

Zac Power Test Drive #1 Zac's Moon Trip

About the story

Zac is about to test drive some very cool spy gadgets. He's also about to go on a super cool mission for the good spy group, GIB. Zac needs to clean deadly moon sludge from the GIB space station before it eats the station away to nothing! Zac test drives the Star Master and the Jet-black Space Suit on this mission.

Key your students into reading

Read the back cover blurb aloud and invite students to discuss what a space station is. Ask: Why do you think Zac would need to clean it? What terrible thing might happen if he didn't get it clean?

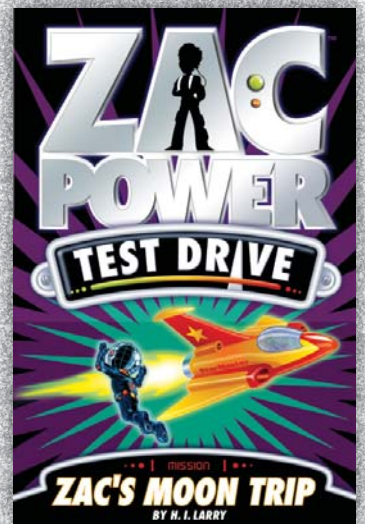
Now invite students to look at the front cover illustration. Invite them to predict what the two gadgets might be that Zac will have to test drive on this mission.

Chapter One

- Have you ever played in a games arcade? If so, what was your favourite game and how did you play it?
- Zac was playing a space game when the GIB logo came up. Do you think that is important to the story? Why?
- Zac thinks GIB needs him. What do you think they need him for?

Activity

- What does GIB need Zac for? Create your own GIB mission for Zac. Think about what he might have to do and why.



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Chapter two

- Zac's code name is Agent Rock Star. Imagine you are a spy for GIB. What would your code name be and why?
- Zac's GIB disk was hidden in the heel of his boot. Why do you think GIB hid it? Where would you have hidden it?
- What are some of the features on Zac's SpyPad?
- What do you think a Star Master might be?
- Can you think of any special features a Jet-black Space Suit might have?

Activity

- Spies have cool gadgets. Design your own spy gadget for Zac. Choose the Star Master or the Jet-black Space Suit and create your own version of this gadget for Zac. What will it do? What will it look like? What special features will it have? Draw and label your gadget.

Chapter three

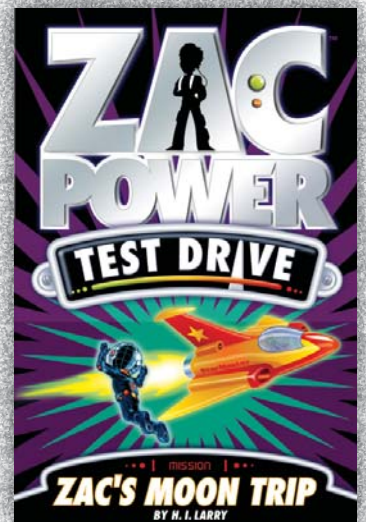
- The GIB test labs are always hidden in secret locations. Where is this test lab hidden?
- What do you now know about the Star Master and Jet-Black Space Suit? How do they compare to the gadget you designed?
- Where is Zac going?

Activity

- What do you think the inside of Leon's GIB test lab would look like? What would be in there? Imagine you are taking a picture of inside the lab. Draw and label what you see.

Chapter four

- What is Zac's moon mission?
- Leon tells Zac not to eat all the Choc-Mallow Puffs because he might need them. What do you think he means?
- Zac tells Leon he sounds like their mum and rolls his eyes. What does this tell you about how Zac might feel about Leon?



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Activity

- Imagine you are Zac. How would you plan to clean the moon sludge off the space station?
Write a step-by-step plan for how you think you would rescue the space station.

Chapter five

- How does Zac feel about doing test drive reports?
- What did Zac like about the Star Master?
- How do you think Zac is going to deal with the flying space rocks?

Activity

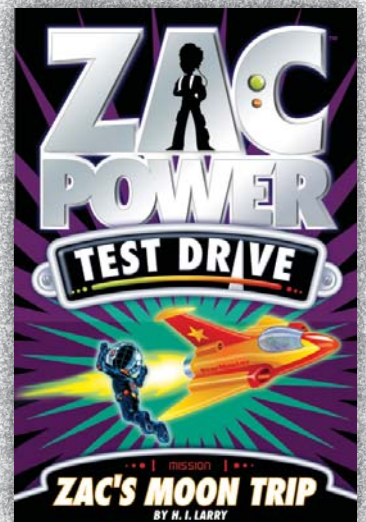
- Zac could use a bit of help. Imagine that you have sent Zac a text message to his SpyPad. Draw the Spy Pad and write your text message in the screen space. What will you say? What suggestions can you give him for dealing with the space rocks?

