



# EduVision

Year 2 English

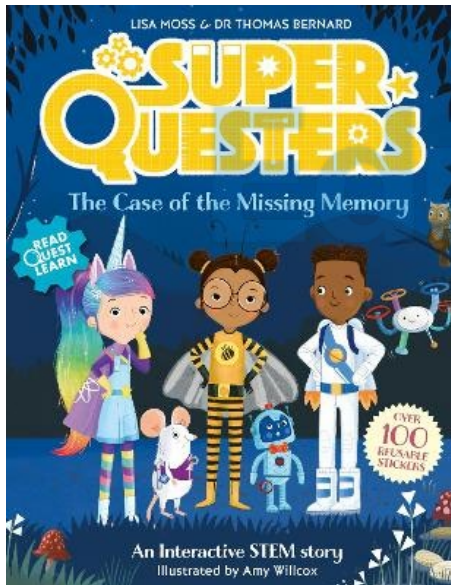
Term 3, Week 10

Student Name: \_\_\_\_\_

## Lesson Focus: Reading and comprehension skills

**Directions:** There are three texts. Read through each text and answer the questions after each text.

### Text 1



## SUPERQUESTERS: THE CASE OF THE MISSING MEMORY

by Dr Thomas Bernard, Lisa Moss, Amy Willcox

★★★★★ 4 Reviews

Age range 4–8

Discover your inner superhero in the further adventures of the intrepid SUPERQUESTERS! Ada Twist, Scientist, meets PJ Masks in this unique, interactive series expertly designed to develop children's STEM skills. When Bea's robot B-bot malfunctions after new dance software is installed, the three friends put their heads together and return to Questland as the SUPERQUESTERS to find a solution to their problem. Upon arrival, the trio discover that Lord Grumble is wreaking havoc with his new Memory Machine, stealing memories from everyone, including the Queen of Questland. Adventure and excitement await as the friends work together to crack this latest case, while defeating Lord Grumble and his pesky Snapettes. It's time to Read, Quest, Learn!

'A surefire hit at home or at school and a brilliant example of learning through play!' – Joy Court, LoveReading editorial expert

Publish Date: 16 March 2023

Publisher: QuestFriendz

Format: Paperback

Number of Pages: 32

1. What kind of text is this?

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2. Add the following information.

Author(s): \_\_\_\_\_

Illustrator: \_\_\_\_\_

Publisher: \_\_\_\_\_

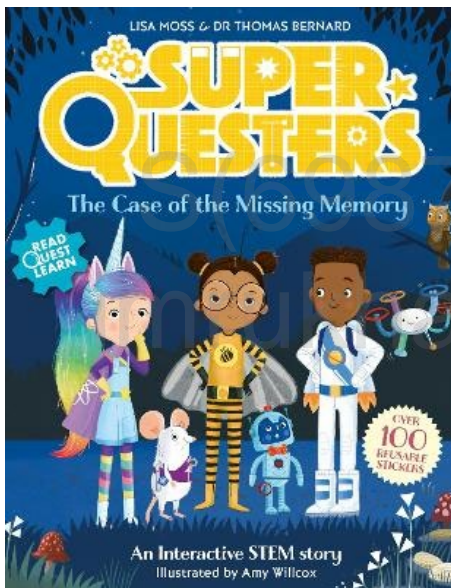
Publish date: \_\_\_\_\_

Number of pages: \_\_\_\_\_

3. For what ages is this book suitable?

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The next two questions are based on this image.



4.1 This book is a:

- a. Recount
- b. Narrative
- c. Biography
- d. Poetry

4.2 The genre (style of writing) is most likely:

- a. Mystery
- b. Adventure
- c. Fantasy
- d. Science Fiction

5. What makes this book unique (different) from other books of the same genre?

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6. Who are the characters in the story?

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7.1 The word 'STEM' is an example of a/an:

- a. Acronym
- b. Alliteration
- c. Abbreviation
- d. Onomatopoeia

7.2 Based on your prior knowledge, what does the word STEM stands for?

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8.1 Based on the text, this book is:

- a. Not recommended as a good book for children to read.
- b. Highly recommended as a good book for children to read.

8.2 Explain your answer with an example from the text.

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**Discussion:** Do you think you would you like to read this book? Why/Why not?

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**Text 2**

An extract from *Select your Superpower: You save the world – Adventure #1*.

**Introduction**  
**(Do Not Skip This)**

This is a gamebook that allows you to control the story. You will have choices to make after every scene. Those choices will determine how the story goes for you. Keep reading pages forward (like a regular book) until you see a selection of choices. Tap or click on the best choice for you to go to the right page.

