

Zac Power Test Drive #9 Zac's Power On

About the story

Zac finds himself at a theme park in this test mission. The evil spy group BIG is stealing power, plunging the theme park into complete darkness and trapping visitors in rides. Using the awesome Lightning Strike Ultra-Bike and the Stealth Master Helmet, Zac will attempt to save the park visitors and restore power to the theme park before anybody gets hurt.

Key your students into reading

Read the back cover blurb aloud and invite students to share what they know about theme parks. Ask: What problems could occur if a theme park suddenly lost power?

Ask students to look at the front cover illustration. Ask: Do you see anything in the illustration that might help Zac to complete his mission?

Chapter One

- Zac was given a fluffy toy duck. Why? How did Zac feel about receiving this prize?
- Zac realized that the man who gave him the duck prize was a GIB agent. The author doesn't tell us what this agent's name is. Can you create a list of at least three possible names for this GIB agent?

Activity

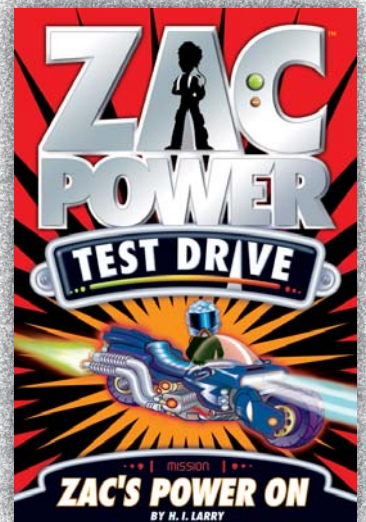
- Design a prize to deliver Leon's message to Zac that is cooler than a fluffy duck. Make sure you include an explanation of how it works.

Chapter Two

- Where is the Test Lab in this mission?
- The Test Labs are cool. Why did Zac think this?

Activity

- The Stealth Master Helmet looks cool, but will it help Zac to complete his mission? Re-read the information Leon gives Zac about the helmet (page 19-20) and write a brief statement for each feature explaining how it will assist Zac on his mission to restore power to the theme park.



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Chapter Three

- How is Zac able to find where the theme park's power is stored?
- The map on the helmet's screen visor identifies some really cool rides. Have you ever been to a theme park? If so, do you have any favorite rides? Write them down and share your list with a partner.

Activity

- Illustrate the scene from the story when the power is cut. Make sure you re-read chapter three to ensure you illustrate the park as described in the story.

Chapter Four

- Zac had to go over the Super Slide on his way to find the park's power. How did Zac feel about this? Why?
- Leon was such a nerd. Why would Zac think this?

Activity

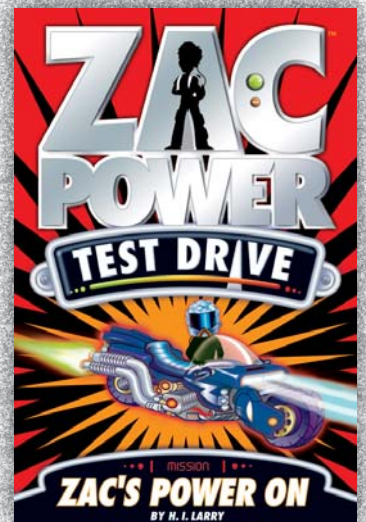
- Zac's helmet has night vision and allows him to see inside the Laser Zone. If you had access to a gadget with this feature, what would you use it to do?

Chapter Five

- When Zac reached the park's power room, he discovered that the power was turned on. Can you explain this strange discovery?
- Once Zac unplugged the BIG Power Thief what began to happen? What happened when the power rose to 100?
- Zac was given instructions to destroy the Power Thief. How does he do this?

Activity

- The BIG Power Thief was used in an evil and dangerous way by BIG agents. Can you think of any way GIB could use the Power Thief for good? Share your ideas with a partner.



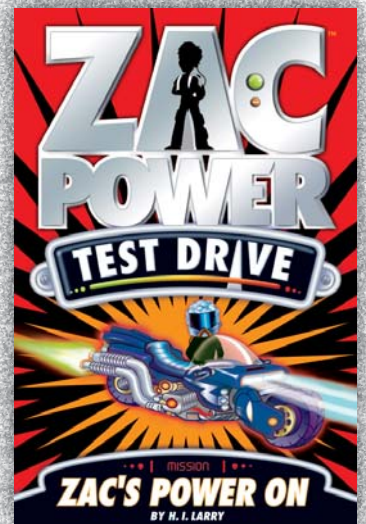
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Chapter Six

- Zac had only one complaint about one of the gadgets. What was it?
- What was Zac hoping to do once his mission was complete?

Activity

- With a friend, create a map of the theme park. Include the features mentioned throughout the story as well as your own cool ideas. Remember to label the theme park attractions and include a title and a key. Use the maps provided by your teacher as a guide to creating your map.



