

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

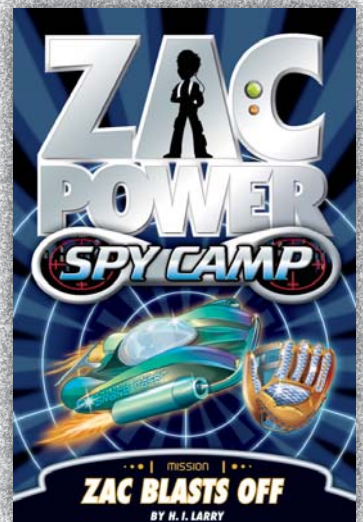
- What is Spy Camp? Do you think Spy Camp is important? Why or why not?
- Scuba-diving and cracking codes are some of the cool things Zac has trained to do at Spy Camp. List five other skills that you think agents should learn on Spy Camp.
- How was Zac transported to Spy Camp?

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

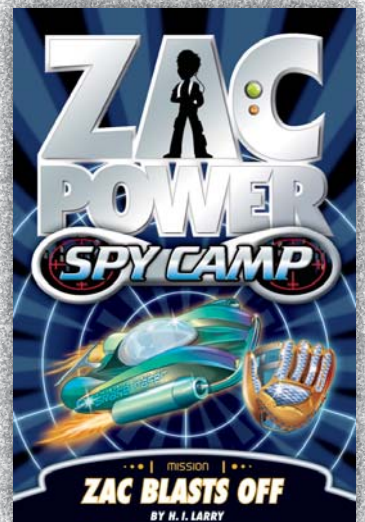
- A rescue ship collected Andy from the test course when his space racer was damaged during the test. Design the GIB rescue ship as you imagine it. Draw a detailed picture of the ship's interior, labeling all the features that would be helpful to an agent being rescued from space.

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?



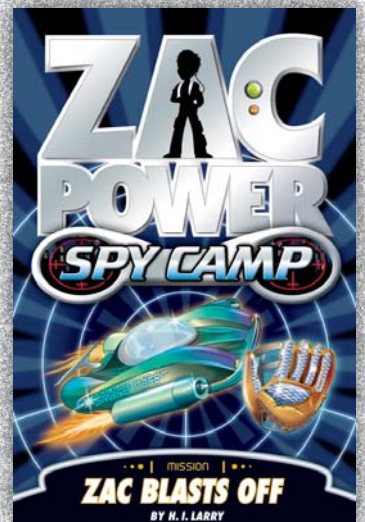
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Chapter Six

- 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

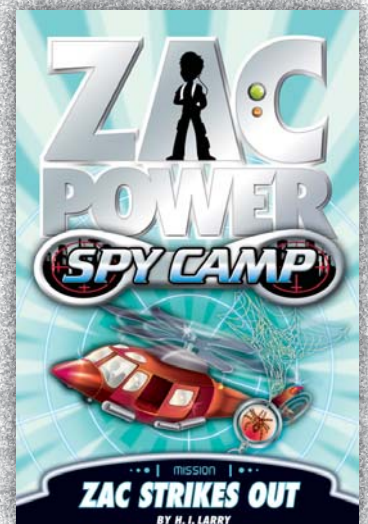
Chapter One

- 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

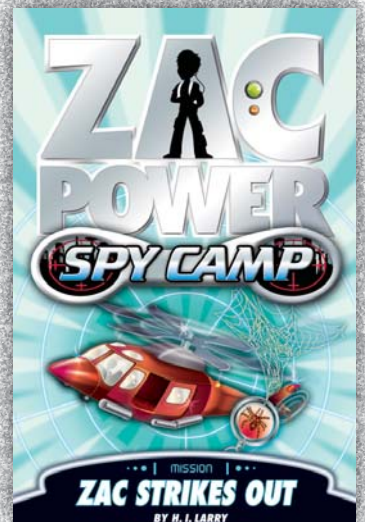
- Create an instruction card for the Muscle-Tron.

