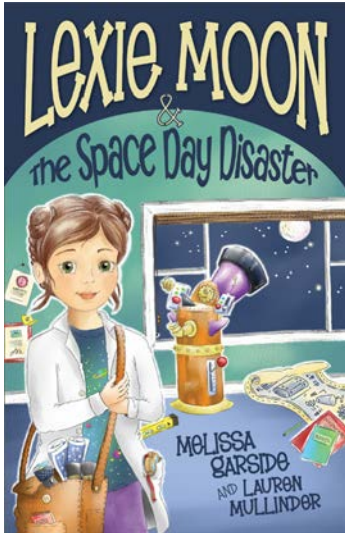


Lexie Moon and the Space Day Disaster

by Melissa Garside, illustrated by Lauren Mullinder



TEACHERS' RESOURCES



ISBN: 9781764007115

RECOMMENDED FOR

Lower to Mid Primary

SYNOPSIS

When Lexie Moon joins her school's Stargazing Club, she's surprised to discover they won't be doing any actual stargazing—but what can you expect, when the club meets during the school day?

With Grandad's help, Lexie comes up with a new invention that will let them see the stars in the day, and she gets to work to build it in time for Space Day! It's set to be a huge event with an appearance from popstar Oscar Buzz and millions watching online—and of course, The Stellascope.

The only problem is that the infamous gadget thief, Gizmo Lightfinger, has escaped police custody. He soon takes control of Lexie's invention and threatens to plunge the world into darkness! Lexie has to find a way to stop him, save her invention and turn the sun back on before it is too late. Thankfully, Lexie's has learnt at least one important lesson from Grandad—every problem has a solution, you just have to find it!

Lexie Moon and the Space Day Disaster is the second book in the Lexie Moon series. Each book in the series has been intentionally written as a standalone.

ABOUT THE AUTHOR

In writing for children, Melissa Garside brings together her lifelong love of language with a deep understanding of what children love to read, drawn from her years as a teacher.

Melissa lives south of Sydney with her family, their hilarious golden retriever and some entertaining free-ranging chooks. When she's not writing or teaching, she enjoys getting her hands dirty in the garden, immersing herself in nature and using her family as guinea pigs for her recipe-free kitchen experiments. Melissa also sheepishly admits to collecting books about words and subscribing to online dictionaries.

Find out more about Melissa at: www.melissagarside.com

ABOUT THE ILLUSTRATOR

Lauren is an illustrator, graphic designer, artist and educator. Based in her home studio in Adelaide, South Australia,

Lauren spends her time illustrating children's books, exploring the natural world and developing workshops in art, drawing fundamentals and environment design. Her other recent books include *Lexie Moon and the Word Burgling Bungle*, written by Melissa Garside, *Superheroes for a Day*, written by Craig Cormick, and *Birdie Lights up the World*, written by Alison McLennan.

Find out more about Lauren at: www.laurenmullinder.com

THEMES & DISCUSSION

THEMES

- Family
- Friendship
- Resilience and problem solving
- Space and the solar system
- Girls in STEM
- Design, technology and inventions
- Ethical use of technology

DISCUSSION QUESTIONS & ACTIVITIES

BEFORE READING

Look at the front cover of the book and read the blurb on the back:

- What objects can you see in the illustration? What do you think this book will be about? What clues make you think that?
- What do you think the object at the centre of the front cover illustration is? What do you think it is for?
- The title is Lexie Moon and the Space Day Disaster. Has your school ever had a Space Day? What sort of event was it?
- If you were organising a Space Day event, what sorts of activities would you include? Who would you invite to your event?
- What do you think the disaster might be in this book?
- Have you ever been stargazing? What have you seen in the night sky?
- Who do you think the book is aimed at? Why?
- What do you think the purpose of this book is? E.g. to instruct, to persuade, to entertain, to inform?
- Look at the character on the cover. What do you predict the character will be like? Brainstorm adjectives you think will describe this character.

Read the blurb on the back of the book:

- How realistic or imaginary do you think this book will be? Which aspects do you think will be more realistic and which aspects do you think will be more imaginary?
- How serious or funny do you think this book will be?
- Record your predictions and check if they were correct when you finish reading the story.

DURING & AFTER READING

Check the predictions you made before reading the book to see if you were correct.

In the book, Lexie Moon faces several problems (e.g. She promises to make a gadget to see the stars in the day; her gadget is stolen). Write down some of these problems as you are reading.

- What did Lexie do in each of these situations?
- What would you have done in each situation?

Chart the emotions that Lexie feels at different points. How do her feelings affect her actions?

In the story, Lexie Moon feels responsible for her Stellascope invention, even after it is stolen.

- Hold a class discussion or debate about whether and to what extent inventors are responsible for how their inventions are used by other people.

Write a character profile for one of the characters in the book (e.g. Lexie Moon, Grandad, Ava, Oscar Buzz, Misty or Gizmo Lightfinger).

- What do they look like?
- How old are they?
- What do they do in the book?
- List some adjectives that describe the character's personality.
- Do you like the character? Why/why not?
- What does the character want in the book? Do they get what they want?

Write a story element analysis for the book.

- Who are the main characters?
- Who is your favourite character and why?
- Where is the story set? When is the story set?
- What happens at the beginning, middle and end of the story?
- What is the theme of the story?
- What is the main problem in the story? What is the solution to the problem?
Can you think of another possible solution to the problem?
- Did you like the story? Why/Why not?

OTHER ACTIVITIES

Writing

- Research an inventor or space scientist and write a biography about them. Where and when were they born? Where did they grow up? What were the major points in their life? How have they contributed to science and technology?
- Write a fan letter to your favourite pop star or musician.
- Write your own blurb for the book. Remember to make it interesting to hook in the reader, but don't give away the ending!

Science & Technology

- Hold your own Space Day event in your class or school. Research one topic about our solar system (e.g. the sun, the moon, planets) and create a poster, 3D display/diorama or presentation. Topics might also include space-based technology such as the rockets or satellites; space exploration; or life on the International Space Station.
- Discuss the connection between the sun and life on earth. In what ways do we need the sun's energy? In what ways do other living things need the sun's energy? Is it the same for nocturnal and diurnal animals? What would it be like on earth if the sun really turned off forever? What other impacts would there be (e.g. no moonlight)?
- Investigate an invention and present your research as a project, poster or presentation. What is it used for? Who invented it? When was it invented? What is it made from? How does it work? How well does it meet people's needs? What are the pros and cons of this invention? Is there another invention that does the same job? Compare and contrast the two inventions.
- Think of an everyday problem and design an invention to help fix that problem. Build, test and evaluate your invention. How well does it help to solve the problem? How would you change it to make it better? Think of an interesting name for your invention.

Creative Arts

- Design your own Space Day costume.
- In a group, compose your own dance or movement piece with a space theme. What sorts of movements will you use? What sort of music will you use?
- Re-enact your favourite scene from the book using readers theatre.
- Imagine you are one of the people in the crowd at the school in the book. Act out what you would do and say if you were making your own live recording during the incidents that occurred on Space Day.