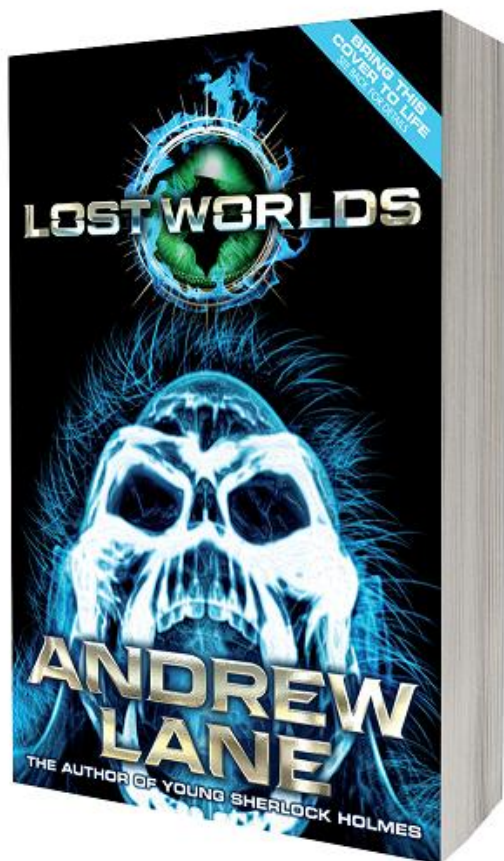


Lost Worlds Chatterpack



Reading group ideas and activities for children and young people aged 8 years and over, into teenage

Here is a new Chatterpack from The Reading Agency and Macmillan Children's Books with ideas for Chatterbooks reading group activities, discussion, and further reading, inspired by an exciting new book **LOST WORLDS** by Andy Lane

Chatterbooks [www.readinggroups.org/chatterbooks] is a reading group programme for children aged 4 to 14 years. It is coordinated by The Reading Agency and its patron is author Dame Jacqueline Wilson. Chatterbooks groups run in libraries and schools, supporting and inspiring children's literacy development by encouraging them to have a really good time reading and talking about books.

The Reading Agency is an independent charity working to inspire more people to read more through programmes for adults, young people and Children – including the Summer Reading Challenge, and Chatterbooks. See www.readingagency.org.uk

LOST WORLDS

Calum Challenger is a boy with a mission: to track down supposedly mythological creatures so rare that most people don't believe they exist. Calum is doing it for two reasons – to take their DNA and use that to help protect these species, but also to search for a cure for his paralysis. But while Calum and his friends want to save these beings, an aggressive pharmaceutical corporation called Nemor wants to wipe them out. When a mysterious creature is spotted in the Caucasus Mountains, on the border of Russia and Georgia, Calum springs into action, but Nemor are close behind.

In this fast-paced, high-tech story, Calum directs a group of misfit mates from his apartment using cutting edge technology. His group: a computer hacker, a freerunner, an ex-marine and a girl with a chip on her shoulder, criss-cross the globe, desperately trying to stay one step ahead of their enemy. As danger mounts, can they locate the mysterious creature first and what peril will they face if they do? The truth will be discovered...

This is the first title in a bang-up-to-the-minute new series from the bestselling author of Young Sherlock Holmes.





About the author: Andrew Lane

is the author of the best-selling YOUNG SHERLOCK HOLMES books. These have been published around the world and are available in thirty-seven different languages. Not only is he a life-long fan of Arthur Conan Doyle's great detective, he is also an expert on the books and is the only children's writer endorsed by the Sherlock Holmes Conan Doyle estate. LOST WORLDS is inspired by another famous Conan Doyle novel, *The Lost World*. Andrew's main character, Calum Challenger, is the grandson of Conan Doyle's protagonist, Professor George Edward Challenger.

Andrew writes also writes outside the genre, including adult thrillers (under a pseudonym), TV adaptations (including *Dr Who*) and non-fiction books (about things as wide-ranging as James Bond and Wallace & Gromit). He lives in Dorset with his wife and son and a vast collection of Sherlock Holmes books, the first of which he found in a jumble sale over forty years ago.

See www.youngsherlock.com and www.lostworlds.co.uk for lots more games and information about Andrew's books.