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

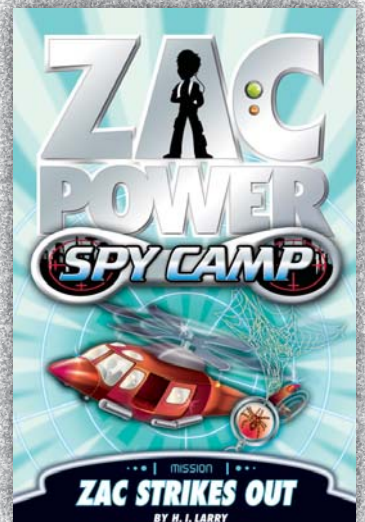
- Lucas is a black belt in karate. Describe a talent you have. Now identify a talent you would like to have and why?

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

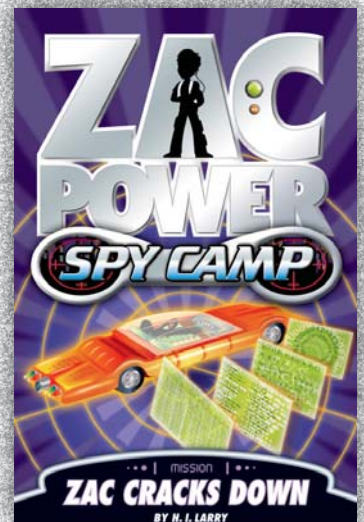
- Spy Camp gives Zac and the other GIB Agents a chance to learn skills that will help them to be better agents. What new skill are you learning? Why did you decide to develop this skill? Can you think of any other skills that you would like to learn this year? If so, what are they?
- How did Zac know 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.

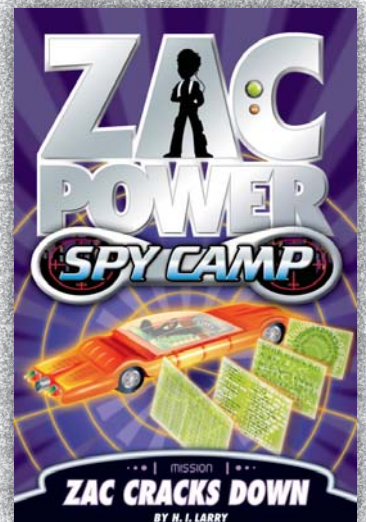
Sense	When I'd like to wear the Sense Sharpener	When I wouldn't like to wear the Sense Sharpener
See		
Hear		
Smell		
Touch		
Taste		

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

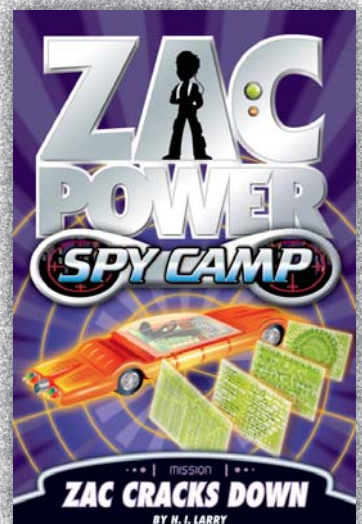
- With a group of classmates, create a school treasure map and a set of clues that lead to the treasure. If you can, write each clue in a different type of code. On the back of each clue card, write a tip on how to crack that code if the person using your clues gets stuck. Now swap your map and clues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



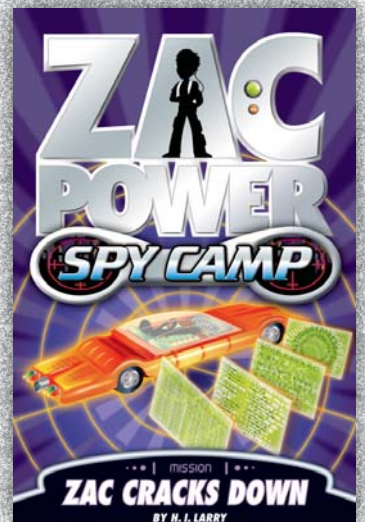
Zac Power Spy Camp #3 Zac Cracks Down

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.