Chapter six

- What helped Zac to fly through the space rocks?
- How did Zac destroy the moon sludge?
- What features of the Jet-Black Space Suit helped Zac to complete his mission?

Activity

- Write your own Test Drive report. How would you rate the two gadgets that Zac used and why?



Zac Power Test Drive #2 Zac's Wild Rescue

About the story

Zac is needed for a very tricky mission at the zoo. All the animals have been let loose and the visitors at the zoo are in danger. Zac test drives the Pit Stink Bombs and the Exo-Skeleton Suit on this mission.

Key your students into reading

Invite students to look at the front cover illustration. Have them predict what the two gadgets might be that Zac will have to test drive on this mission. Ask: What do you think they might do?

Read the back cover blurb aloud and invite students to discuss what they think Zac might have to do on this mission. Ask: What do you think Zac might have to do in a wild zoo rescue? What do you think is happening at the zoo?

Chapter One

- Zac works for a good spy group called GIB. Who is the bad spy group?
- How does Zac get himself out of the library?
- Where do you think he is now? Why?

Activity

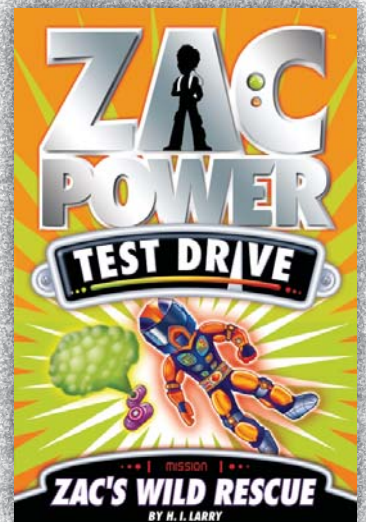
- GIB has some cool ways of calling Zac in for work. In this book, Zac pulls a book from the library shelf and the shelf turns around. Can you think of another way that GIB could get Zac out of the library? Create your own top secret GIB exit from the library.

Chapter two

- Where is the secret location of the GIB Test lab?
- What are the two gadgets that Zac needs to test drive and what do they do?
- How do you think these gadgets might help Zac to complete his mission?

Activity

- Leon is there to explain how to use the latest high-tech gadgets. But what if he were busy somewhere else? Write instructions for how to use the GIB Pit Stink Bombs. Include in your instructions what the gadget is, what the gadget does, what you need to use it and the steps involved in using it.



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Chapter three

- How did Zac get himself out of the test labs?
- What gadget helped Zac reach his destination and how?
- What do you think Zac will do now that he is at the zoo? What would you do? Why?

Activity

- When Zac arrives at the zoo it is in chaos. There are people screaming and animals out of their cages. Draw your impression of the zoo from Zac's eyes. What do you see? What are the animals doing? What are the people doing? Where is Zac in the picture?

Chapter four

- How would you feel if you were at the zoo and animals were on the loose? What would you do?
- How did Zac clear the zoo?
- What is Zac's new problem and how do you think he will deal with it?

Activity

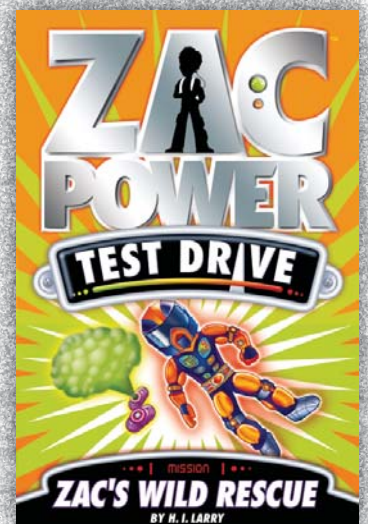
- Imagine you are Leon and that you create cool spy gadgets. Zac's Exo-skeleton Suit has helped him a great deal. But are there some other features that you would add to this suit that could help Zac even more? Perhaps it could have a smell filter so that Zac doesn't have to smell the Pit Stink Bombs? Draw the Exo-skeleton Suit and label it with your own added features.

Chapter five

- Who is the BIG spy? Do you notice anything interesting about her name? If so, what?
- Why do you think Zac chose to get the lions rather than catch the evil spy from GIB? What would you have done and why?

Activity

- Caz Rewop is an evil BIG spy. GIB needs to know more about her. Create a fact file on this evil spy for GIB. Who is she? How old might she be? What might her code name be? What does she look like? What special skills does she have? What bad things has she done that you know about already? Record all this information in your GIB file.



