

Teacher Notes

Ultra Violet: Down to Business

Title: Ultra Violet: Down to Business

Author: Cristy Burne

Illustrator: Rebel Challenger

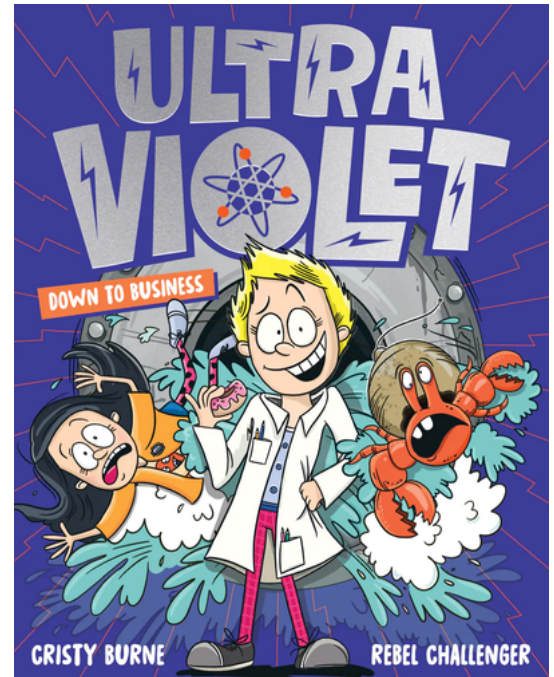
Publisher: Larrikin House

Target age: 7-10 years

Key Curriculum Areas: English, Science, The Arts

Synopsis:

Violet is a science genius. Izzy believes in aliens. Leonardo da Pinchi is a talking crab. Together, they're on a mission to save their school, only, today's the sort of day when ANYTHING could happen (including an outer space invasion and explosions!) It's time to get DOWN TO BUSINESS with some wacky science in a GRAPHIC NOVEL that will leave you sitting on the edge of your (toilet) seat!



About the author:

You'll find award-winning children's author and science writer Cristy Burne balanced precariously on the intersection of story, science, technology and creativity, creating havoc and enthusiasm wherever she goes. Cristy has degrees in biotechnology and science communication and loves all things science and STEAM. She has worked as a garbage analyst and a science circus performer, and once (a long time ago) she (accidentally) exploded sewage on her neighbours. She also loves beans.

About the illustrator:

Rebel is an artist and wildlife carer with a science degree from the time when she wanted to be a park ranger. Alas, the call to colour in was too strong, so now Rebel spends her days designing and drawing, while also continuing to care for animals. Rebel is also a self-confessed chicken lady. See if you can find the chicken she drew in this book just so there would be a chicken in it. The obsession is THAT serious. Rebel thinks beans are OK.

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Reading Activities

Before reading

1. Based on the cover, write three predictions about this book.
2. Discuss: Have you read a graphic novel before? How do graphic novels differ from traditional novels? What do you like/dislike about graphic novels?
3. Identify the following parts of the book: title, author, illustrator, front cover, back cover, spine, blurb.

During reading

1. Violet and Izzy are best friends, but they're very different. As you read, use a Venn diagram to record the characters' similarities and differences.
2. Create a word wall. As you read, add any unfamiliar words from the story.
3. At the end of Chapter 1, discuss how Violet could solve the problem with the school toilets.
4. At the end of Chapter 2, predict where you think the characters are headed.
5. At the end of Chapter 3, Violet says 'On the bright side, things can't get any worse.' Do you think she's right?
6. At the end of Chapter 4, consider which problems or complications from the story have been resolved, and which 'loose ends' still need to be tied up.

After reading

1. Revisit the predictions you made before reading this book. Were your predictions accurate?
2. Discuss: Who was your favourite character? Which character changed the most throughout the story?
3. Discuss: Did you like the story's ending?
4. Write a review of the book. Include a brief description, your opinion and a recommendation of who would enjoy the story.
5. What is going to happen next? Come up with an idea for a sequel to Ultra Violet: Down to Business.