Zac Power Test Drive #10 Zac's Water World

About the story

The evil spy group BIG are sending fake missions to GIB agents from one of their underwater sea stations. Zac must locate the BIG Sea Pod before any more phony missions are sent. Zac test drives the Sea Devil Submarine and a pair of Tramp-o-Socks on this underwater mission.

Key your students into reading

Read the back cover blurb aloud. Ask: Who do you think is responsible for sending GIB agents fake missions? What problems would this cause for GIB?

Now invite students to look at the front cover illustration. Invite them to predict what two gadgets Zac will have to test drive on this mission. Referring to each gadget, ask: How might this gadget help Zac stop BIG from sending out fake missions?

Chapter One

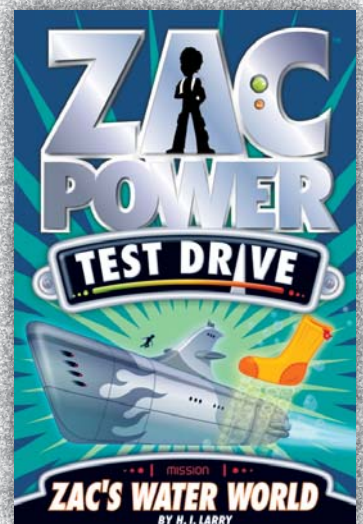
- *Oh no, it's my SpyPad!* What was Zac doing when he received a message from Leon? What does this tell you about Zac's feelings?
- What is the name of the GIB agent Zac meets at the pool? Who was this agent disguised as? Think about this agent's code name. Do you think it gives the reader a clue about what Zac will do next? Write down your prediction for how this agent will help Zac reach Leon at the Test Lab.

Activity

- Zac had wanted to swim with the dolphins for ages. If you had the opportunity to choose any aquarium experience, what would you do? Why?

Chapter Two

- How did Zac get to the underwater GIB Test Labs? How did this compare with your prediction?
- What did Zac think of this underwater Lab? What do you think? Can you list at least three positive and three negative things about working in an underwater Test Lab?



Zac Power Test Drive #10 Zac's Water World

Activity

- Draw your impression of the underwater Test Lab using information from the story and your imagination.

Chapter Three

- Who is sending the fake missions? Where are they being sent from?
- What does Leon think is perfect for this mission? Why?
- The socks Leon asks Zac to test drive are no ordinary socks. What makes them special?

Activity

- Can you come up with three possible uses Zac might have for the Tramp-o-Socks? Draw a picture and write a short sentence for each suggestion. Now think of one use you would have for the Tramp-o-Socks. Draw yourself using the Tramp-o-Socks and write a sentence to explain your illustration.

Chapter Four

- Like many of the GIB vehicles Zac gets to test drive, the Sea Devil Submarine has been built with some really cool features. If you were Zac, which feature would you activate? Why?
- Leon contacted Zac through live chat. Why?

Activity

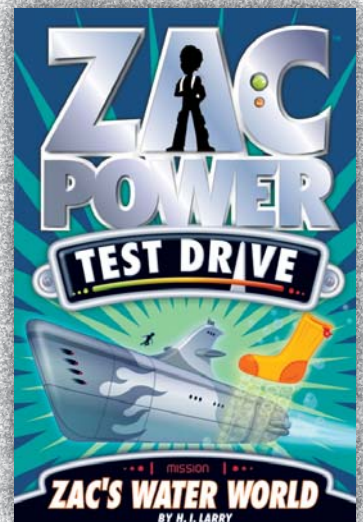
- Imagine that you are one of the wicked BIG agents responsible for sending out fake missions. Create a phony mission for Zac. Think about what he might have to do and why? Design your message on a SpyPad screen like the one on page 17.

Chapter Five

- The BIG Sea Pod is an unusual shape. What does it look like? Why would it have been built to look like this?
- *Uh-oh. Now I'm in trouble.* What made Zac think this?
- How was Zac able to enter BIG's Sea Pod?

Activity

- While the fake BIG spy card was an awesome idea to help Zac enter the BIG Spy Pod, he was not happy about pretending to be such a geeky looking agent. Can you design an alternative fake GIB spy card that Zac would like better?



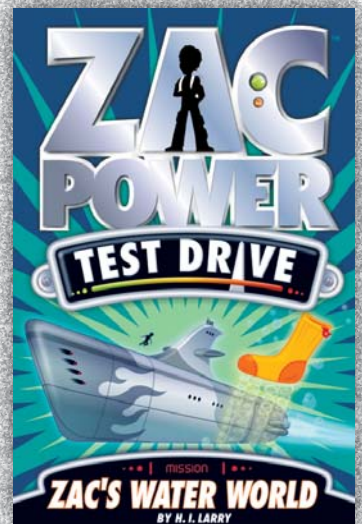
Zac Power Test Drive #10 Zac's Water World

Chapter Six

- What did Zac use the Tramp-o-Socks to do?
- Zac broke the computer responsible for sending the fake missions and completed his mission. What had Zac also hoped to do? Was he successful? Why/why not?