Contents

- About this pack
- Top Tips for a Successful Session
- Book List – more reading ideas
- Warm Up activities
- Cryptids – imagine and draw your own Cryptid – group activity
- Free-running – plan a free-running route across your town
- Robots – invent and name a robot
- Writing your own *Lost Worlds* stories
- Discussion topics

About this pack

This book really makes you think – could it be that ‘extinct’ creatures still exist and some of those mythological creatures like the Loch Ness actually exist. It has been suggested that 86% of the world’s species have yet to be discovered (although this includes plants and insects as well as animals).

Lost Worlds is aimed at children aged 8 and over, into teenage.

And here’s a pack to get everyone thinking and talking – and being creative and inventive!

The first part of the pack has a taster from the book and activities to get your group interested in reading it. The activities in the second part work best when children have read the book.

There is also a booklist of more books to enjoy about exploration and adventures in lost and exciting worlds.

The activities will engage members into lively discussion. Start your session with some fun warm up icebreakers which aim to get children thinking about books and extinct creatures.

Then move on to longer activities, exploring the adventures - and dilemmas – of Calum and his team of adventurers.

And for competitions, character profiles, deleted scenes, a thrilling LOST WORLDS game, confidential information and much more, access Calum Challenger’s website:

www.thelostworlds.co.uk

Top Tips for a Successful Session

- Look at the pack and use the material to suit your group
- Remember that some Chatterbooks children will whizz through all the activities while some Chatterbooks groups will only need a couple of activities to keep them busy throughout the session.
- Be flexible and have fun
- Photocopy sheets to use as handouts
- Use the Chatterbooks ‘Bookbites’ post-its to make simple reviews about the books
- Talk to parents and carers at the end of the session to let them know what your group has been doing
- Organise activities as individuals, in pairs or as a whole group
- Make a display of books about cryptids and Lost Worlds adventures – use our booklist to help you do this

A Suggested Chatterbooks session plan (times approx)

Welcome – juice & biscuits (5 mins)

Getting started - simple warm up activities(10 mins)

Activities to get your group talking about the book (35 mins)

Goodbye, and dates for the next meeting (5 mins)

Lost Worlds Book List: Here are some more great books to enjoy!

AUTHOR	TITLE	PUBLISHER	ISBN
Recent titles			
Donbavand, Tommy	Scream Street: Hunger of the Yeti	Walker	ISBN: 978-1406319156
Halls	Tales of the Cryptids: Mysterious Creatures that may or may not exist	Chicken House	ISBN: 978-1581960495
Higson, Charlie	Young Bond: Silverfin	Puffin	ISBN: 978-0141343372
Hile, Lori	Loch Ness Monster	Raintree	ISBN: 978-1406250046
Hile, Lori	Mermaids	Raintree	ISBN: 978-1406250060
Hunt, Elizabeth Singer	Jack Stalwart: the Hunt for the Yeti Skull	Red Fox	ISBN: 978-1849413060
May, Kara	Yeti Boy	HarperCollins	ISBN: 978-0006754534
Morpurgo, Michael	King of the Cloud Forests	Egmont	ISBN: 978-1405226684
Murphy, Glenn	Stuff that Scares Your Pants Off! the Science Museum book of scary things	Macmillan	ISBN: 978-0330477246
O'Reilly, Sean	Monster Beach	Raintree	ISBN: 978-1406242263
Spilsbury, Louise & Richard	Living in the Himalaya	Raintree	ISBN: 978-1406208276
Stone, Rex	The Big Adventure: Dinosaur Cove (further titles in the series)	OUP	ISBN: 978-0192792716
Yorke, Malcolm	Beastly Tales: Yeti, Bigfoot, and the Loch Ness Monster	Dorling Kindersley	ISBN: 978-0789429629
	Books which inspired Andrew Lane		
Conan Doyle, Arthur	The Adventures of Sherlock Holmes (abridged)	Sterling	ISBN: 978-1402712173
Conan Doyle, Arthur	The Extraordinary Adventures of Sherlock Holmes	Puffin	ISBN: 978-0141330044
Conan Doyle, Arthur	The Lost World (retelling)	Real Reads	ISBN: 978-1906230142
Crichton, Michael	Jurassic Park – junior novelisation	Price Stern Sloan	ISBN: 978-0448401720
	<i>See also Jurassic Park the film!</i>		
Crichton, Michael	The Lost World: Jurassic Park	Longman	ISBN: 978-0582416949
Price, Willard	Amazon Adventure (see further Adventure books)	Random House	ISBN: 978-0099482260

More books by Andrew Lane

Lane, Andrew	Young Sherlock Holmes: Death Cloud	Macmillan	ISBN: 978-0330511988
	Young Sherlock Holmes: Red Leech	Macmillan	ISBN: 978-0330511995
	Young Sherlock Holmes: Black Ice	Macmillan	ISBN: 978-0330512008
	Young Sherlock Holmes: Fire Storm	Macmillan	ISBN: 978-0230758506
	Young Sherlock Holmes: Snake Bite	Macmillan	ISBN: 978-0230758865

Warm Up Activities

Here are a few shorter activities to get your group thinking and talking – and to introduce them to the story.