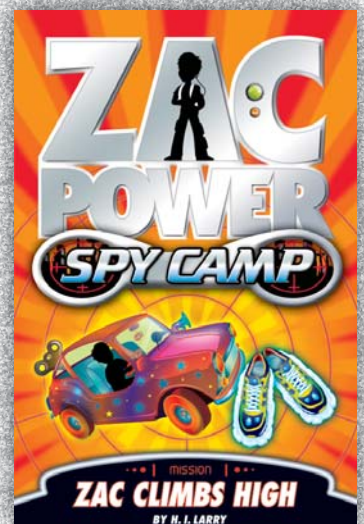
Now look at the gadgets on the front cover. Pointing to each gadget, ask: How would this gadget be useful to an agent who is training at the circus? Invite students to suggest names for these gadgets.

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

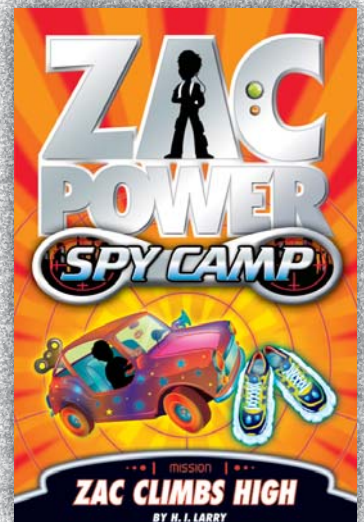
- 'He pretended he hadn't heard her.' Why did Zac ignore Celia?
- Name the GIB Agent that was waiting at the Blue Top Circus for Zac and Celia.
- Practise makes perfect! Before a Spy Camp test, agents always have the opportunity to practise the skill they have been sent to camp for. List the four training 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

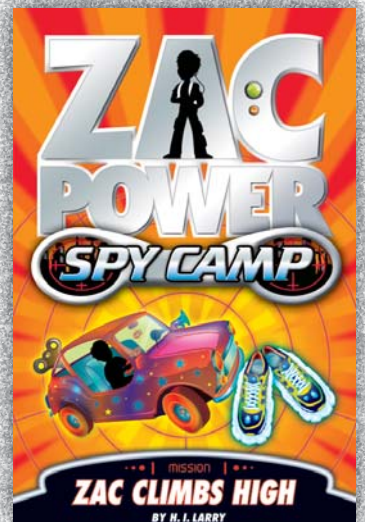
- Being a circus performer would be so much fun! If you could join the circus, what would you choose to be? Why? Now design an advertising board to put outside of the circus tent, inviting people to come in and see you perform!

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.



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

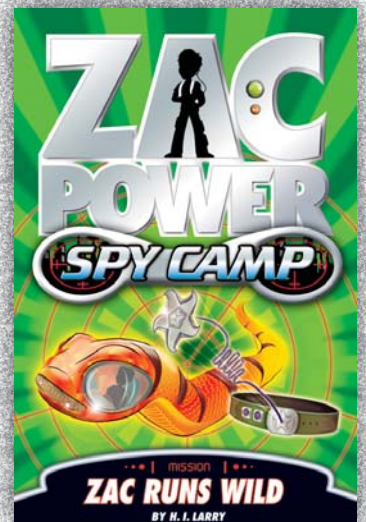
- What made Zac take a close look at his cricket bat?
- What did the cricket bat turn into? What did Zac use it to do?
- Do you think Zac finds it difficult to leave in the middle of what he is doing to go on Spy Camp? Why or why not?

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?