Activity

- Zac broke the Tramp-o-Socks and GIB wants Leon to design a replacement gadget. Leon is able to create any sort of super bouncy gadget as long as it is as small as the Tramp-o-Socks. Pretend you are Leon and come up with a replacement gadget that will allow GIB agents to jump ultra high. Draw this gadget and label its parts. Include an instruction card that details how this gadget is used.



Zac Power Test Drive #11 Zac's Rocket Launch

About the story

GIB spy Agent Fumble has taken the wrong blimp out on a mission and he doesn't know how to control it. Zac needs to reach Agent Fumble and take control of the blimp before it crashes. Zac test drives the Short Flight Personal Jetpack and the Undercover Spy Blimp on this mission.

Key your students into reading

Read the back cover blurb aloud. Ask: What is a blimp? Where have you seen one?

Now look at the front cover illustration. Comment: Doesn't the illustration always show the gadgets that Zac will test drive on a mission? Why, then, would the blimp be on the front? Invite students to discuss this observation.

Read the title of this book to students and ask: Can you predict what Zac will use to complete this mission?

Chapter One

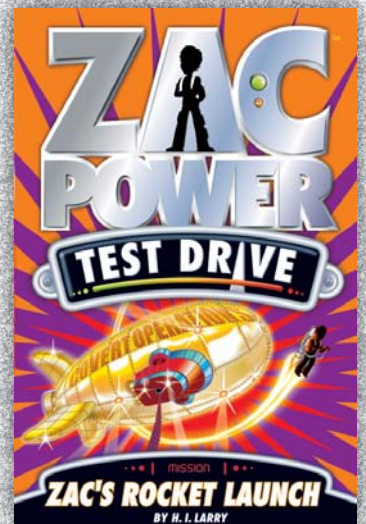
- What did GIB use to contact Zac while he was at the football? Why would they choose this gadget?
- Zac almost didn't take the rabbit ears. What convinced him to put them on?
- How did Zac feel about wearing the rabbit ears? Select words from the story that support your answer.

Activity

- GIB has used some really embarrassing ways of calling Zac in for work. In this book, Zac has to wear a pair of rabbit ears! Can you think of an even more embarrassing and silly way for GIB to contact Zac while he is at the football game?

Chapter Two

- GIB had sent Zac three messages on his SpyPad before Agent Sports Fan managed to find him. Why didn't Zac respond to GIB's messages immediately?
- What will happen if Zac does not complete this mission?



Zac Power Test Drive #11 Zac's Rocket Launch

Activity

- Zac did not hear his SpyPad beep because of the noisy crowd he was sitting with. Can you add a feature to Zac's SpyPad that will ensure that Zac knows when GIB have sent a message, even if he is around very loud sounds? Draw the SpyPad with this additional feature and explain how it works.

Chapter Three

- What makes this blimp a good undercover vehicle?
- How is Zac going to locate an invisible blimp?
- Zac needs to rescue Agent Fumble immediately and leaves the Test Labs without knowing how to gain control of the blimp. How will Zac know what to do once he finds the blimp?

Activity

- Why would GIB invent a blimp that becomes invisible when it takes off? Can you create a mission for a GIB agent that would include test driving this blimp? Design your mission on a SpyPad. Include a brief explanation about why you thought the invisible blimp would be perfect for this mission.

Chapter Four

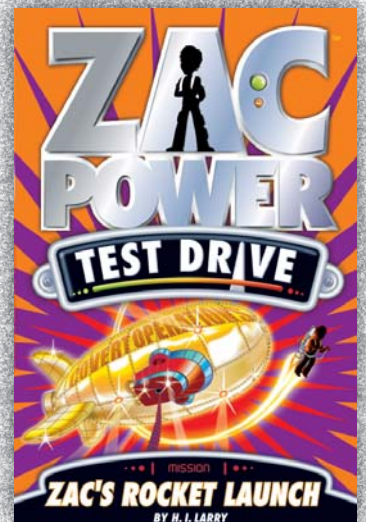
- Because it was an invisible blimp, Zac needed to be on the lookout for clues that the blimp was nearby. What clue did he find?
- Zac managed to shoot blue glue on the blimp and steer towards it. What happened next?

Activity

- Draw a birds-eye view of the football ground as Zac would have seen it as he rocketed above the football stadium.

Chapter Five

- How did Zac manage to keep himself from falling? What new problem did this create for Zac?
- When Zac finally reached the control panel he noticed it had no familiar flying parts. So why did Zac find flying the blimp so easy?