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Go deeper

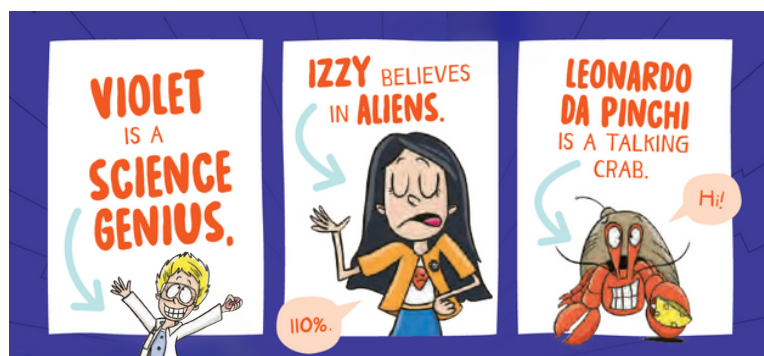
1. Violet believes in facts and data, while Izzy believes in conspiracy theories and mysteries. Draw a scale from Violet (facts and data) to Izzy (mysteries and monsters). Where do you fit on the scale?
2. On page 8, Violet mentions 'Tau Draconis'. Search online to discover what she is referring to.
3. On page 31, Violet explains what 'iterative prototyping' means. Can you think of a time you have used iterative prototyping to test and refine something you have created?
4. On page 6, Violet lists her interests as pyrotechnics, electronics, coding, geology, ecology and inventions. Create a mind map showing how each applies to your own life. For example, coding is used to program tablets, laptops, smartphones and other technology you use.
5. Page 155 includes a list of 'stupid ideas for escaping a subterranean fatberg of doom'. Make your own list of stupid and not-so-stupid escape ideas.
6. On page 184, Violet says 'Science could save your life.' Write a short story inspired by this quote.
7. Research 'fatbergs' then create a multimedia presentation to share your findings. Start by creating a list of focus questions to guide your research and help you organise your ideas. The references page at the end of the book contains some facts and research pointers to get you started.
8. Choose one page and analyse the illustrations:
 - Consider how facial expression and body language help tell the story.
 - How do angles and size affect how you see the characters?
 - Consider what effect the layout has on the reader.
9. Design and conduct an experiment to test how each of these materials breaks down in the sewerage system: toilet paper, tissues, paper towel, newspaper and wipes. You can simulate flushing the materials by shaking each one in a jar of water. Which variables will need to be fixed? How will you test how much each material has broken down?
10. What is the purpose of this text? Does it aim to persuade, entertain or inform the reader?

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Dichotomous Key

Scientists like Violet use dichotomous keys as a tool for identification or classification. Create a dichotomous key to help a user find out which character they are most like: Violet, Izzy or Leonardo da Pinchi?



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The Four Ps

On Page 84, Violet teaches her friends about the four things you can flush down the toilet. Create an informative poster demonstrating what can and can't go in the toilet, and why.

A large, empty rectangular box with a thick black border, intended for students to create an informative poster about what can and cannot be flushed down the toilet.

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Get around Graphics

Match the graphic novel terms with their definitions. Which can you identify in the examples?