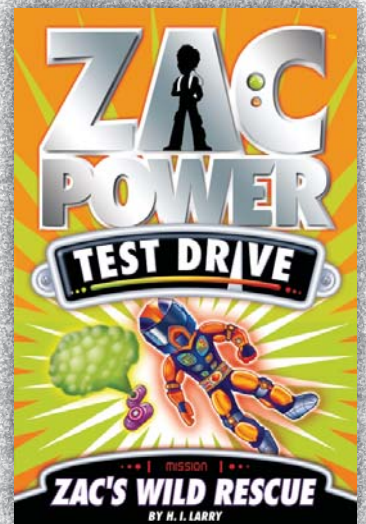
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Chapter six

- Zac doesn't get to listen to his songs on the iPod straight away. Why not?
- What rating would you have given the Pit Stink Bombs and Exo-skeleton Suit and why?

Activity

- It's your big opportunity to interview the famous Agent Rock Star! You have five questions only. What would they be and why?



Zac Power Test Drive #3 Zac's Icy Pole

About the story

Zac is off to the ice caps in this test drive mission. The evil spy group BIG is attempting to melt the Great Icy Pole and expose the secret location of GIB's base station. Zac will be test driving the ice claws and the Land Sub on this mission.

Key your students into reading

Read the title of this book to students and have them predict what they think this story might be about.

Read the back cover blurb aloud and invite students to discuss what they know about polar ice caps. Ask: Do you know where the ice caps are? Show students the ice caps on a globe or map and explain what happens when they melt.

Chapter One

- Where is Zac right now and where does he say he would rather be?
- What does Zac's brother Leon do?
- What does Zac do for the spy group called GIB?

Activity

- Zac says he goes on the best missions ever. Create your own top secret Icy Pole mission for Zac. First, look at the two gadgets on the front cover. What names would you give these two gadgets and why? What do you think they could be used for at the ice caps? Now write up your own cool icy pole mission for Zac using these two gadgets.

Chapter two

- What do you know about GIB SpyPads?
- How does Zac receive his mission in this story?
- What are the names of the gadgets that Zac will test drive? How do they compare to the names you gave them?

Activity

- When Zac finds the GIB disk he looks around to see if anyone is watching. That's because spy work must be top secret. Can you think of another way that you could get the GIB spy disk to Zac without anyone knowing? Share your ideas with the group and see which one you like the most and why.



Zac Power Test Drive #3 Zac's Icy Pole

Chapter three

- What special features do the ice claws and sub have?
- Why does Zac have to stop the ice caps from melting?
- Who do you think might be behind the melting of the ice caps and why?

Activity

- Make a gadget fact card on the sub and ice claws for GIB. Draw the gadget and then record each gadget's special features beneath your drawing.

Chapter four

- How does Zac leave the test drive labs?
- Why doesn't Zac get to enjoy his popcorn and movie in the sub?

Activity

- Every vehicle that Zac test drives has special features to make Zac's journey enjoyable. The sub has a popcorn maker and a large plasma screen for watching the latest release films. If you were Zac and travelling to the ice caps in the sub, what special features would you like to have to make your journey enjoyable? Look at the labelled diagram on page 32. Design your items and label them as diagrams just like this one.

Chapter five

- How does Zac cope with the snowballs?
- What does Zac find at the very top of the Great Icy Pole and what do you think it is being used for?
- Who is behind the melting of the ice caps?
- How did Zac climb to the heating unit?
- What did Zac do to stop the heating unit from melting the ice caps any further?

Activity

- Create a 'Wanted' poster about the BIG twins for GIB spies to use. Think about how much you know about them. What are their names? What do they look like? What bad things have they done? Why does GIB want them?



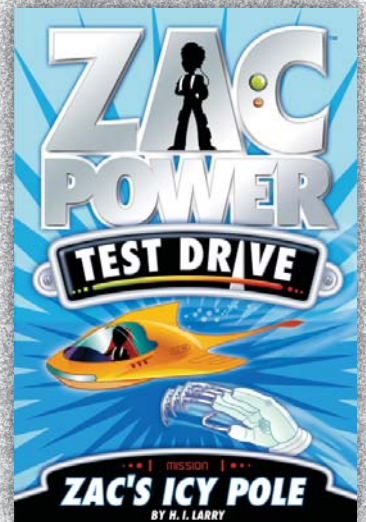
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Chapter six

- How does Zac get inside the GIB polar base?
- How does Zac get back to the GIB test lab?
- What is Zac's reward for a job well done?

