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EJ12: Girl Hero, In the Dark
By Susannah McFarlane

Synopsis

EJ12's mission in *In the Dark* is to find her way underground in the dark, and work out how to stop SHADOW turning the lights out on the SHINE power supply. She must overcome her fear of the dark to stop the threat SHINE is facing. At home, Emma Jacks faces her fear of Hannah's spooky slumber party.

- **Party Games**

The girls are planning to play "murder in the dark" at Hannah's slumber party (page 20). Create a procedure for how to play "murder in the dark," including "what you will need" and "what to do."

- **Braille**

When EJ receives the secret code from SHINE she discovers it is in Braille (page 32). Using books and the Internet, learn more about Braille as a form of communication. Who invented it, why, when and where, and what is the Braille alphabet? Write and solve your own messages in Braille.

- **Charm**

The letters CHARM are an acronym for Clever Hidden Accessories with Release Mechanism (page 48). What are acronyms and acrostic poems? Create your own acrostic words and meanings and make up an acrostic poem about SHINE or SHADOW.

- **Words of Encouragement**

On page 47, A1 tells EJ to not "let your imagination run away from you." She also tells EJ the motto, "Shine a light on your fears." What other words of encouragement can you come up with for friends who might be anxious or scared about different things?

- **Solar Power**

Solar power is a theme in *In the Dark*. Research how solar power works. What are the benefits, costs, advantages and disadvantages of using solar power. List places where you've seen solar panels and power used.