

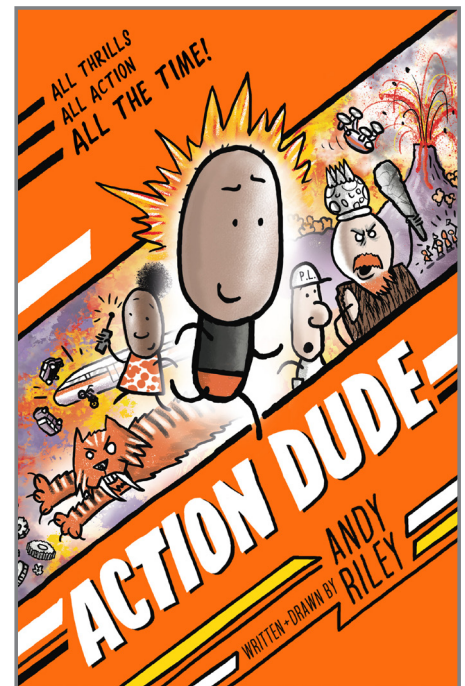
Action Dude

AUTHOR/ILLUSTRATOR
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RECOMMENDED FOR: Lower to Mid Primary



SYNOPSIS

He lives for danger. He lives for excitement. He lives with his mum because he's nine years old. Lots of things go POW and KER-THWAMM and CRUUNCHH—full of fun, friendship, jokes and explosions.

In Prehistoric Land, a new theme park, the robots are going haywire. Who's going to run in there and save the guests? The city's local action hero, ACTION DUDE. It's all danger all the time in this, Action Dude's powerful debut!

ABOUT THE CREATOR

Andy Riley writes and draws the Action Dude children's books. He also wrote and drew the King Flashypants book series. He writes extensively for film and TV: his credits include *Gnomeo & Juliet*, *Horrible Histories*, *The Pirates! in an Adventure with Scientists*, *Ron's Gone Wrong*, and the TV adaptations of David Williams' *Gangsta Granny* and *The Boy in the Dress*.

STUDY NOTES

- Read the first page and write a paragraph sharing what you think this book is about. Does the story seem like one you will enjoy? Why or why not?
- Use a dictionary to find the definition of the following words from *Action Dude*. Use each word in a sentence.
 - Incredibly
 - Prehistoric
 - Quadrocopter
 - Opponent
 - Stagger
 - Villain
 - Culprit
 - Rampage.
- Action Dude is 9 years old. Write about something that you did on your 9th (or most recent) birthday.
- Imagine you were a superhero like Action Dude, where would you start your story?
- Books make us think about our own lives and trigger various feelings within us. Quote four things from the story that stood out to you. For each quote, write a feeling, thought or connection you made to your own life experiences.
- You read about Action Dude facing his fears about the spiders, what would have happened if he had not been able to

face his fear?

COMPREHENSION

Chapter 1

- Who is Action Dude? How does he describe himself?
- What is Action Dude afraid of?
- What distracts him from cleaning the shed?

Chapter 2: Gateway to Peril

- Who is Callum Pew?
- Why did the park robots lose control?
- What do the police have that will help get things in order?

Chapter 3: The Monorail to Terror?

- Why did the theme park 'Forbid Androids Realising Truth System'?
- What snack distracts Action Dude?
- Why were the robots circling?

Chapter 4: Massive Opponent?

- What moves does Action Dude use to defeat Deadly Opponent?
- Who is Ruby?
- What does Action Dude tell Callum about fear?

Chapter 5: Deadly Feline

- What creature is Deadly Feline? How is he defeated?
- What trick do they use to control the angry mob?

Chapter 6: PARRRP!

- What does Callum say that PARRRP is?
- What are the two bits of safety advice that Action Dude gives Callum?

Chapter 7: Into the Volcano

- What danger are the friends faced with?
- Who is Jeff Lucas?
- What does Action Dude realise about Jeff Lucas?

Chapter 8: The Pit

- How does Action Dude work out who the real culprit is?
- Why did Callum do what he did?
- What does Action Dude have to face in the pit?

Chapter 9: Rampage

- What does Action Dude do to face his fears?
- How does he get himself out of the pit?
- How does Action Dude defeat Callum?

Chapter 10: Sausages for Tea

- Who do they put in charge of the Prehistoric Park?
- What does Mayor Margolis do to thank Action Dude?