

SUMMARY

Super Agent Jon Le Bon! Season 2, Volume 1 A Virtual Adventure

The era of Big Beaver is over. All is calm on Earth A. A little too calm. So calm that there's not a single threat in sight. To keep boredom at bay, the members of the Agency play with Billy's new virtual console. But while they're in the middle of a game of *Turbo Filipino*, an old enemy takes control of the machine! Pixel bombs, the invincible heart, the multidimensional triangle... Super Agent Jon Le Bon has more than one cyber-surprise in store before declaring Game Over.

SUPER AGENT JON LE BON! SEASON 2, VOLUME 1 A VIRTUAL ADVENTURE

ADVENTURE PRESS • 104 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 first volume of the second season of *Super Agent Jon Le Bon!* This guide includes activities to do in class and questions to test understanding and promote reflection.

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

CROSS-CURRICULAR COMPETENCY: Using creative thinking

SUBJECT: English

COMPETENCY 1: Reading and understanding a range of texts

COMPETENCY 2: Oral communication

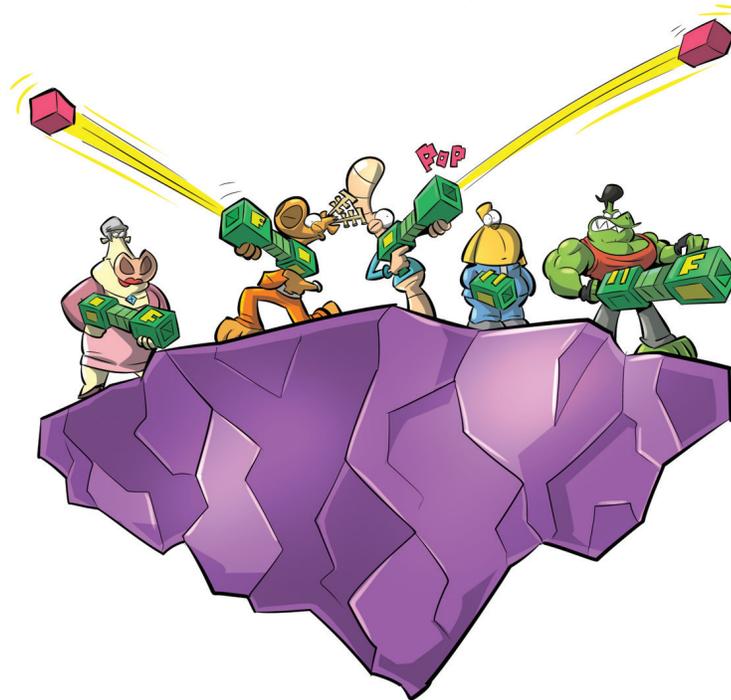
COMPETENCY 3: Exercising critical judgment

COMPETENCY 4: Appreciating literary works



Lead a brief discussion with students using the following questions:

1. **Things are a bit unusual at the Agency at the beginning of this adventure.**
 - Why have all the agents decided to play video games?
 - What is your favourite way to spend a day off?
2. **Maple doesn't play the video game with her friends.**
 - Why does she say she hurt her hand?
 - Like Maple, is there an activity you improved at a lot by practicing?
3. **Things go wrong for EVA at the end of the adventure.**
 - What happens to her?
 - What do you think will happen to EVA in the next adventure? Will Billy save her?
4. **In this volume, we learn that Martha still has the heart of a child.**
 - How might we reach that conclusion?
 - Why do you think Martha normally hides that side of herself?



NAME: _____

DATE: _____

1. What is the name of the video game Jon and his friends are playing?

2. To play a trick on Martha, EVA transforms into a bad guy. Who is that bad guy?

- a) Whitewash
- b) Creamy Bear
- c) Big Beaver
- d) Q

3. What is the password for the macaque-cube cave?

4. How did Gabriel Lobe insert himself in the video game?

5. What happens when Gabriel Lobe “eliminates” a player in the game?

- a) The player really dies.
- b) The player goes into a deep coma.
- c) The player is just eliminated from the game.
- d) The player loses a life.



NAME:

DATE:

6. Why does Jon have to destroy the console processors at the end of the story?

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7. According to Billy, what is the most lethal thing about video games that makes it possible to defeat Gabriel Lobe?

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8. True or false? A heart of invincibility in *Turbo Filippo* normally lasts 10 seconds.

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9. Place the following events in chronological order by numbering them 1 to 5.

Gabriel Lobe appears in the video game.

Gabriel Lobe takes control of EVA.

Maple practices playing video games.

Jon and Billy decide to play a video game.

Jon meets up with Whitewash again.

10. EVA helps Jon in different ways during the story. Can you name one?

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NAME: _____

DATE: _____

Your mission

All the agents are busy, so the next mission is yours. All the bad guys have escaped! You need to stop one.

Who do you think you should stop first: Gabriel Lobe or Whitewash? Why?



The bad guy you chose has strengths and weaknesses. To get a sense of who you are dealing with, identify two of your bad guy's strengths and two weaknesses, based on the story you have just read.