Zac Power Test Drive #11 Zac's Rocket Launch

Activity

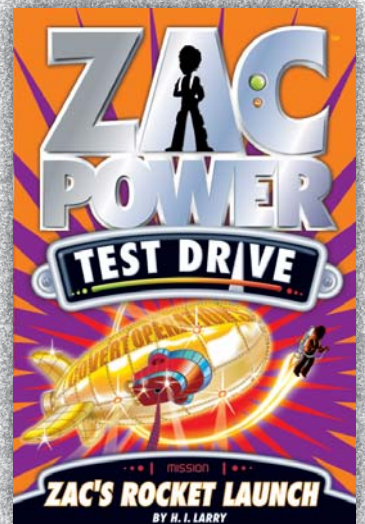
• Agent Rock Star may have been able to fly the blimp, but what about all the other GIB agents who don't know how to operate a sound desk? Can you draw the blimp's control panel and label each button with a function so that other agents are able to fly this blimp? Be as creative as you can! Remember, this is a spy blimp – anything is possible!

Chapter Six

- What was Zac able to enjoy after completing his mission?
- Zac was about to watch a movie. What appeared on the screen instead?

Activity

• Imagine that Zac was not able to fly the blimp and had no way of communicating with Leon to ask for help. Re-write the ending of this story.



Zac Power Test Drive # 12 Zac's Skate Break

About the story

The gate at the giant skate bowl has been sealed shut, trapping skaters and GIB spy Agent Bum Smack. Zac must enter the locked skate bowl and rescue the dizzy skaters, including this very special GIB agent. Zac test drives Balance Boosters and the Supersonic Skateboard on this mission.

Key your students into reading

Read the back cover blurb aloud. Invite students to discuss their experiences with skating.
Ask: Can you predict where Zac's mission will take him?

Now look at the front cover illustration. Invite them to predict what two gadgets Zac will test drive on this mission. Encourage discussion regarding how these gadgets work and what these gadgets may be called.

Chapter One

- Why was Zac feeling grumpy?
- Zac was trying on a pair of shorts when he noticed something interesting. What was it? What might this mean?
- Zac wasn't very pleased with how his new shorts looked and felt. What did Zac like about his new spy shorts?

Activity

- Create a school clothing and accessories catalogue for spy students! Design uniform pieces for both boys and girls. Include a brief description of each item which should give spy shoppers information about its hidden spy feature and what it could be used for. Look at the example below to get you started. You can also use the catalogues provided by your teacher to give you ideas on the layout of your catalogue.

Girls School Shoe

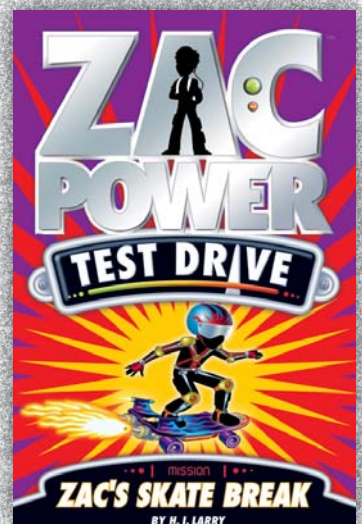
Sizes 5 – 10

Black only



\$35.99

Extra soft sole for lots of sneaking around!



Zac Power Test Drive # 12 Zac's Skate Break

Chapter Two

- If Zac's shorts were made just for him, why were they so tight?
- What do Balance Boosters do?
- There is something about this mission that is very important. What is it?

Activity

- Imagine that you are Zac. Send a message to your mum, Agent Bum Smack, to tell her you are on your way. Design this message on your SpyPad.

Chapter Three

- Where does this mission take Zac?
- What do the Balance Boosters allow Zac to do?

Activity

- Zac loves test driving but he hates writing about it. Can you think of a more enjoyable way for Zac to report on the gadgets he test drives?

Chapter Four

- Zac sees his mum skating around the bowl. What else does he notice?
- While Zac is trying to chase one of the evil BIG twins, Leon messages him with an idea to catch the twin. If Leon is back in the Test Labs, how do you think he knows what Zac is doing?

Activity

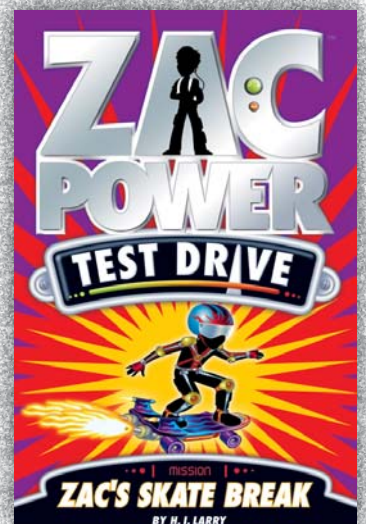
- Can you think of another way for Zac to catch Britney? Share your idea with a partner.

Chapter Five

- The Balance Boosters helped Zac in his struggle with the twins. How?
- Was Zac successful in his attempt to catch BIG agents, Britney and Pinkie? How did they manage to escape?

Activity

- Re-write the ending of this chapter so that Zac manages to catch the evil BIG twins. Begin writing from the part where Zac grabbed onto the ladder.



