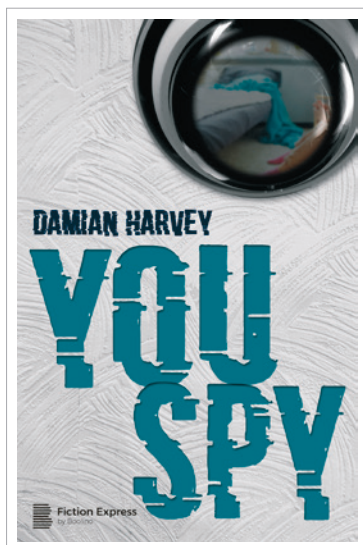


# Activities



LEVEL 2

## You Spy

by Damian Harvey

**Genre** Mystery and thriller

**Values** overcoming adversity, teamwork, family, cooperation, autonomy

## Chapter 2. Installation Complete

Zane is unable to find the letter from school, but that is not the weirdest thing that is happening in his room. Why won't his computer work? And who or what is the mysterious You Spy?

### Skills addressed



Language and literacy



Digital skills and behaviour



Critical thinking and resilience



Maths, science  
and technology skills



Cultural awareness  
and understanding



Personal, social and health  
awareness and citizenship



Organisation  
and evaluation skills

# INDEX

You can tick off the activities that you are working on in class



## READ

### Reading lab



*Obtain and interpret information within the text*

- Guided reading notes
- Reading comprehension questions



## WRITE

### Writing workshop



*Develop the art of creative writing*

- Inspire words
- Speech marks
- Punctuating speech



## TALK

### Space for debate



*Reflect and construct your opinion, individually and working in a group*

- Discussing the options
- Discussion about online safety



## EXPLORE

### Creative study



*Dig deeper into the content in a fun way, using different methods of research*

- Cartoon strip

## ANSWERS

Exercise answers and suggestions for the teacher

**READ**

Reading lab

Name: .....

## Guided reading notes

Here you can find some tips to help you in your reading sessions in class.

1

Ask a volunteer to recap on the story so far. Help the children remember the key points: Zane and his homework, Zane and his computer, the letter from the head, Mr Gambol's reaction to the letter, the van, Zane's solitary life. Read up to *The trouble was, he didn't know what!*

2

Clarify that Zane should not have installed the software. Encourage the children to guess what the software is going to do, explaining their thinking. Encourage them to ask questions such as 'Who let the people in the van in the house?', 'What else have they done in the house?', 'Do Zane's parents know?'

3

Read up to *HAVE YOU DONE YOUR HOMEWORK?* Ask the children to speculate again on what the software on Zane's computer is going to do, explaining their reasons. Ask: What do you think is going to happen if Zane clicks on N? What do you think will happen if he clicks on Y?

4

Discuss whether software to make you do your homework is a good idea or a bad idea. Debate the points for (homework done) and against (lack of free will, not learning to regulate self, who is You Spy). Tell the children to listen first and respond to different points of views. Then hold a vote.

5

Read to the end of the story. Ask: Why does Zane say "Saved!" when he finds his phone? (He thinks he can play games on that instead.) Find the words *hopeful*, *frustrated* and *desperate*, which show how Zane feels. How does Zane feel when he actually does his homework? (Good!)

6

Why does the door open when Zane's mother comes in? (Perhaps because she's an adult or because he's finished his homework.) Remind the class of Mr Gambol's surprise that Zane's parents have agreed to the letter's contents. Hold another vote on You Spy software. Has anyone changed their mind? Why?



**READ**

Reading lab

Name: .....

## Reading comprehension

Answer the following questions about the chapter and explain your answers.

---

1 What does Zane's computer want him to do?

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.....  
.....  
.....  
.....

---

2 Write two questions about the You Spy computer software.

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.....  
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.....  
.....

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3 Why does the computer ask Zane if he has done his homework?

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.....  
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.....



**READ**

Reading lab

Name: .....

---

4 Do you think the You Spy computer software is a good or bad idea? Explain.

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.....  
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5 Why does Zane say "Saved!" when he finds his phone?

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6 Why do you think Zane's mother is able to open the door?

