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EJ12: Girl Hero, On the Ball
By Susannah McFarlane

Synopsis

In *On the Ball*, Emma Jacks' boring weekend turns into a great adventure when she receives the call from SHINE to attend a training camp. She meets agents CC12 and KM12, and together they halt the evil plans of SHADOW while learning new skills and training cute puppies. Back home, Emma uses her newly acquired skills to help the girls' soccer team beat the boys.

- **Don't Worry, Be Happy**
Emma's friend Isi is an optimist (page 12). Discuss the characteristics of an optimist. Can you look at life as an optimist?
- **Wing-ding-a-ling**
A font is a type, size and style of lettering. EJ12 has to crack a code using the Wingding font (page 20). Write your own secret message on a computer using the wingding font. Share your message with the members of your discussion group to crack.
- **Odd One Out**
At training camp, EJ and her under-twelve division friends have to find a series of objects that don't belong (page 50). Invent your own game where others have to work out what doesn't belong. The game may include naming, writing, drawing or finding objects. Share your game with your discussion group.
- **Tree House Design**
The under-twelve girls find a tree house lookout being used by a SHADOW spy. Design and label your own tree house design. Include trapdoors, slides, secret rooms and other spy equipment.
- **Dots and Dashes**
EJ12 has to crack a code using Morse code (page 84). Find a copy of Morse code and in a darkened room, use a flashlight to send messages back and forth to others in your discussion group. You can start by flashing the letters of your names.
- **Timetable**
Write a timetable for a fun day at a school or summer camp. Plan activities, meal times, free time, games and bedtime.