

RESUME

Super Agent Jon Le Bon vol. 5 TIME TRAVEL FRIDGE

Life at the Agency is back to normal. Martha hasn't heard from Big Beaver, the agents are dressing up for the Halloween party and WXT is in awe of Agent S. And what about Jon Le Bon? Oh, right, he's travelling back through time. Back to the Stone Age, over 200,000 years ago, where he talks to the dinosaurs, befriends a strange tribe of blue elephants and tries to find the president's daughter and a mysterious creature called the Entity...

SUPER AGENT JON LE BON VOL. 5 - TIME TRAVEL FRIDGE
ADVENTURE PRESS • 136 PAGES

SUPER AGENT JON LE BON is one of the most successful youth graphic novel series in recent years. Author Alex A.'s original style has tremendous appeal among young readers.

Super Agent Jon Le Bon introduces students to a madcap world, one that is offbeat yet familiar. It features plenty of references to popular spy series, cartoons and video games. And then there's Jon, the lovable hero... not your average modern superhero.

YOUTH GRAPHIC NOVEL SERIES SUPER AGENT JON LE BON

AUTHOR: Alex A.

TYPE OF ACTIVITY: Discussion guide for the fifth volume in the *Super Agent Jon Le Bon* series. This guide includes activities to do in class and questions to assess understanding and promote discussion.

LEVEL: Elementary cycles 2 and 3 (grades 3 and 4, and grades 5 and 6)

CROSS-CURRICULAR COMPETENCY: Using creative thinking

SUBJECT: English

COMPETENCY 1: Reading and understanding a range of texts

COMPETENCY 2: Oral communication

COMPETENCY 3: Exercising critical judgement

COMPETENCY 4: Appreciating literary works



Lead a brief discussion with students using the following questions:

1. At the beginning of the story, Jon and WXT try to outdo each other by making a spectacular entrance.

What do they use to create these spectacular effects?

What are the reasons for their rivalry? Could it become a problem for the Agency? Why?

Have you ever competed with someone the way Jon and WXT do? Explain.

2. With WXT's help as a personal trainer, Agent S is trying to get back in shape.

Why does WXT seem to be intimidated by Agent S even though he is his trainer?

According to Agent S, what doesn't matter so much in the job of secret agent?

Do you think he's right? Why?

What advice does Agent S give to WXT? Have you ever received advice from someone? Explain.

3. During his meeting with Martha, the president informs her that his team is trying to create a passageway to another dimension.

How do they manage to create the passageway and what are the consequences?

He also tells her that the thing sucked into their world is visibly hostile. Is he right? Why?

As he is travelling through time, Jon runs into a problem and cannot complete his mission. What is the problem and what are the consequences?

If you could travel through time like Jon and Maple, where would you go? Explain.

4. Maple wonders whether she has what it takes to join the Agency.

Do you think Maple has the aptitudes and skills required to become an agent?

Why does the Agency want to hire her?

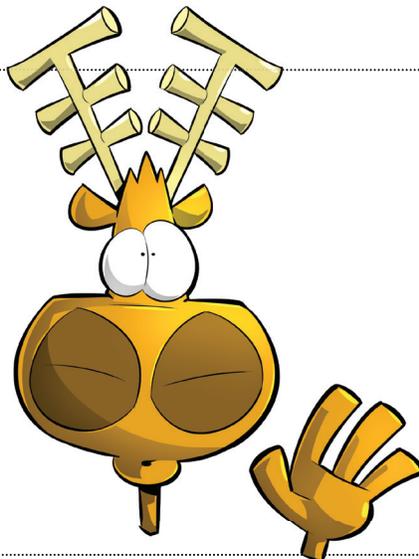
Do you think you have what it takes to join the Agency? Why?

5. After leaping ahead one year into the future, Jon and Maple notice that the Azuls are now leading different lives.

What changes have they made to their lives?

Who is responsible for these changes? Do you think the changes are warranted?

Is this the right way to change the Azuls' habits? Could he have found a better way to change their lifestyle? Explain.



NAME:

DATE:

At the beginning of the story, Jon uses a variety of gadgets to complete his mission. Can you name them?

- 1. 4.
- 2. 5.
- 3. 6.

During the costume party, Jon has not one, not two, but five Halloween costumes. What are they?

- 1. 4.
- 2. 5.
- 3.

According to the different Agencies, what is the situation in the world that week?

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How does Henry invent a time-travel machine?

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The president makes accusations against the Agency. What are they?

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Why does the president want his daughter brought back alive? What is his true objective?

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NAME:

DATE:

Jon quietly asks the Entity a favour. What is the favour and what are the consequences of the request?

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Identify the main secondary characters. Identify the role and how important each one is to the story.

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The perception of time is a major factor in time travel. Identify five explicit and five implicit markers of time that prove that perception is important.

Explicit time markers

Implicit time markers

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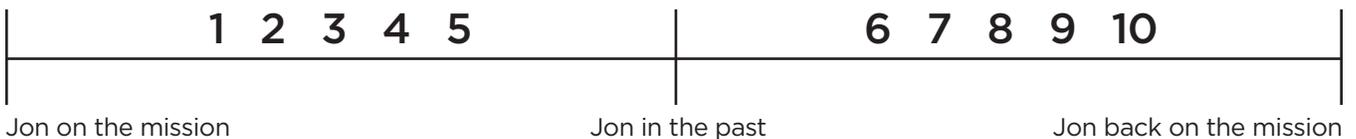
Timeline

Using the timeline below, place the following actions in chronological order:

- Agent S fights with the president
- Maple teaches the Azuls geography
- Henry has another brain attack
- Jon talks to the Entity
- WXT tries to get in the time travel fridge
- Maple takes on the Grand Magnalux
- Martha makes a deal with the president
- Jon goes parachuting
- Jon takes off after Maple
- Comilia predicts a disaster



Associate each action with the corresponding number.



NAME: _____

DATE: _____

Recreate a page from a comic book

Recreate dialogue using the empty speech balloons.