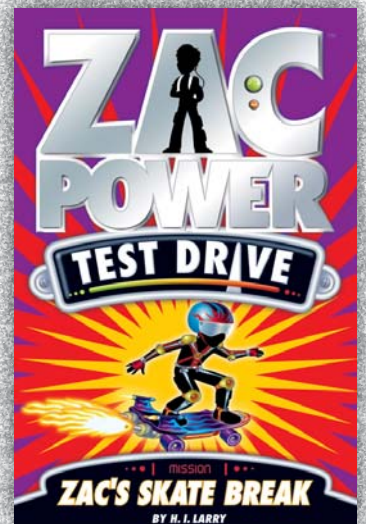
Zac Power Test Drive # 12 Zac's Skate Break

Chapter Six

- Why were the BIG twins trying to capture Zac's mum, Agent Bum Smack?
- How did Zac and his mum leave the skate bowl if the gates were still sealed? How were the other skaters going to escape?

Activity

- Being a GIB spy is a really difficult job – not just anybody can become one! Can you list five qualities and five talents that you think great spies have? Do you have any of these qualities or talents?



Zac Power Test Drive #13 Zac's Double Dare

About the story

BIG has stolen top secret plans for GIB's new underwater submarine. The plans are being held in BIG's hidden base in Devil Mountain. Zac must find BIG's base and get the secret GIB plans back before they are lost forever! Zac test drives the F-F Matrix and the Trek Titan 4WD to complete this mission.

Key your students into reading

Read the back cover blurb aloud and invite students to discuss what they think the secret GIB plans are for. Invite them to predict who has taken the secret plans.

Read the title of this book to students. Ask: What do you think a double dare is? After reading the book, ask students: Why might the author have chosen this title?

Now ask students to look at the front cover illustration. Invite students to predict what these gadgets do and how they may be useful to a GIB agent who needs to find stolen plans.

Chapter One

- *That man looks like someone I know.* Do you think Zac knows the man at the pirate display entrance? If so, who do you think he is?
- Zac's headphones had a GIB logo on them. What do you think this means?

Activity

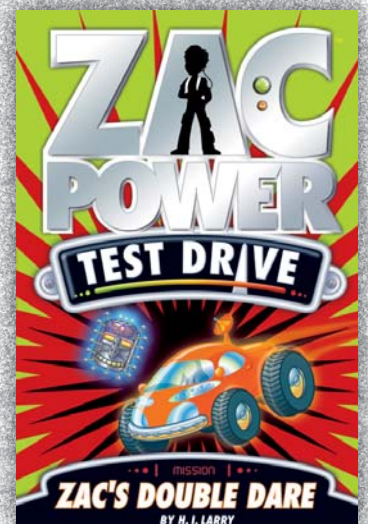
- Zac is not interested in visiting the pirate display at the museum. Perhaps he'd like to visit a Secret Agent display instead! Design an entrance for this display. Don't forget to include a sign!

Chapter Two

- What did Zac do before stepping inside the pirate cave? Why?
- What was the entrance to the GIB Labs hidden behind?
- How did Zac manage to open this secret door?

Activity

- Create another secret door inside the pirate cave that leads to the GIB test labs. Write step-by-step instructions on how to use this door.



Zac Power Test Drive #13 Zac's Double Dare

Chapter Three

- F-F Matrix is the short name for this gadget. What is its full name? What does it do?
- What is Zac's mission?
- What's the name of Zac's destination? How is he going to get there?

Activity

- Imagine that you were able to borrow the F-F Matrix for one day. Who would you choose to look like? Why? What would you do for the day?

Chapter Four

- Leon sent a message to Zac. Why?
- Zac had to activate the Hover Jets button? What happened?
- Once Zac found the BIG base, he hid his jeep and walked toward the base entrance. Can you predict what will happen in the next part of the story?

Activity

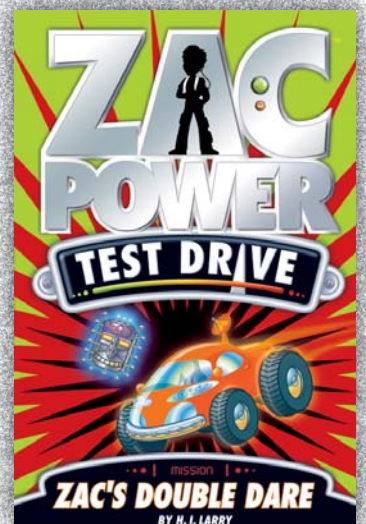
- GIB and BIG always build their bases and test labs in secret locations. If you were responsible for building GIB's next test lab, what location would you choose? Why? What would it look like?

Chapter Five

- Zac seems quite sure that he knows who is responsible for the theft of GIB's secret plans. Who does Zac think it is? How did he come to this conclusion?
- The BIG base is sealed shut. How had BIG made sure that only BIG agents can get in?
- BIG will not let Zac into the base. How does Leon help Zac get into the base?

