blurb aloud. Guide students into a conversation about survival skills. Ask: Does anyone have any survival skills they would like to share with the group? Invite students to share their knowledge about the desert and the challenges it might present to Zac and his training buddy.

Chapter One

- 'Zac's spy senses tingled.' What caused Zac to react like this?
- What did Zac find under his bed?
- How did Zac know what to do once he found the scooter?

Activity

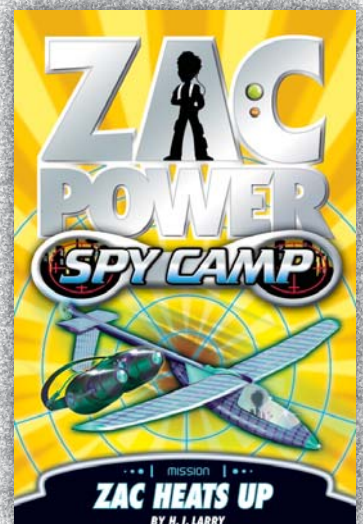
- Create an alternative GIB vehicle that could have been hidden under Zac's bed. Write a short explanation about how it works and why it would be better than the scooter.

Chapter Two

- Who is Zac's training buddy? Why is he surprised to be training with this agent?
- What do you think survival skills are? Do you know any survival skills? If so, what are they? If not, what would you like to learn?
- What are night-specs used for? How does Zac describe them?
- What's the name of the vehicle Zac and Mike will use to get to Spy Camp? Why has it been given this particular name?

Activity

- Night Specs help agents see in the dark. Can you think of a use you might have for Night Specs? Can you design a pair that looks much cooler than swimming goggles? What additional features would your glasses have?



Zac Power Spy Camp #8 Zac Heats Up

Chapter Three

- When Zac and Mike arrive at Desert Base, Agent Outback takes their SpyPads. Why do you think he does this?
- Agent Outback gave Mike and Zac a pocketknife and a waterbag. What is each item to be used for?
- What rule did Agent Outback share with Zac and Mike to help them remember which bugs would be ok to eat?
- What got Zac's spy senses tingling for a second time? What explanation did Agent Outback offer Zac when he shared his concern? What do you think?

Activity

- Survival skills training would be much easier with a SpyPad. Design features to add to the SpyPad that would help an agent find and collect water and food in any setting. Draw your modified SpyPad. Label your additions and explain any new functions.

Chapter Four

- What does the Spy Camp test involve?
- What does Zac notice in the sand? What does Mick suggest it could be?
- They tasted like mud. What was Zac talking about? Why did he eat something that tasted so awful?
- Zac found a message on the ground. Who do you suspect it is from? What does it mean?

Activity

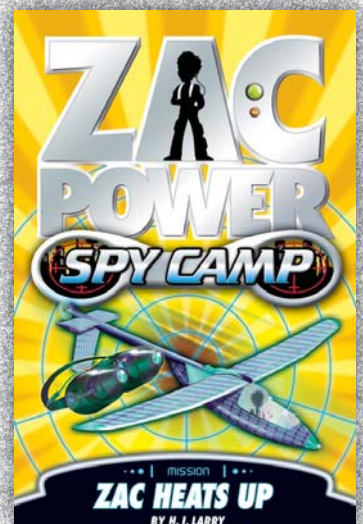
- Zac finds green bugs but he really wishes he could find nachos instead! Create 5 different desert bugs that Zac would love to eat. Include a sketch of what each yummy bug would look like along with a short description of how each bug tastes and how it should be eaten.

Chapter Five

- What do Zac and Mick now know for sure?
- 'I have an idea.' What does Zac decide to do? How does he do it?
- How did Mick and Zac survive while they were waiting to be rescued?

Activity

- Imagine that you are the writer of the GIB Survival Manual. Write step-by-step instructions on how to start a fire using information from the chapter.



Zac Power Spy Camp #8 Zac Heats Up

Chapter Six

- What did Agent Outback think of Zac's rescue idea?
 - What did Zac and Mike receive when they got back to base?
 - Zac and Mick were hungry after their desert ordeal and ordered nachos. What didn't they want to eat?
- Why were nachos an interesting choice?

Activity

- Zac has been on so many interesting Spy Camp training missions, including his visit to the desert.
- If you had the opportunity to sit down with Zac, what questions would you ask him about Spy Camp?