Use big sheets of paper to write and draw on and keep these on hand for the whole session to inspire and motivate.

Lost Worlds is about a group of young people on a dangerous expedition into the mountains to follow up the sighting of a mystery creature.

List as many words as you can think of that mean 'danger'.

List all the things that people in your group are good at, that would be useful on this expedition.

Cryptids

Cryptids are mysterious animals and other creatures that have not been confirmed as real, even though there are stories of their sightings.

They may be a new species, or they may be a species which we think has become extinct. A gorilla was once a cryptid called a 'pongo' until sightings were confirmed and it was identified. Another example is the coelacanth – a prehistoric fish.

Cryptozoologists are people who look for these creatures – they follow up sightings and try to gather evidence to prove that they exist. You could call it monster hunting!

In *Lost Worlds* Calum and his team are on the search for cryptids. In 5 minutes think of as many creatures as possible who might be cryptids (clue: Loch Ness Monster!)

Packing for an Expedition

This is a memory game when new items are added and old ones are repeated!

Eg. The first person starts and says 'When I pack for our mountain expedition I take a water bottle'

Then the second person says 'When I pack for our mountain expedition I take a water bottle and a rope'

The next person repeats what has previously been said and adds something new.

The last person in the group has to remember everything on the list!

Acronyms

In *Lost Worlds* all the expedition equipment is carried by a robot called ARLENE – her name is an acronym made from the first letters of **A**utomatic **R**obotic **L**oad-carrying **E**Nvironmental **E**quipment. Work in pairs and see if you can find out what these acronyms stand for:

PIN

SONAR

LASER

SCUBA

Longer Activities

Here are some taster activities to get your group reading *Lost Worlds* – and some activities for when they have read it.

Cryptids

Here is an excerpt from *Lost Worlds* describing an **almast** – the cryptid which the hero Calum and his team are seeking.



'The screen showed a figure against a background of grass, bushes and rocks. Judging by the figure's shadow the background was slanted – perhaps a hillside or a slope.

The interesting thing – the thing that made Calum catch his breath in wonder – was that the figure didn't look human.

It was difficult to tell its size, with only the heights of the bushes to compare it with, but Calum got the impression that it was about the size of a large man. It was stooped, with rounded shoulders and bowed arms that dangled in front of it. Its skin seemed to be covered with short, red hair, with the exception of pale lines up its spine, down the inside of its forearms and beneath its jaw. He could have been looking at a big, hairy man with a stoop, except that the face was different.

A thick ridge of brow pushed out over the eyes, like a chimpanzee, and the teeth and jaw were pushed out slightly, but a distinct nose projected out beneath the eyes. Chimpanzees didn't have noses.'

A cryptid can be Humanoid – resembling a human being – like the almast; Draconic – like a dragon; or an Animal – maybe something extinct, or an animal out of its normal habitat, like the kangaroos sighted in the Peak District of the UK.

Use information books and the internet to find out some more cryptids – then have a go at classifying them:

Humanoid <i>Hairy; Winged; other kinds</i>	Draconic <i>Water monsters; Flying monsters; Landbound</i>	Animal <i>Extinct? Out of place</i>
Almast – in <i>Lost Worlds</i>	Loch Ness Monster	American hyena

Imagine and Draw your own Cryptid!

You need 4 sheets of flip chart paper – one sheet each for the head, body and arms, legs, and feet.

Get your group to decide if it's going to be humanoid, dragon-like, an animal – or a mixture!

For each part of the body ask your group to call out what each feature might look like, and **why**.

It can be as fantastical as possible – eg. eyes on stalks (to see round corners), a curly nose (to wiggle and gather as many smells as possible)! Or fingers with spiky nails, or a snake-like body.....

For the Head:

- Hair; Eyes; Nose; Mouth; Ears

Body:

- Torso; Skin, fur, scales? Arms; Hands

Legs

- Thin, fat? Long, short? Knees

Feet

- Toes, claws? How many?
- Large, small?

