

# Daily Reading: Jazz Harper Space Explorer 10

The video focuses on **asking questions to improve understanding**. Children watch the **video** relating to Chapter 9. They may choose to answer the questions on their activity sheet, they could think about the answers, or you may prefer to talk about them together. If they want to write down their answers, they can pause the video to give them time to write. Answers or example answers are included below. There are also some questions they may wish to answer at the end of the video. It will be useful for them to have the eBook in front of them (included in this pack) to find the answers to these questions.

Watch Video



## Chapter 9

### During the Video



1. Write down a word from page 146 or 147 which is unfamiliar.

**Children's own responses.**

2. Find the meaning of the word and write it down.

**Use the Internet or a dictionary, or explain the meaning of the word to the child yourself.**

3. Write down a question that you would like to find the answer to, based on pages 148 and 149.

**Children's own responses such as 'Why did Mum put red dust into the jar?'**

4. Find out the answer to your question, using an adult to help you.

**Depending on the question that is asked, children may be able to use the Internet (e.g. 'What is hypothermia?'). However, for a question such as 'Why did Mum put red dust into the jar?' they will need an adult's help. Use the context of the story to answer the question e.g. 'Mum's job is to bring back a sample from the cave so this is what she came to collect. When she is back at the lab, she will inspect it for alien life.'**

### After the Video



5. Write down a question about the story that you hope will be answered in Chapter 10.

**Children's own questions, such as 'Has Jazz done enough to save Mum from hypothermia?'**

6. Why did Jazz know what was wrong with her mum?

**In Chapter 3, Gran emailed Jazz with a story about a teammate of hers who had hypothermia and told her how they warmed her up.**

7. Why did Elijah think that Jazz should drive the buggy?

**Because she was much better at the Galaxy Racers game when they were on the Argo.**

8. The final chapter is called 'The Greatest Explorers'. What do you think will happen to Jazz, Elijah and Mum in the next chapter?

**Children should make their own predictions about what will happen in the next chapter but it should have some relevance to the title 'The Greatest Explorers', for example: 'I think that Mum will be OK and that they won't get in trouble because the title suggests that they are known as the greatest explorers on Mars.' Children might remember Jazz promising to become the greatest explorers on the whole planet at the end of the last chapter.**

## Deeper Reading



9. This chapter has a question as its title: 'Is There Life On Mars?'. Do you think this question is answered in this chapter? Explain your answer.

**Children should recognise that no aliens have been found but that Mum has collected a sample. The question hasn't been answered because we don't yet know whether that sample will contain living organisms.**

**(Children's answers may differ, so talk to them about their answer and look at the above answers with them. Theirs might not be incorrect and feedback is more valuable than a tick or a cross.)**

10. Look carefully at pages 150 and 151. How do you think this experience might have changed Jazz's attitude towards life at the colony, which she has so far found boring and disappointing?

**Children should notice the paragraph in which Jazz says 'I remembered with a twinge of guilt how fed up I'd been just cleaning three of those suits. If I'm ever on wire-checking duty in the future, I'll be extra careful, even if it's the most boring job in the world.' They should recognise that Jazz has been shown how important each of those tiny jobs is to make sure that people stay safe, and they should suggest that her attitude might change from now on.**

## Related Activity



Each day, an activity related to the session will be provided. This activity invites children to design a Mars buggy of their own, using information about the planet to help them. By way of marking, use the Mars facts to check whether the buggy design factors in elements to withstand the rocky terrain, the temperature and the atmosphere on Mars.