Zac Power Spy Camp #5 Zac Runs Wild

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

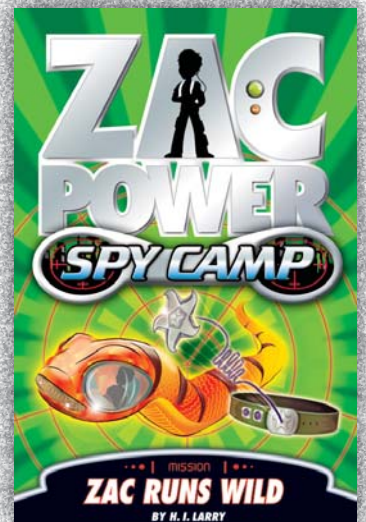
- True or false. Zac took some bananas out of his backpack because he felt very hungry.
- How did Zac manage to get past the giant hairy spider?
- Who crossed the finish line first?
- What did Anna bring to the finish line? Why?

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?



Zac Power Spy Camp #5 Zac Runs Wild

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.

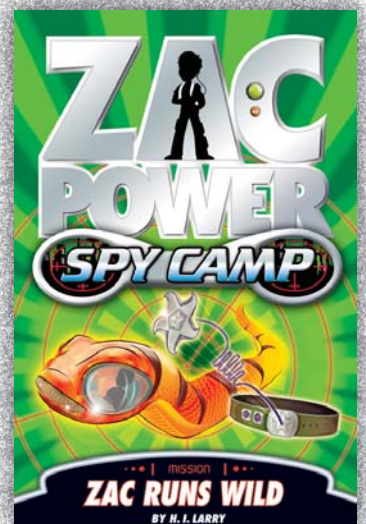
Chapter Six

- 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

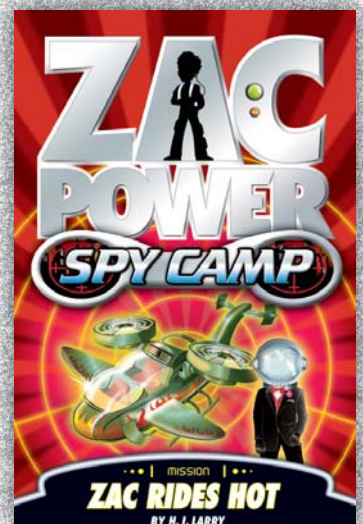
- 'Everything smelt like toothpaste.' Where is Zac?
- When did Zac realise that this was no ordinary visit to the dentist?
- How was Zac able to get from the dentist to Spy Camp?

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

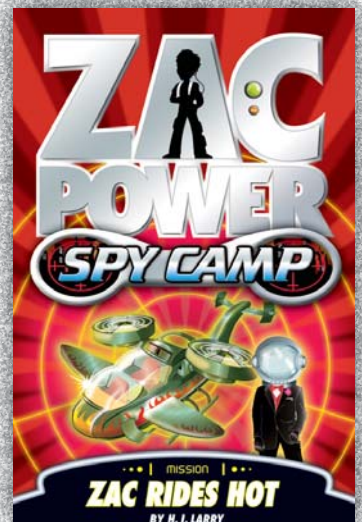
- Read the information your teacher has given you on the topic of water safety. Use that information to create a list of true or false statements. Swap your water safety quiz with a friend.

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.



Zac Power Spy Camp #6 Zac Wipes Out

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

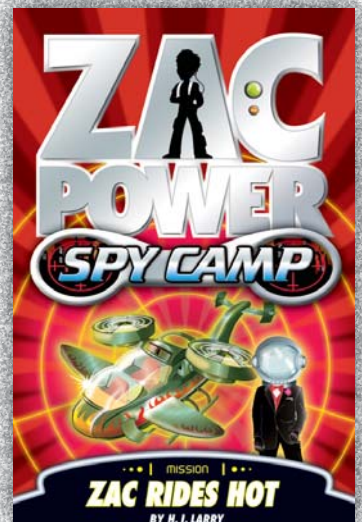
- The Match Box Stretcher is a terrific invention for the GIB first aid backpack. Can you create an item for GIB's first aid backpack that could be used for rescue situations? Draw, label and provide a brief description of how this item would work.