More cryptids to give you ideas!



Sasquatch



Giant Sea Scorpion



Mongolian Death worm

Then sellotape the sheets together and you have your group's giant cryptid! What will you call it?!

....or if preferred children could each draw their own creature, using this worksheet

MY CRYPTID DISCOVERY

Head

Body, Arms, Hands

Legs

Feet

The name of this newly discovered species is:

Free- running

One of the expedition members is Gecko, a free-runner. Here's what he does:

'Breathing heavily, Gecko stood on top of the three-storey building and looked out across the rooftops of London.

The wind ruffled his hair. Down on the streets where the ordinary people went about their business, it was warm and damp, but up here, where the wind scoured the city unobstructed, it was cool and fresh. And he could see the sky all around and above him.

His right foot throbbed where he had landed hard from his last jump, and he could feel a burn on his back where he had forward-rolled over a gravelled tarmac roof twenty minutes before, but they were minor distractions: badges of valour in the great game that was free-running.' (p5)



'Like a stone gargoyle, Gecko crouched on the parapet that ran around the edge of a block of offices near the river. It was the highest roof he could get to by free-running. Free-runners were honour-bound to only use physical means of getting from place to place. Lifts and escalators were forbidden, and even stairs were frowned on.

He supposed that he could actually climb up the sides of buildings, like a rock-climber, and get to higher roofs, but it would be risky – he might fall and kill himself – but he was already used to jumping between roofs five storeys above the ground. It wasn't the risk that stopped him accessing the higher roofs, it was the fact that climbing slowly up the side of a building like a cockroach wasn't beautiful. Free-running was an art form.' (p 27)

Imagine you are a Free-runner!

Gecko plans out his route before he starts jumping and running across his city.



Imagine your local town from a bird's eye view. Could you draw a map of the streets and buildings and plot a free-runner route across your town?



You could also draw your route as a sky-line, with its buildings of different sizes and shapes – how will you get from one to the next?

Robots!

Here's some more about the special robot ARLENE:

'It looked to Tara like someone had built the skeleton of a prehistoric animal out of stainless steel rods, pistons, cables and lengths of black elastic rubber. It stood shoulder-high to the soldier, and it was about the width and the length of a single bed. It had six legs but these legs were articulated with hip joints and knee joints and ankles. Where a living creature would have a head, this thing, this device, had a thin neck that was topped with a selection of sensors – video cameras, infra-red cameras, microphones and radio aerials. Where a living creature would have a tail, this thing had a radio antenna. Solar cells glittered across its surface, forming a kind of intermittent skin. Packs had been strapped to its sides, attached to convenient hooks and anchor points, partially covering some of the solar cells. They had been arranged so that the weight balanced out, left and right.' (p152)

To make your own model of ARLENE, just **download this craft sheet!**

ARLENE's job is to carry the baggage and equipment for the expedition.

Her full name is **A**utomatic **R**obotic **L**oad-carrying **E**Nvironmental **E**quipment.

Can you invent another robot or machine which would also be useful for this cryptid search?

Maybe a robot to protect expedition members – or to help over difficult terrain?

Draw your robot in the box below – and see if you can make up a name for it (eg. **D**anger **A**lert **V**ehicle – DAVE)

Draw your robot here

Robot's Name:

Writing your own Lost Worlds stories:

1. What do you think might be hidden in Professor Challenger's crates in Calum's basement? Write a short story based around some of the artefacts found in these crates.
2. At the end of the book Calum hears about a Giant Sea Scorpion, recently spotted. Imagine you are a local news reporter covering the story. Write a report on the creature which has been spotted.

For your Chatterbooks group to discuss:

1. Do you think Cryptids or endangered animals should be searched for? What are the advantages or disadvantages of tracking them?
2. What do you think Professor Gillian Livingstone is hiding? Do you think she's on Calum's side?
3. Tara Flynn hacks into websites for fun and Gecko jumps onto people's roofs – they say that those space are open to the public do you agree or disagree?
4. The Lost Worlds group aren't friends to begin with; do you think dangerous situations bring out the best or worse in people?
5. A.R.L.E.N.E was originally built for carrying equipment for military operations, she also has spy software. What do you think about using robotics in warzones?
6. What do you think Nemor Incorporated want to do with the Cryptids? Do you think companies like that exist in reality?



Play the Lost Worlds game www.TheLostWorlds.co.uk

COMING IN 2014

Look out for the next Calum Challenger adventure
in the LOST WORLDS series