You can always return to the main menu of selections if you want to start over or try another superpower. Don't think you can cheat by skipping pages. The story won't make any sense if you do that.

There are 46 endings and they don't all end with saving the day. That's part of playing this game. If at first you don't succeed, try again and again. That's how you win video games, right? Use that same mindset here. You get better each time you play because you learn what to do and what not to do.

It's time to save the day and become a superhero. Are you ready to find out what's inside? Maybe you'll become faster or stronger or you'll fly or teleport or walk through walls or freeze time or even shapeshift into a marvellous creature.

Ready? Let's go!

1. What is the title of the book?

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2. List two things that make this book different from other books.

1. \_\_\_\_\_

2. \_\_\_\_\_

3.1 Based on the text, from whose point of view is the book written?

\_\_\_\_\_

3.2 Based on your answer to the previous question, this is an example of:

a. First person narrative (the *narrator* is the main character and moves the story forward).

b. Second person narrative (the *reader* is the main character and moves the story forward).

c. Third person narrative (the *characters* in the story move the story forward).

4. What would be a consequence of 'skipping pages'?

\_\_\_\_\_

5. In your own words, what can the reader do if they don't like an ending?

\_\_\_\_\_

\_\_\_\_\_

### Text 3

*From the same story as the previous text.*

<sup>1</sup> You're standing alone in a room you've never been in before. There are no doors and there are no windows. The walls around you are white with wooden shelves full of shiny new lab equipment.

<sup>2</sup> You've got to focus and find a way out of here because your friends outside are in great danger and you're the only one who can save them.

<sup>3</sup> You open your right hand and stare at the four vials full of glowing liquid you're holding. These are the keys to saving your friends.

### **FIVE MINUTES AGO...**

<sup>4</sup> This is the weekend you're staying at Kim and Kevin's house, your new friends from across the street. The twin siblings turned twelve years old today. It's supposed to be a fun birthday weekend with them that includes movies, games, popcorn, and pizza, but this is turning into something far from that.

<sup>5</sup> Their father, Dr. Francis, is a medical research scientist. He wears a black tie and rolls up his sleeves. He came home from an international conference today, snatched Kim's pet mouse cage from the living room, then rushed to his office and closed the door behind him without a word.

<sup>6</sup> "What's he doing with the mouse?" you asked the twins.

<sup>7</sup> "Daddy is working on a secret project," Kim said, keeping her eyes on the car-racing video game the three of you were playing. She has a long ponytail that goes all the way down her back. "He'll get me another mouse. He always does." You couldn't help but wonder what kind of secret project involved a mouse – especially that mouse. It's old, slow and can't walk more than two steps before losing its breath.

<sup>8</sup> Kevin paused the game and set his video controller on the floor. He always wears his cap backwards. “We know better than to disturb him when he gets this way.”

<sup>9</sup> “Was that your father?” Mrs. Francis asked as she stuck her head out of the kitchen. She has short, brown hair and wears big round glasses. The twins nodded. “Let him know dinner will be ready in a minute.” She disappeared back into the kitchen, leaving the twins and you to determine who would be the messenger.

<sup>10</sup> “We’re friends, right?” Kim asked you, restarting the game without telling anyone. She swayed her body toward you as her race car drifted past Kevin’s on the huge eighty-inch TV. “Will you do it? Please?”

<sup>11</sup> “Yeah,” you said. Your car crashed because you weren’t ready.

<sup>12</sup> “Friends for life,” Kevin added as he grabbed his controller and tried to catch up with his sister’s car. “Cheater!” he shouted at her.

<sup>13</sup> You took a deep breath and headed down the hall to Dr. Francis’s office. You had never talked to him before because he had been away on scientific trips and conferences around the world. You knocked on his door three times and waited. He didn’t answer so you knocked again and called out his name. He still didn’t answer.

<sup>14</sup> After a moment of hesitation you cracked the door open. Dr. Francis was on the other side of the room with his back to you, the mouse cage on a table in front of him. He appeared to be feeding the mouse from a glass vial.

<sup>15</sup> The door squeaked as you pushed it forward slowly.

<sup>16</sup> Dr. Francis turned to you, the blood in his face drained. That’s when things got crazy. The old, slow mouse jumped into the mouse wheel and ran faster than you had ever seen any animal run.

<sup>17</sup> “You’re not supposed to be here,” Dr. Francis blurted. The mouse wheel squealed behind him as it spun in circles faster and faster. “No one’s



supposed to be here.” He grabbed a blue towel and threw it over the cage, covering it completely.

<sup>18</sup> You pointed to the open door behind you and explained, “Mrs. Francis said dinner is almost ready.”