Activity

- Pair up with a partner and make a news item for Eyewitness News of Zac's mission. Choose who will be the journalist interviewing and reporting and who will be Zac. Remember the five W's of news: who, what, where, when and why and use these to help you create your news item. When you are ready, perform your news segment for the group.



Zac Power Test Drive #4 Zac's Sticky Fix

About the story

There's a leak in the underwater GIB base and Zac is off to fix it. Zac test drives the StickyStorm Autobiotic Glue-Gun and the Squid Submersible on this mission.

Key your students into reading

Ask students to look at the front cover illustration. Ask: What sort of gadgets do you think these are? What do you think they might do?

Now read the back cover blurb aloud and ask students where they think Zac is going in the book? Invite them to predict what sort of mission Zac might be undertaking underwater. Have students confirm or revise their predictions as they read.

Chapter One

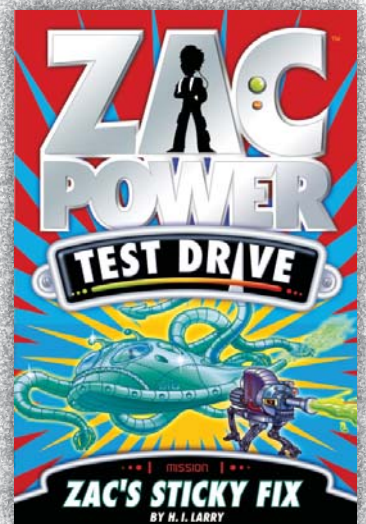
- Why is Zac given a pink and purple hat that he would never wear? What would you do if you were given a hat you would never wear?
- How does Zac decode the coded message so that he can read it?
- What is the van that Zac climbs into?

Activity

- Create your own secret coded message for Zac. Think about what you need to say. For every letter of the alphabet make up a symbol or number for it and write these down so you don't forget! Then use the symbols or numbers to code your message. Give the coded message and code symbols to a partner and see if he or she can crack the code.

Chapter two

- What does the Sticky Storm Autobiotic Glue-Gun do?
- Zac has a new mission. What is it?
- Leon tells Zac that he calls the sub a Squid Submersible and that Zac will know why soon. Why do you think Leon calls it this?



Zac Power Test Drive #4 Zac's Sticky Fix

Activity

- What's inside the test drive van? Zac says that he can see screens flashing coded messages and parts of gadgets. How do you imagine the van would look? Draw the inside of the van from Zac's point of view as he steps inside it.

Chapter three

- Where is the sub hidden and how does Leon get it from its hiding place?
- Describe in your own words what the sub looks like.

Activity

- Vehicle blueprints like the one on page 24 are plans used to build things. Design your own vehicle that you would love to see used in the Zac Power series. Think about where it needs to go, what it can do and how it will look. Then create a blueprint just like the one for the Squid Submersible.

Chapter four

- What gadget is inside the Squid Submersible and what does it do?
- What does Zac put in his pocket? Why do you think he does this?

Activity

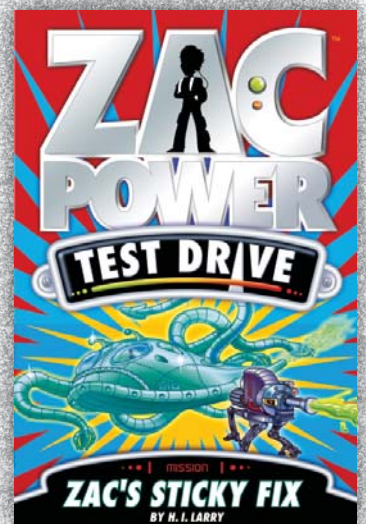
- Zac loves the Good Hair Day Spy-Seat. Re-read the description of the spy seat and what it does. Illustrate the scene where Zac gets his hair done by the spy seat. Don't forget to give him a really cool hairdo!

Chapter five

- What does Leon say will happen to the base in three minutes?
- The glue-gun doesn't work to fix the leak. Why?
- How does Zac eventually stop the leak?

Activity

- Zac thinks the glue gun is filled with dumb glue. Imagine you are Zac and filling out a test drive report. How would you rate the glue gun and why? How would you rate the submersible and why? When you reach the end of this story compare your test drive report with Zac's and see how they compare.



Zac Power Test Drive #4 Zac's Sticky Fix

Chapter six

- What was different about the Good Hair Day Spy-Seat on the homeward journey?
- Why does Zac miss out on seeing a movie and chilling out?

Activity

- Zac is grumpy with Leon for getting him into a sticky fix. Pretend to be Zac and reply to Leon's text message. What would you say about the gadgets? About the mission? About the movie you didn't get to see? Design your text message on a SpyPad screen.

