

Daily Reading: Jazz Harper Space Explorer 9

The video focuses on **summarising the purpose of a paragraph**. Children watch the **video** relating to Chapter 8. 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 8

During the Video



1. What is the purpose of the final paragraph on page 127?

This paragraph describes the equipment room. Children might add that it helps the reader to imagine where the characters are and helps to build the unsettling atmosphere.

2. What does the first paragraph on page 131 show?

This paragraph shows that Elijah has realised that Jazz is not playing games, and he is panicking.

3. What is the purpose of the third paragraph on page 131?

This paragraph is where Elijah makes up his mind. He has heard Jazz's evidence and he is convincing himself that he agrees with it. You can see that in the final paragraph, they are setting off, so his mind is made up by then.

After the Video



4. Read the paragraph on page 135 beginning 'Jazz and I took...'. What is the purpose of this paragraph?

The purpose of this paragraph is to describe what it is like to be standing on the surface of Mars.

5. Find the paragraph in which Elijah describes the Mars buggy, and copy down the first sentence.

'Imagine a cross between a four-by-four and a jumbo jet: that's the Mars buggy.'

6. Make a prediction for why you think the writing stops abruptly on page 137.

Children may give their own predictions, for example: 'I think that something has happened to stop Elijah from being able to write, such as an adult arriving.'

7. Why were only three numbers rubbed off on the airlock keypad? (p.133)

One of the numbers was used twice in the code.

8. How do Jazz and Elijah hear one another when they are inside their spacesuits? (p.135)

Through speakers inside their helmets

Deeper Reading



9. Why did Elijah follow Jazz?

Children should use evidence from page 131 such as:

- Jazz convinced him that this could be the biggest adventure of their lives
- He wanted to go outside very much
- It was only what everybody else was allowed to do

(Children might also come up with their own reasons from earlier in the story, such as 'he wanted to see Olympus Mons'. 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. Write down anything that you have learned about Jazz's character from this chapter and give evidence for it.

Children may include their own opinions about Jazz's character, so ask them to find evidence in the chapter for their ideas. Example answers include (but are not limited to):

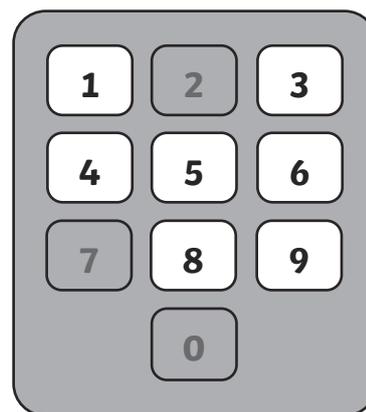
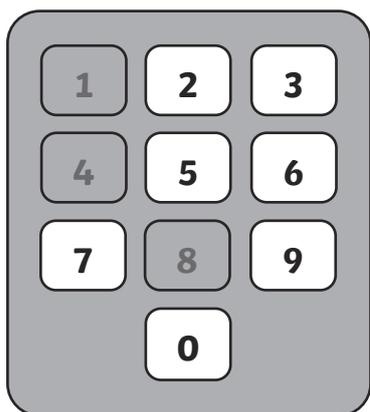
- Jazz is a leader (Jazz has taken the lead and has designated Elijah the scribe)
- Jazz is bossy ("Get dressed.")
- Jazz is forceful ('she dragged me along the corridors')
- Jazz is deceitful (she 'smiled and waved as some grown-ups walked past' and convinced Elijah that this was a game until he had gone too far to go back)
- Jazz 'knows all about adventuring from her gran'
- Jazz is a dramatist ("otherwise... we'll... we'll explode!")
- Jazz is confident and reassuring ('Jazz kept saying things like, "Are you all present and correct, Lieutenant Elijah?")
- Jazz is a bad influence (she convinces Elijah to break the rules)
- Jazz is brave (she isn't afraid to go out onto the surface)
- Jazz is impatient (she doesn't want to wait for Elijah to inspect the rocky ground)

Related Activity



Each day, an activity related to the session will be provided. This activity invites children to use their problem-solving skills to work out all the possible code combinations for the airlock. Answers to the activity are given below.

★ Answers

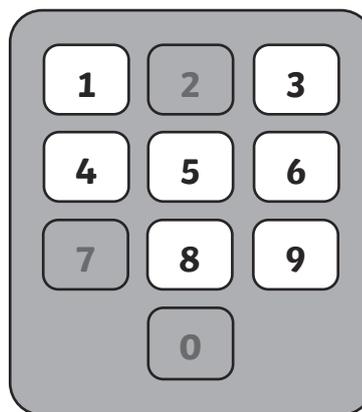
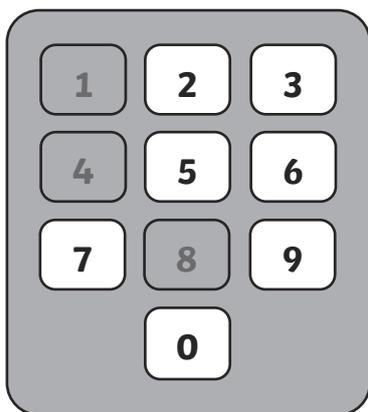


1, 4, 8	1, 8, 4
4, 1, 8	4, 8, 1
8, 1, 4	8, 4, 1

2, 7, 0	2, 0, 7
7, 2, 0	7, 0, 2
0, 2, 7	0, 7, 2

2, 7, 0, 0	2, 0, 7, 0	2, 0, 0, 7	7, 2, 0, 0	7, 0, 2, 0	7, 0, 0, 2	0, 2, 7, 0	0, 2, 0, 7	0, 0, 2, 7	0, 7, 2, 0	0, 7, 0, 2	0, 0, 7, 2
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★★ Answers



5, 2, 2, 8	5, 2, 8, 2	5, 8, 2, 2		
8, 2, 5, 2	8, 2, 2, 5	8, 5, 2, 2		
2, 2, 5, 8	2, 2, 8, 5	2, 5, 2, 8	2, 5, 8, 2	2, 8, 2, 5
2, 8, 5, 2				

1, 3, 5, 7	1, 3, 7, 5	1, 7, 3, 5	1, 7, 5, 3	1, 5, 7, 3	1, 5, 3, 7
3, 1, 5, 7	3, 1, 7, 5	3, 5, 1, 7	3, 5, 7, 1	3, 7, 1, 5	3, 7, 5, 1
5, 1, 3, 7	5, 1, 7, 3	5, 7, 1, 3	5, 7, 3, 1	5, 3, 7, 1	5, 3, 1, 7
7, 1, 3, 5	7, 1, 5, 3	7, 3, 1, 5	7, 3, 5, 1	7, 5, 1, 3	7, 5, 3, 1

Accept any correct explanation that shows that Jazz is correct. When the digits are pressed twice, there will be fewer combinations than if there were four different digits.

★★★ Answers



Accept any explanation that explains that, if any digit is repeated, there will be fewer possibilities. If two digits in the code are the same, swapping them round will no longer create a new code, and there will be fewer solutions.