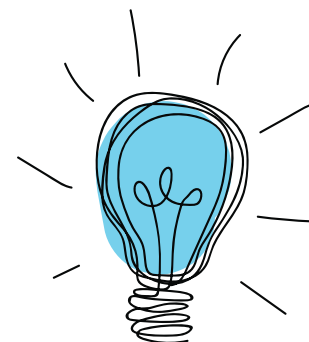
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Name: .....

## Inspire words

Explore some of the challenging or potentially unfamiliar vocabulary in this chapter to improve children's understanding and enhance the quality of their own writing.

**angrily****escaped****groan****muttered****ridiculous****scary****weird****yuk**



## WRITE

Writing workshop

Name: .....

### Speech marks

Rewrite these sentences, adding speech marks in the correct places. Speech marks show the exact words being spoken by a character.

1 Jasper said, This ice cream is very cold.

.....  
.....

2 I can stay for five minutes, said Mr Toad.

.....  
.....

3 Who has stolen my boots? asked Tabitha.

.....  
.....

4 Anya said, I like this chapter of the story best. Can we read it again?

.....  
.....

5 Welcome to You Spy, Zane read aloud. Complete installation?

.....  
.....

**WRITE**

Writing workshop

Name: .....

**Punctuating speech**

Put the punctuation in the boxes into each of the sentences. They are in the correct order already, and the first one has been done for you.

“ , ” .

“Zane is an excellent gamer,” said his mum.

“ ? ” .

Please can I play video games now asked Zane

“ ! ” .

Watch where you're going called out the angry man

, “ . . . ”

Macie said Here's the letter Don't forget to post it

“ , ” .

I made this birthday present for you said Ben

, “ ? ”

Mr Gambol asked Where is your homework

“ ! ” .

Stop being silly shouted the headteacher

“ ? ” .

Why are you late asked Dad

, “ ! ”

I shouted Stop ruining my pictures

“ , ” .

This is the worst day ever moaned Zane



**TALK**

Space for debate

Name: .....

## Discussing the options

Discuss in class which of the three options you find most interesting to continue the story and why. Here's a reminder of the options and some key points for each one.

What strange thing happens?

A

They hear a loud banging sound coming from the basement

What or who could be in the basement of the house? Do you think Zane should go and investigate? What do you think will happen in chapter 3 if this is the winning option?

B

Every door in the house slams shut

How might every door be able to slam shut at the same time? Could there be another explanation? For example, maybe Zane is dreaming these events.

C

All of the televisions in the house switch themselves on

Zane often hears the televisions in the house. Could everything be returning to normal? What clues suggest this probably isn't the case?

## Discussion about online safety

Zane spends much of this chapter talking to himself. What atmosphere has the author created with this direct speech? How, as the reader, does this make you feel about Zane and the strange events happening in his bedroom?

As a class, discuss the importance of staying safe online and come up with a list of ways to be safe. Has Zane been sensible by choosing to install You Spy? What else could he have done? How do you think this is all connected to the missing letter from the previous chapter?