STRENGTHS

WEAKNESSES

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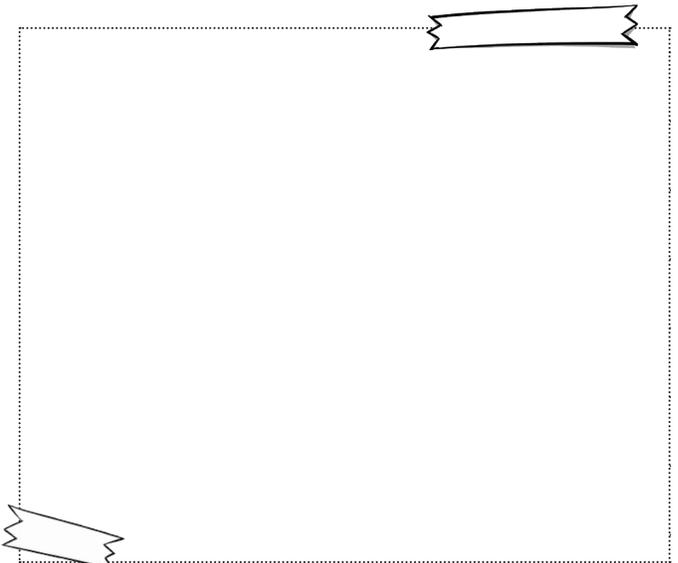
2. _____

1. _____

2. _____

To be equipped to deal with anything that comes your way, you need Henry's genius. Write and draw a list of things you think you need, and explain how each object will be useful.

1. _____



NAME:

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2.

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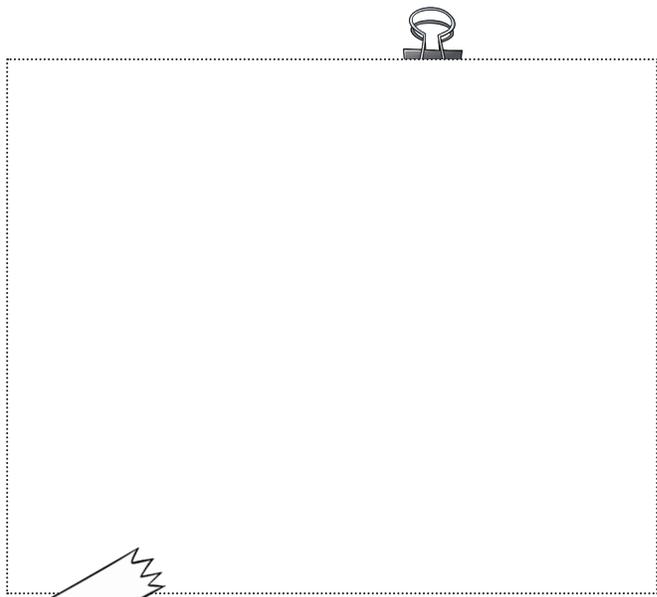
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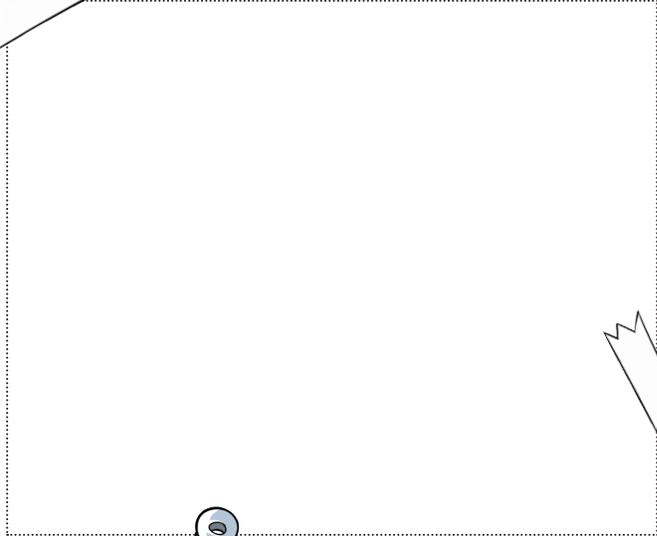
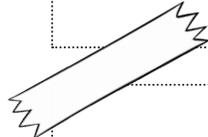
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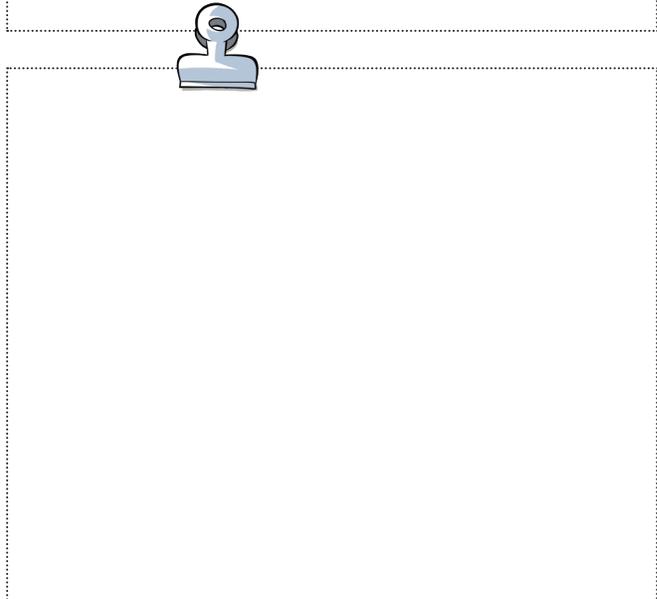
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Create a comic book page

Imagine that Jon's mission in the video game went wrong and that Gabriel Lobe managed to eliminate him too. It's up to Maple to immerse herself in the video game and use her new talents to save her friends.

Using the boxes below, create a comic that illustrates this situation.

