

SAM SMITH & CÉSAR LADOR

MILES AND JONES



STORY SUMMARY

Best friends Amelia Miles and Shackleton Jones team up to save their park from the curses of Glam-Evil, an ultravillain with a grudge.

Shackleton: WHOA WHOA WHOA. ANACONDA attack?! Don't worry, there aren't any giant, kid-eating snakes in this book. I'm just having my best friend Amelia for a sleepover. Right? ... RIGHT?! Say goodbye to the rickety bridge ... the perfect playground ... the skyscraper tree ... the BEST PARK EVER has just been cursed by an evil ultravillain! It's up to best friends Shackleton and Amelia to save their favourite place, no matter what crazy curses turn up along the way.

What do you get if you cross the humour of The Bad Guys with action of Indiana Jones? The first book in a brand-new graphic novel series by comedian Sam Smith with illustrations by César Lador.

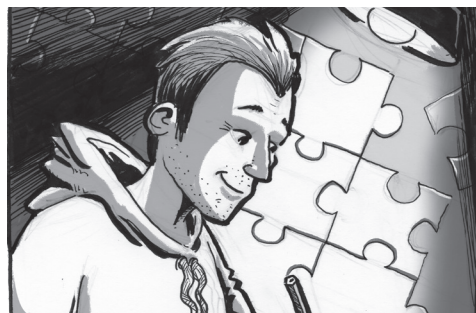
THEMES

Teamwork, Trust, Confidence, Friendship, Tying laces, Adventure, Risk-taking, Bravery, Sleepovers.



ABOUT THE AUTHOR

Sam Smith is a bestselling writer, comedian, and former dentist. He pivoted from dentistry to comedy after a MS diagnosis caused him to partially lose his vision. He is a head writer for the TV show 7 Days, creates the tasks for Taskmaster NZ, and wrote for Wellington Paranormal. He is the go-to audience warm-up act for many shows including Dancing With the Stars, The Project, Have You Been Paying Attention? and Patriot Brains.



ABOUT THE ILLUSTRATOR

César Lador is an artist who is passionate about illustration, children's books and European comic books. His years studying, working and teaching in environmental engineering bring an authenticity to the details in his art.

SUGGESTED SHARED READING QUESTIONS

Starting with the cover, ask the students to predict who Miles and Jones are. What is an anaconda? How would an anaconda attack?

Chapter 1

What is Shackleton looking for? Where does his dad suggest looking? Do you believe Shackleton knows how to tie his own laces? Where does Amelia live?

Chapter 2

What does it mean to appreciate something? What is a 'racket'? Who curses the wretched park? What does 'wretched' mean?

Chapter 3

What does Amelia do first when Shackleton and his dad arrive at her house? What happened to Shackleton's mum and Amelia's dad?

Chapter 4

What is a scenic route? Why do they need to take the scenic route back to Shackleton's house? What do they do to try and get to safety?

Chapter 5

What does Amelia pull out of her bag to save them? What does it mean to 'save someone's bacon'? What do they see in the water?

Chapter 6

What happens to Sam's feet? What do you think 'snake repellent' does?

Chapter 7

How does Amelia try to stop the snake? How did they get to the top of the skyscraper tree? What does Amelia's mum want to go home to do?

Chapter 8

What does Mr Jones think they are going to do with the sheet? What do they use it for? Where do they land?

Chapter 9

Where does Mr Jones think the anaconda has gone? What does he do that keeps them in the nest? What is the shadow that comes over them?

Chapter 10

How does Amelia think the anaconda will kill them? How do they work together to stop the anaconda?

Chapter 11

What stops the anaconda from getting them? Who is the anaconda crying for?

Chapter 12

What is Mr Jones's plan? How do the others help Shackleton? What does Shackleton do to stop the anaconda?

Chapter 13

What is an 'ultravillain'? How much more evil than a supervillain is Glam-Evil? What are Glam-Evil's pet anacondas called?

Chapter 14

What starts to fall from the sky?

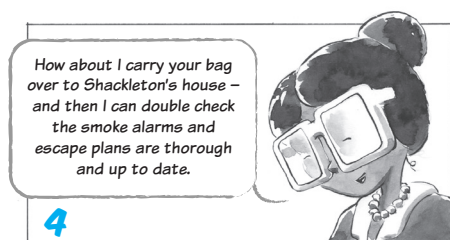
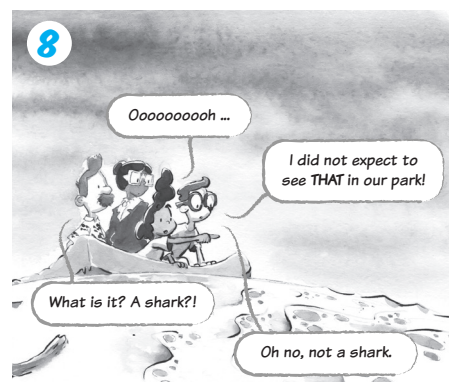
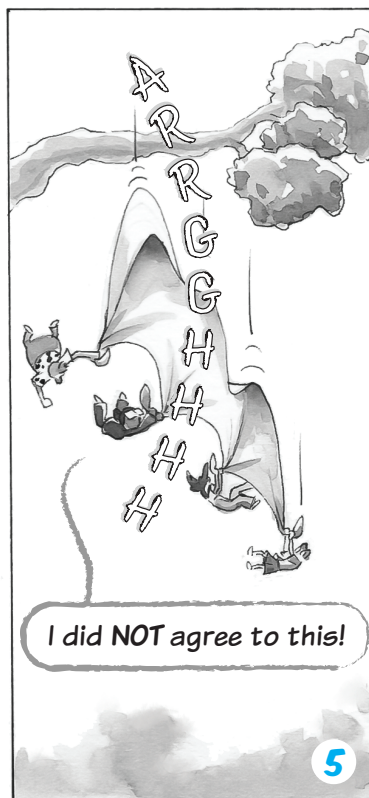


SUGGESTED ACTIVITIES

Suggested activities are designed to be adapted for individual tasks, pairs, small group work or completed as a class for added support for younger learners.

Ordering

Using the attached template of events from the story, ask your learners to put the events in order. Confident writers might be asked to add a sentence for each picture, or you could add support to learners by asking them to work in pairs or small groups.



Ordering answers

1, 7, 2, 4, 8, 6, 5, 3

Cartoon panel

Begin by compiling an ideas bank as a group or class to support younger learners to make predictions. Using a cartoon template ask your learners to draw what they think might happen to Miles and Jones next. How will they defeat the blobs? Will something even worse happen? Confident learners might add dialogue or notation under the boxes.

Free cartoon template

www.canva.com/comic-strips/templates/

Ultravillain or ultrahero?

Which one do you want to be? Decide on your new name and design your costume. Label your drawing to show what each part of your costume does.

Cursing the wretched park

In the book we don't get to read the curse that Glam-Evil puts on the park. Write a curse for her. Try to add a word that you might not usually use, like 'wretched'.

Tie it up

Shackleton is learning to tie his shoelaces. There is an opportunity to check in with how your learners are doing with this skill. You could practice this, make it a race or give your learners the opportunity to learn from or teach a peer.

Untie the giant knot

This is a popular drama and scouting teamwork game for teams of 6 players. Players stand in a circle, shoulder to shoulder facing in. Players raise right arm and link hands with someone else (not the person next to them). They then raise their left hands and link with another person (not the person next to them and not the person they are already linked with). Encourage the players to talk about the moves they will make to untangle themselves and to make one move at a time. You might want to add a couple of 'snips': the adult can uncouple 2 hands twice to assist the untangling.



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