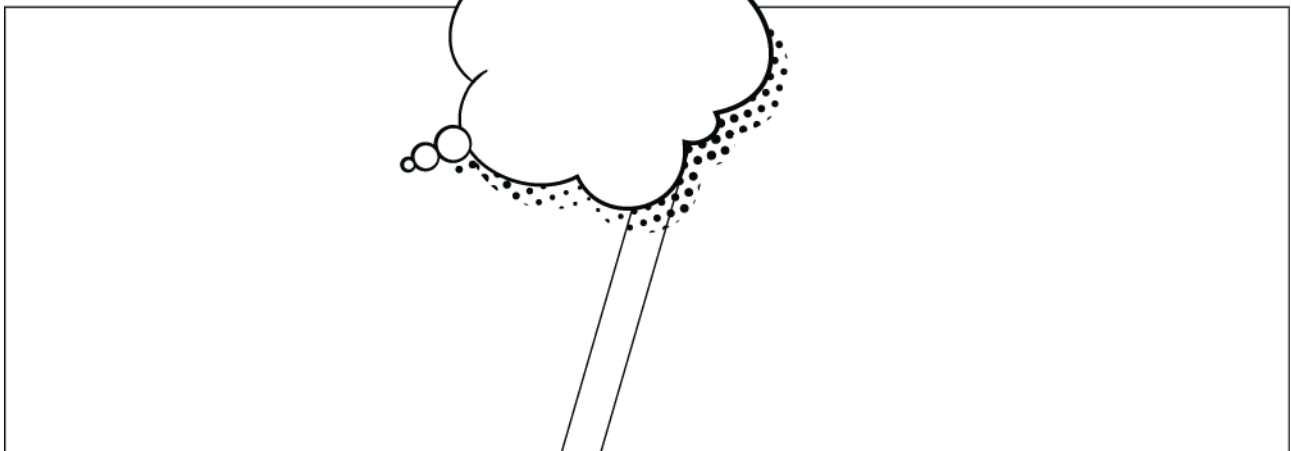
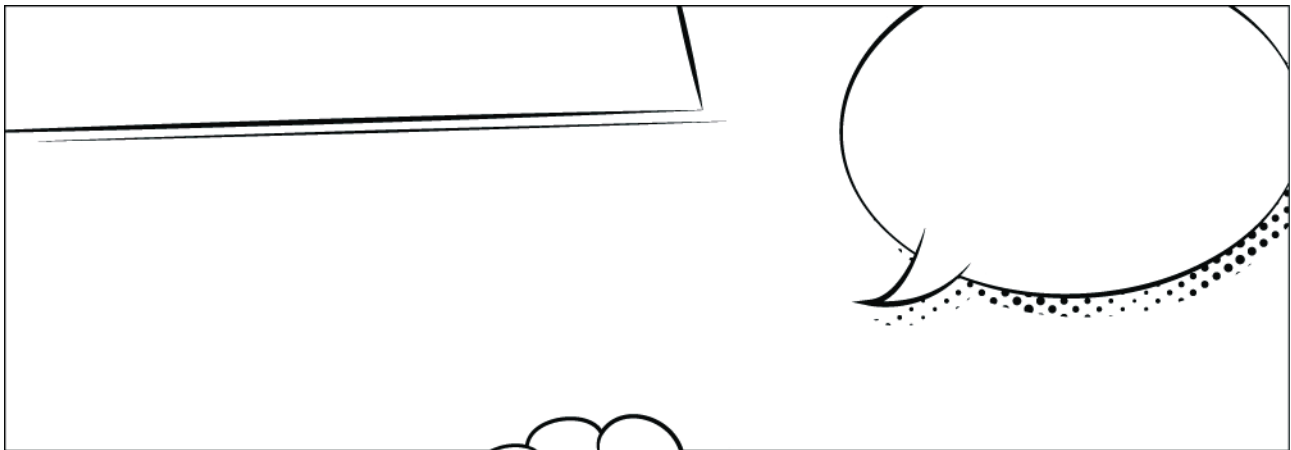


 **EXPLORE**  
Creative study

Name: .....

## Cartoon strip

Retell the chapter using this cartoon strip. Draw a summary of each main event in the spaces below. Then, add a heading to the first drawing, and direct speech in the speech bubbles or thought bubbles of your pictures.



# ANSWERS

*Document for the teacher*

## Reading comprehension (pp. 4–5)

1. To do his homework before playing on the computer.
2. Child's own answer. (For example: Is this what the letter was about? Do Zane's parents know about You Spy? Who let the people in the van into the house? What happened to the letter about You Spy?)
3. Because he is about to play a game with his online friend Dino.
4. Child's own opinion.
5. He thinks he will be able to play on his phone.
6. Perhaps because it is only locked from the inside, perhaps because she is not Zane, perhaps because he has finished his homework, perhaps the software is keeping itself secret from Zane's mother.

## Speech marks (p. 7)

1. Jasper said, "This ice cream is very cold."
2. "I can stay for five minutes," said Mr Toad.
3. "Who has stolen my boots?" asked Tabitha.
4. Anya said, "I like this chapter best. Can we read it again?"
5. "Welcome to You Spy," Zane read aloud. "Complete installation?"

## Punctuating speech (p. 8)

1. "Zane is an excellent gamer," said his mum.
2. "Please can I play video games now?" asked Zane.
3. "Watch where you're going!" called out the angry man.

4. Macie said, "Here's the letter. Don't forget to post it."
5. "I made this birthday present for you," said Ben.
6. Mr Gambol asked, "Where is your homework?"
7. "Stop being silly!" shouted the headteacher.
8. "Why are you late?" asked Dad.
9. I shouted, "Stop ruining my pictures!"
10. "This is the worst day ever," moaned Zane.