



RESUME

Super Agent Jon Le Bon! vol. 6 A SHEEP IN THE HEAD

Now pay attention, because this summary won't be easy to follow! All set? Here goes... The Agency has got its hands on the Intraneuronal 3000, the largest artificial brain ever created. To put the finishing touches on the programming started by Gabriel Lobe, the notorious computer scientist who is still on the run, Billy and Jon have to take a virtual trip aboard the brain. To do this, they have to connect their consciousness to the machine and not worry about whether or not things are real... If the adventure were to go wrong, their consciousness would disappear forever.

SUPER AGENT JON LE BON! VOL. 6 – A SHEEP IN THE HEAD
ADVENTURE PRESS • 112 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 AND ILLUSTRATOR: Alex A.

TYPE OF ACTIVITY: Discussion guide for the sixth 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 judgment

COMPETENCY 4: Appreciating literary works



Lead a brief discussion with students using the following questions:

1. Why do you think Jon has admirers?

Why do you think WXT isn't as popular as Jon?
Have you ever admired someone? Explain.

2. At the beginning of the story, Jon and Billy discover Lobulo, the largest artificial brain ever created.

According to the Agency, what will the machine be used for once it's up and running?
What would you invent if you were an inventor? Provide details of your invention.

3. Why does Floppy need to connect Jon's and Billy's consciousnesses to Lobulo?

Would you be willing to virtually enter the machine's program? Why or why not?

4. Gabriel Lobe claims he wants to improve the world, not destroy it.

Why does the Agency consider him a criminal and want to stop him at all costs?
If Lobe truly wanted to make the world a better place, how should he go about it?

5. To open the second portal, Jon and Gabriel Lobe have to go through a labyrinth.

What does Lobe think is the simplest way to do that? Why doesn't his solution work? Have you ever been in a similar situation where you didn't follow the rules? Explain.

Design plans

To help the Agency in its future missions, ask students to design plans for a new machine like Gabriel Lobe did with the Intraneuronal 3000.

In teams, using a pencil, paper and your imagination, dream up your own invention.

- How will it be built?
- What will it do?
- In what situations will the Agency be able to use it?
- What will it be called?



NAME:

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At the beginning of the story, Jon and Billy meet a very special agent. Who is it? Who is he being compared to?

What character from volume 6 was one of the best parts of the Agency in the past? Why is he no longer part of the team?

What information does Floppy decide not to share with Jon and Billy before connecting their consciousnesses to Lobulo?

Who is Gabriel Lobe? Why did he invent the Intraneuronal 3000?

Jon and Billy aren't the only ones inside Lobulo. Who is with them and how did he get inside the machine?

The Agency found a solution to prevent Lobe from getting inside Jon's brain. What is it? Did it work? Why?



NAME:

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To go through the final portal, Lobo has to break the rules. Why does he have to do this? How do he and Jon manage to reach the exit, and what are the consequences of this decision?

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What are the five parts of this story? Identify the following:

Initial situation:

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Inciting incident:

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Main events:

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Denouement:

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Final situation:

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After reading, find a definition for each of these words.

Dematerialization:

Artificial:

Organic:

Virtual:

Disintegration:

NAME:

DATE:

Take the challenge!

Jon and Lobe have to cross through Lobulo to activate rooms that are like areas of an actual brain. Using their temporal and frontal lobes and their amygdalae, they have to tackle challenges that defy the laws of physics to reach the exit.

Like Jon and Lobe, you need to use the different parts of the brain to tackle the following challenges:

Challenge 1: To open the third portal, located in the temporal area, Jon and Lobe have to go back in their memories to bring back an object to move on to the next step.

Based on your own memories, of all the secondary characters in the Agent Jon series, which is the one who most stays with you? Why? Describe the character physically and psychologically. What object do you think best represents that character?



NAME:

DATE:

Take the challenge!

Challenge 2: When Jon and Lobe are in the frontal lobe, they have to make the best decision to get to the next step.

Which is your favourite scene among the following three? Use convincing arguments to explain why this scene is the best one.

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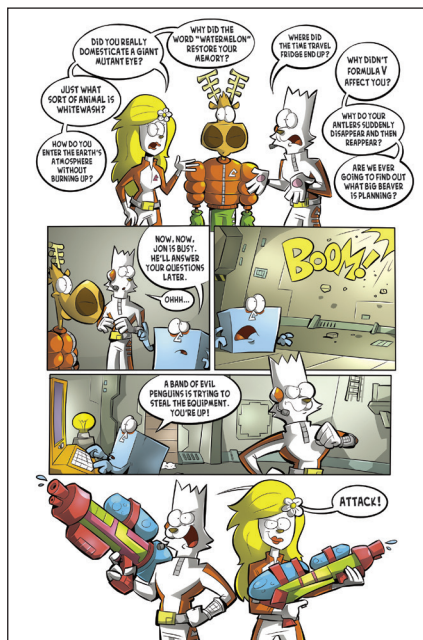
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NAME:

DATE:

Take the challenge!

Challenge 3: When Jon and Lobe are in the amygdala area, they have to face their deepest, darkest fears. If you were in the same situation, what would your greatest fear be and why? Draw this fear.



NAME:

DATE:

Recreate a page from a comic book

Recreate dialogue using the empty speech balloons.