<sup>19</sup> He shook his head and march around you to the door, muttering, “I thought it was locked ... why isn’t it locked?” He closed the door, locked it, and faced you. “How much did you see?”

<sup>20</sup> Tires skidded in the driveway outside before you could answer. Dr. Francis rushed to a window facing the front yard and pulled the curtains back. You watched with him as a young woman with long red hair stepped out of a yellow sports car.

<sup>21</sup> “She figured it out,” Dr. Francis whispered. His hands were shaking. “She’s come for the vials.”

<sup>22</sup> He closed the curtains and ran to a computer desk in the corner of the room. He punched in five numbers on the keyboard, then looked at you and sighed as the wall behind the mouse cage split open and revealed a hidden room with white walls and wooden shelves.

<sup>23</sup> “Follow the passage into my secret lab,” he said. “You’re our only hope.” He handed you the same vial he had fed the mouse with. It was empty but had glowing yellow residue from whatever liquid had been in it. “There are four more like this in there. You must destroy them all.” Sweat poured from his forehead. “Ava can never find these, or all is lost.”

<sup>24</sup> “Wait,” you insisted as he guided you to the hidden room. More tires skidded in the driveway outside. “I don’t understand.”

<sup>25</sup> “I have to protect my family,” he said as he pushed you into the lab. He went back to his computer and punched in five more numbers as someone pounded a fist on the office door.

<sup>26</sup> The wall closed in as quickly as it had opened, sealing you inside.



## NOW

<sup>27</sup> Voices outside the lab are impossible to understand through the wall. You don't know what's happened to Dr. Francis or even if the twins and Mrs. Francis are safe.

<sup>28</sup> The glowing vials are hovering over an oval display, suspended in air. You cautiously grab them with both hands and hold them up to the light above you. Each one has a label around it. The vial the mouse drank from says ZIP. That makes sense, but the others are a mystery. Three are labelled MASK, EMIT and TOWER. The last one has no label on it.

<sup>29</sup> You lose your balance while looking up and stumble into one of the lab shelves. Scales and hotplates crash onto the floor with tremendous clatter, bangs and thuds.

<sup>30</sup> "Over there!" a woman's voice shouts, likely Ava. "Open it!"

<sup>31</sup> The wall begins to split down the middle. You have seconds before Ava is inside and you have no idea what she will do with the vials or even what she will do with you. Maybe, just maybe the liquid in the vials will protect you by making you faster like the mouse or stronger or smarter.

<sup>32</sup> What do you do? You have four vials to select from or you can destroy them like Dr. Francis told you to.

<sup>33</sup> Think fast! This is the most important decision of your life.

**MAKE YOUR SELECTION NOW!**

<sup>34</sup> If you drink from the green vial labelled MASK, *click here*.

<sup>35</sup> If you drink from the orange vial labelled EMIT, *click here*.

<sup>36</sup> If you drink from the blue vial labelled TOWER, *click here*.

<sup>37</sup> If you drink from the purple vial with no label, *click here*.

<sup>38</sup> If you destroy all of the vials, *click here*.

1. Who is the main character in this story?

- a. The narrator
- b. The reader
- c. Dr. Francis
- d. Ava

2. In your own words, who is Dr. Francis? Write a complete sentence.

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3.1 Why don't the twins want to tell their dad that dinner is almost ready?

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3.2 Who do they send instead to tell their father that dinner is almost ready?

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4. Read this quotation:

‘Kevin paused the game and set his video controller on the floor. He always wears his cap backwards. “We know better than to disturb him when he gets this way.”’

What do you think Kevin means when he says: “We know better than to disturb him when he gets this way”?

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5. Read both of these quotations before answering the questions below.

- ‘You couldn’t help but wonder what kind of secret project involved a mouse – especially that mouse. It’s old, slow and can’t walk more than two steps before losing its breath.’
- ‘Dr. Francis turned to you, the blood in his face drained. That’s when things got crazy. The old, slow mouse jumped into the mouse wheel and ran faster than you had ever seen any animal run.’

5.1 What has happened to the mouse?

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5.2 Why do you think the author took the time to describe the mouse in the first sentence? How does the second sentence help us to understand what has happened to the mouse?

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6. Who is Ava and what does she want?

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7. The text ends with the sentences, 'Think fast! This is the most important decision of your life.' Explain why it is the most important decision of your life.

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**Bonus question**

Explain the tense changes in the text. Why has the author done this and what effect does it have on the story? Underline the sections in the story where the tense changes occur.

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S(6987)Ishita Amira  
imrukhan@gmail.com

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imrukhan@gmail.com