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

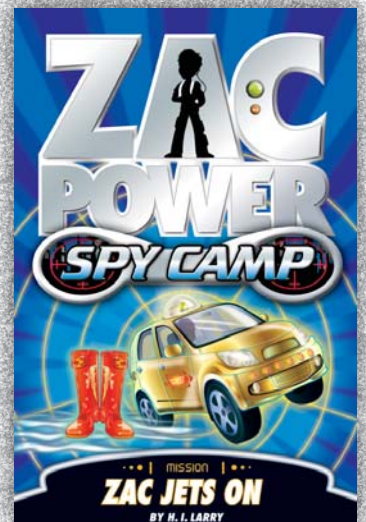
- Travelling to Spy Camp in a rubbish bin is hardly the coolest way for a secret agent to travel - even if it has a TV screen and doesn't smell! Can you think of alternative household item that you could transform into a secret agent vehicle? Draw this vehicle along with a short description of how it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

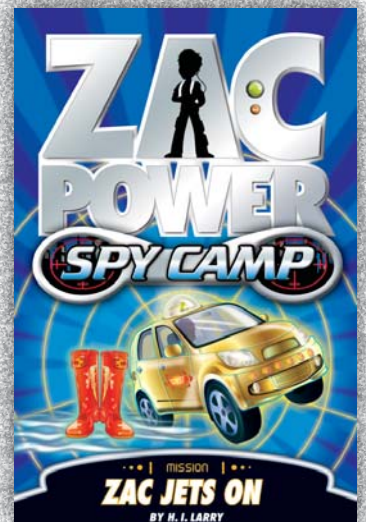
- Predict and write your version of Zac and Leon's escape from the flooding tunnels.

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?



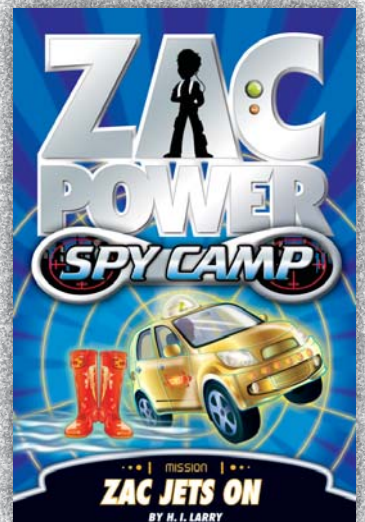
Zac Power Spy Camp #7 Zac Jets On

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

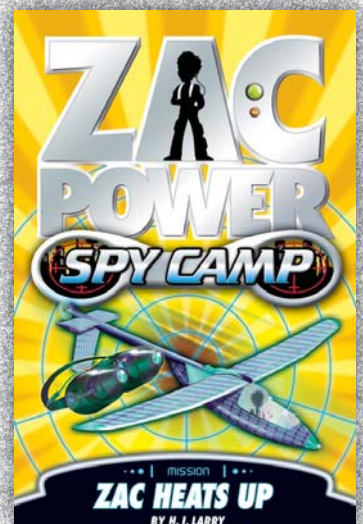
- Create an alternative GIB vehicle that could have been hidden under Zac's bed. Write a short explanation about how it works and why it would be better than the scooter.

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

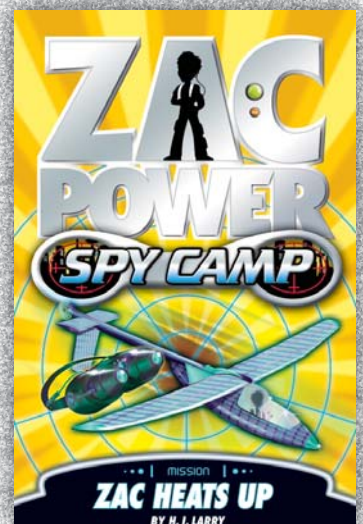
- Zac finds green bugs but he really wishes he could find nachos instead! Create 5 different desert bugs that Zac would love to eat. Include a sketch of what each yummy bug would look like along with a short description of how each bug tastes and how it should be eaten.

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?