Activity

- You have designed GIB's next test lab. Now you must think about how you will secure the lab so only GIB agents will be able to get in. Explain how you would do this.



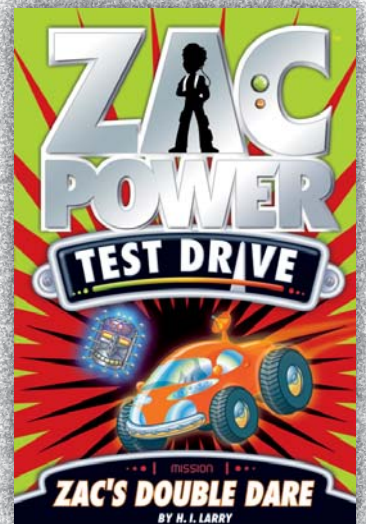
Zac Power Test Drive #13 Zac's Double Dare

Chapter Six

- Why did Leon make Zac look like BIG evil agent, Britney and not another BIG agent?
- Just before Zac spoke to Pinkie, he smiled. Why do you think he did this?
- When Pinkie heard Zac's voice, she screamed. Why?

Activity

- Zac almost tricked Pinkie into thinking he was Britney, but the sound of this voice gave him away! Can you add a feature to the F-F Matrix or come up with a new gadget that can help an agent to sound like someone else? Re-draw the Matrix with this feature (or draw your new gadget) and explain how it works.



Zac Power Test Drive #14 Zac's Quicksand

About the story

Zac is away at the beach for the weekend when he is called to do some urgent test driving. Sand crawler riders are going missing and it's Zac's mission to find them. On this challenging mission Zac rides big sand dunes, gets trapped in quicksand and find his way through an underground maze in a bid to find the missing riders. Zac test drives the Speed-Ski Super Crawler and the E-10 GPS Watch on this mission.

Key your students into reading

Read the title of this book to students. Invite them to discuss what they know about quicksand. Present students with some simple information about quicksand. After reading or listening to this information, ask: What might be the setting for Zac's mission?

Now invite students to look at the front cover illustration. Invite them to predict what two gadgets Zac will have to test drive on this mission. Ask: Do either of these gadgets give you a clue about the setting of Zac's mission?

Chapter One

- Zac and his brother Leon are both GIB spies. Leon makes spy gadgets and vehicles and Zac goes on cool missions. Which job would you prefer to do? Why?
- Zac was playing a computer game when the TV screen suddenly went black. What happened next?

Activity

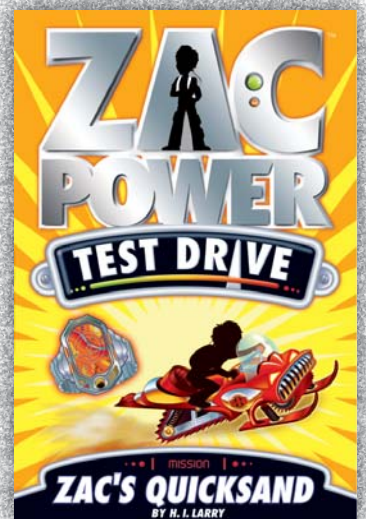
- Zac loves computer games. Create a computer game that you think Zac would like to play. Design your game on a computer screen like the one on page 5. Include instructions on how to play the game.

Chapter Two

- What are sand crawlers? What are they used for?
- When Zac arrived at the Sand Crawler Centre, Leon was grumpy. Why?
- What is Zac's mission?

Activity

- Create a postcard that is written from Zac. Include information about the fun things he is doing during his weekend at the beach. Remember not to mention his latest mission though – that's top secret!



Zac Power Test Drive #14 Zac's Quicksand

Chapter Three

- What does De-Fog Gum do? Can you predict what will happen on Zac's mission that will require him to use this?
- Why is GIB's sand crawler a good spy gadget?

Activity

- Zac is at the beach and his mission is to find the missing sand crawler riders. Can you create an alternative beach mission for Zac? The mission you create must also include the same spy gadgets that Zac is test driving on this mission. Write your mission on the SpyPad.

Chapter Four

- Why are the sand crawler riders going missing?
- *Leon, I'm . . .* Why did Zac's conversation with Leon end so suddenly?
- What happens to Zac after his conversation with Leon ends?
- True or False. Zac's GPS watch will help him to get out of the maze. Explain.

Activity

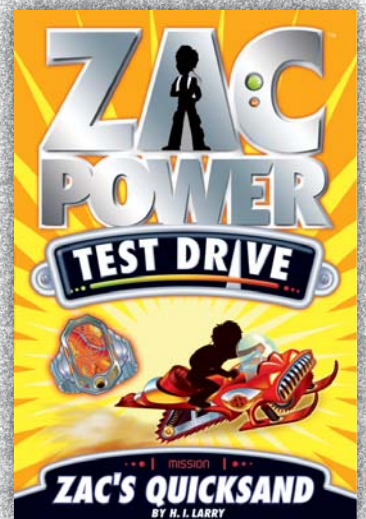
- The Speed-Ski Super Crawler is useless in quicksand which doesn't make it a very good spy gadget to use on beach missions. Can you create a feature to be built into the Super Crawler that would help free agents who find themselves stuck in quicksand? Re-draw the Super Crawler with this additional feature and describe how it works.