panel

gutter

caption

special effects
sounds

emanata

motion lines

speech bubble

thought bubble

close up illustration

wide angle
illustration

Words that represent sounds

Lines that show how a
character is moving

Contains the characters'
thoughts

Icons that show what a
character is thinking

Text that provides
information about a scene

An illustration that shows a
lot of space, ie: a whole room

Each section of image and
text

Contains the characters'
speech

The space between panels

An illustration that focuses
on a character's face



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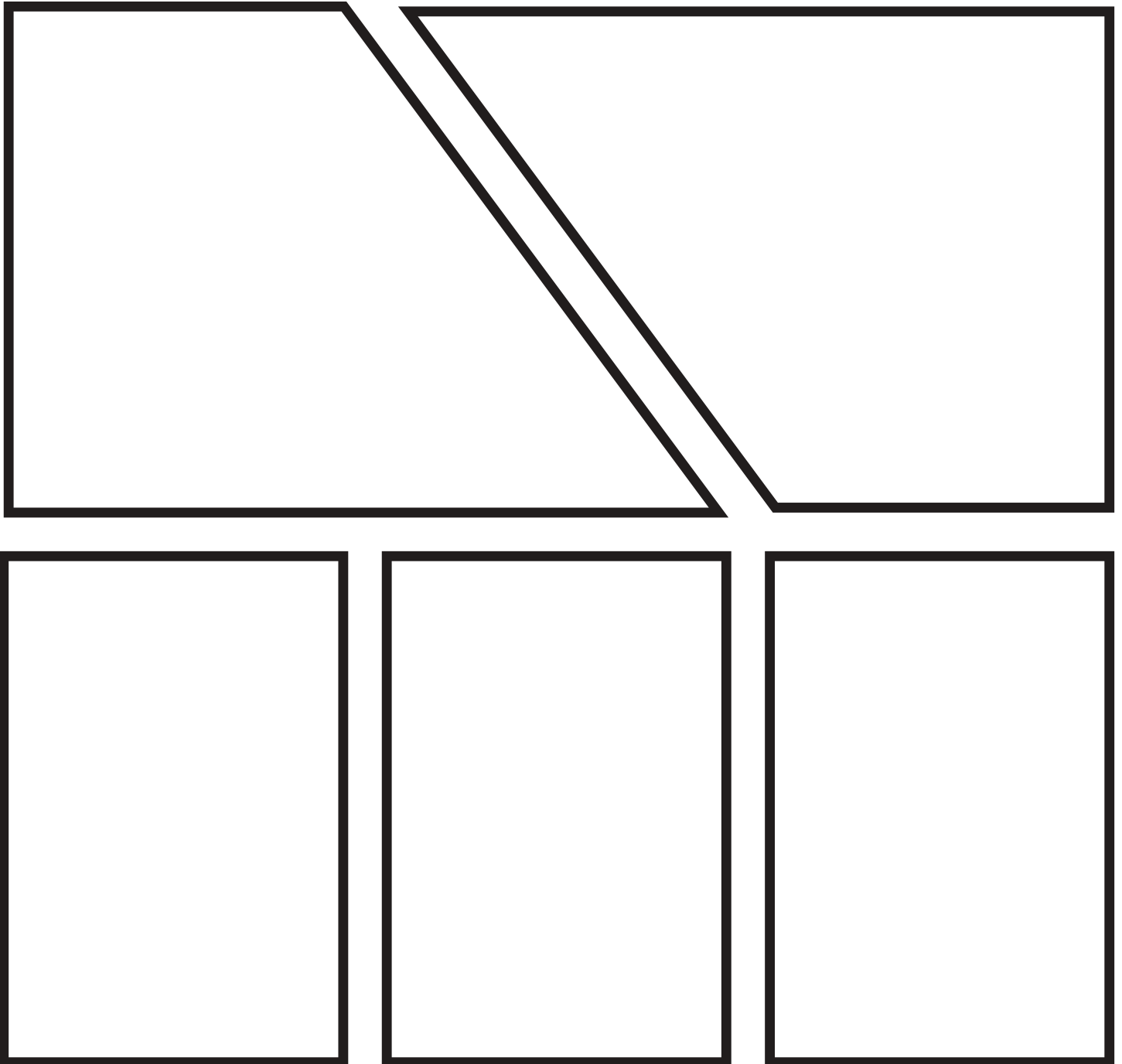
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Create a Comic

Recount an event from your own life in a comic strip. Start by plotting your comic in four parts, then draw and write in each section. Consider how elements such as point-of-view, body language, facial expression, symbols and dialogue can be used to craft an engaging story.



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Australian Curriculum links

The following is a non-exhaustive list of links between the teacher notes and the Australian Curriculum.

Activity	Year 2	Year 3	Year 4	Year 5	General Capabilities/ Cross-curriculum Priorities
Reading Activities	ACELT1589 ACELT1590 ACELA1591	ACELT1569 ACELT1598	ACELT1603 ACELT1604	ACELT1609 ACELT1795	Critical and Creative Thinking
Dig Deeper	ACELA1469 AC SIS038 ACELY1667	ACELA1483 AC SIS054 ACELT1599 ACELY1677	ACELA1496 AC SIS065 ACELT1605 ACELY1689	ACELA1511 AC SIS086 ACELY1700	Critical and Creative Thinking
Dichotomous Key		AC SIS057	AC SIS068	AC SIS90	
The Four Ps	AC SIS042 AC SHE035	AC SIS060 AC SHE051	AC SIS071 AC SHE062	AC SHE081 AC SIS093	Sustainability
Get around Graphics	ACELA1469	ACELA1483	ACELA1496	ACELA1511	
Create a Comic	ACAVAM108	ACELT1601 ACAVAM112	ACELT1607 ACAVAM112		

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