Chapter Five

- *The air in here is terrible!* What is the strange smell?
- Zac used the De-Fog Gum to stop himself from getting sleepy. What is Zac's next challenge?

Activity

- De-Fog Gum tastes like strawberries and stops agents from falling asleep when BIG's sleepy gas is released into the air. Can you create three other food or drink items that could be used by GIB agents on a mission? Write the name of each item followed by a short sentence about what it is, how it works and what mission it might be perfect for.



Zac Power Test Drive #14 Zac's Quicksand

Chapter Six

- With no GPS watch or way of communicating with Leon, how does Zac find his way out of the underground maze?
- With another successful mission completed, what was Zac looking forward to doing?

Activity

- Complete a Character Self-Portrait for Zac Power. You can use information from this book and any of the other Zac Power missions you have read so far. Discuss your ideas with a friend first!

Character Self-Portrait

I am:

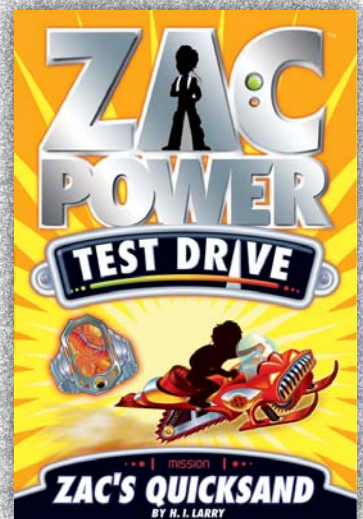
I live:

I have:

I like:

I don't like:

I wish:



Zac Power Test Drive #15 Zac's High Dive

About the story

Zac is heading down to the bottom of the ocean on this mission. The evil spy group BIG is planning to use their new underwater base to pollute the ocean and Zac must stop them! Zac test drives the Ocean Arrow Power Boat and The Black-Out Power Sucker on this mission.

Key your students into reading

Read the back cover blurb aloud and invite students to discuss what they know about ocean pollution. Ask: Do you know how our oceans become polluted? What things are considered pollution? Discuss the effects of pollution. Invite students to predict what BIG may use to pollute the ocean.

Chapter One

- Zac was at his school swimming sports when GIB contacted him. How did Zac know that he was needed for a mission?
- What do you think of the way GIB called Zac in for this mission? Can you come up with another way GIB could have done this?

Activity

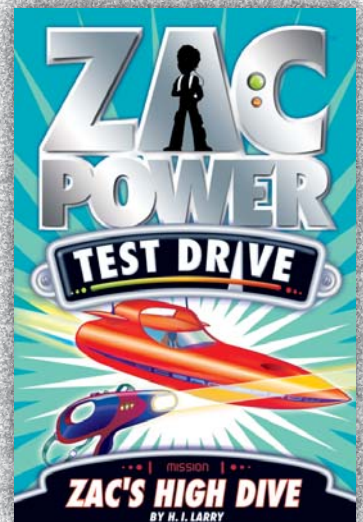
- Zac gets to go on cool missions but he also gets called out for work when he is in the middle of fun activities. Can you think of five positive and five negative things about being a spy for GIB?

Chapter Two

- How did Zac get from the pool to the jetty?
- Why do you think the GIB power-boat is called Ocean Arrow?

Activity

- Waterslides, fast boats, getting to leave school activities – being a spy would be so much fun! Write a letter to GIB asking to become one of their spies! Make sure your letter includes some reasons why you would make a good spy and why you would like to become a spy.



Zac Power Test Drive #15 Zac's High Dive

Chapter Three

- Zac has the opportunity to test drive the Black-Out Power Sucker. What might he do with this gadget?
- Why isn't Zac happy about his fast ride in the Ocean Arrow?

Activity

- The Black-Out Power Sucker can suck out power from anything for two hours. If you could borrow the BOPS for one afternoon, what tricky things would you use it to do?

Chapter Four

- The Ocean Arrow has a glass bottom. How is this helpful to Zac?
- What does BIG's base look like? What shape would you have built an underwater base? Why?
- How does Zac think BIG are sending pollution out into the ocean?

Activity

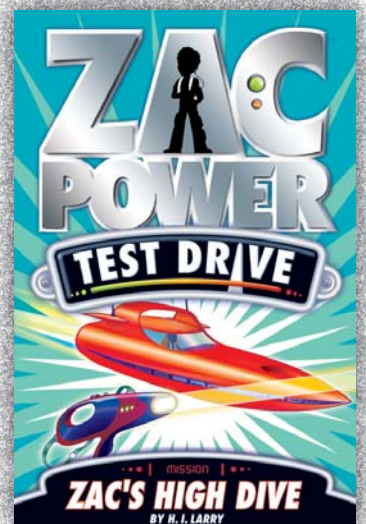
- Draw the view of the ocean from the glass bottom boat. Don't forget to include BIG's underwater base in your picture!

Chapter Five

- Zac is worried that he won't be able to dive deep enough to get down to the BIG base, but he doesn't have to worry. Why?
- As Zac was nearing the underwater base, a BIG agent swam out of the base's hatch. What did Zac do? What do you think of Zac's decision? What would you have done and why?
- How was Zac able to stop BIG from releasing the slimy pollution into the ocean?

Activity

- Caz Rewop escaped, but that won't stop GIB from trying to find her! Use what you know about Caz to complete a Report. You can include information that you've read about her in other Zac Power books. Use your imagination for all of the other parts of the report.



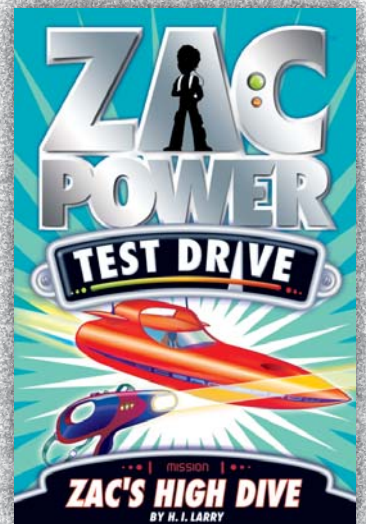
Zac Power Test Drive #15 Zac's High Dive

Chapter Six

- Using the BOPS, Zac was only able to stop BIG from pumping out pollution for two hours. How did Zac ensure that BIG would never be able to pump out pollution from this base again?
- *Leon would love to look at that!* What was Zac referring to? Why would Zac think this?

Activity

- A GIB spy needs to carry certain gadgets with them at all times, such as their SpyPad and mini toolbox. Can you think of at least three more gadgets that a GIB agent should have with them on every mission? Explain your choices.



Zac Power Test Drive #16 Zac's Space Race

About the story

On this test drive mission, Zac is off into outer space . . . again! This time, Zac needs to get to GIB's Space Station and undo the work of evil BIG agents who have covered all of the station's cameras. Zac test drives the new and improved Star Master and the Impello Vest on this important mission.

Key your students into reading

Read the back cover blurb aloud and invite students to discuss what Zac's mission might involve. Ask: Where does Zac's mission take place? What are space lasers? Who might be using these to attack Zac? Why?

Now read the title of this book to students. Ask: Does the title change your prediction about Zac's mission? How?

Chapter One

- Zac is doing a school project on space stations. What do you know about space? Use the resources your teacher has provided to find two interesting facts about space. Share these facts with a friend.
- What does GIB stand for?

Activity

- Swap places with Zac Power for a day and become a GIB spy! Create an awesome mission for yourself and design it on the screen of your very own SpyPad. Don't forget to include a few sentences about the cool gadgets you will test drive!

Chapter Two

- What was waiting for Zac on the other side of the bookshelf?
- Where is Zac's mission taking him?

Activity

- Zac had used the Library's secret door before. Can you write step-by-step instructions for other GIB agents who don't know how to activate this door?



Zac Power Test Drive #16 Zac's Space Race

Chapter Three

- Zac is test driving a familiar gadget. What is it? How has it changed since Zac last used it?
- How does Zac get into the Space Master?
- What does Zac's second gadget do?

Activity

- Zac's SpyPad has lots of awesome features. One of these features is a code-cracker. Send a coded message from Zac to Leon about his latest mission. To create the coded message, you will need to match every letter of the alphabet with a different number or symbol. Write these down in a table so that you won't forget. Give your coded message and code symbols to a partner and see if he or she can crack the code!

Chapter Four

- Zac set his flight path. What does this mean?
- In Zac's opinion, what was the best thing about being in outer space?
- Is there anything that might stop Zac from completing his mission?
- Zac plugged a cord into his spacesuit before stepping out into space. Why would he have done this?

Activity

- Zac could really use some help! Design a GIB robot that can assist and protect Zac during this dangerous mission. Label the robot's important features.

Chapter Five

- The Impello Vest saved Zac's life. How?
- Once Zac got to the station's cameras, what did he discover? How did he solve this problem?
- Zac heard a snap! What happened next? What do you think Zac was worried about?

Activity

- Look back through the story so far and write down all of the space-related words. Use these, and the ones in your own space facts, to create a word search.



Zac Power Test Drive #16 Zac's Space Race

Chapter Six

- How was Zac able to get back to the Star Master?
- Yes! Why was Zac so happy?

Activity

- Imagine that you are Zac and on your way home to Earth. Send a text message to your mum, Agent Bum Smack, and tell her all about your adventures. Write your message on your SpyPad screen.

