



TEACHERS' RESOURCES

RECOMMENDED FOR

Mid primary
(Ages 7–11; years 3 to 6)

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KEY CURRICULUM AREAS

- **Learning areas:** English
- **General capabilities:** Literacy; Critical and Creative Thinking

REASONS FOR STUDYING THIS BOOK

- Exploring a new genre (interactive adventures)
- Encouraging reluctant readers

THEMES

- Choice
- Consequence
- Adventure
- Survival

PREPARED BY

George Ivanoff and Penguin Random House Australia

PUBLICATION DETAILS

See order form on final page

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You Choose George Ivanoff

SERIES SYNOPSIS

You Choose is a series of interactive novels for the highly adventurous.

Each book contains a range of possible endings and story combinations that will leave the reader wanting more. The stories feature elements from a variety of

genres, including action, adventure, fantasy and ghost stories.

ABOUT THE AUTHOR

George Ivanoff is an author and stay-at-home dad residing in Melbourne. He has written over 70 books for kids and teens, including the Gamers trilogy. He has books on both the Victorian and NSW Premier's Reading Challenge lists, and he has won a couple of awards that no one has heard of. George drinks too much coffee, eats too much chocolate and watches too much Doctor Who.

www.georgeivanoff.com.au

AUTHOR'S INSPIRATION

George Ivanoff says:

As a teenager in the 1980s I loved reading interactive books, like the old Choose Your Own Adventure novels. The idea that I, as a reader, could make choices that influenced the outcome of a story was mind-blowing. And the ability to re-read the story with a different outcome felt amazing. In fact, I was obsessed with discovering every possible path through an interactive adventure —my fingers precariously fanned out through the pages, bookmarking the significant spots, so that I could backtrack.

As an adult, I've been writing professionally since 1999. One of the joys of being an author is creating the sorts of things that have entertained and inspired me over the years. I'm a science fiction and fantasy fan, so a lot of what I write fits into those genres. I'm a little bit obsessed with a television series called Doctor Who (I'm sure you're probably heard of it. Haven't you?) I've written about the series for numerous pop culture books and even had the chance to write a short story for an official Doctor Who book.

So, writing a series of interactive books, just like the ones I used to love reading when I was younger, was something that got me really excited. It's been a wonderful opportunity to revisit this childhood love and craft all sorts of fun stories.

The stories that I've written have simply popped into my head as being particularly suited to the interactive format. Then it's been a matter of creating interesting ways through those stories. The Treasure of Dead Man's Cove is a search for pirate treasure, with maps and traps, dead ends and false hopes, fabulous wealth and certain doom, with a liberal dose of grisly consequences.

In the end, the thing that has inspired me and maintained my interest over multiple books is FUN! They are fun to write! They are fun to read! I hope you enjoy them.

ENGLISH CURRICULUM LINKS

Language:

- **Text structure and organisation:** The text structure of the book, which is made up of alternate paths and story routes in a non-linear style, is very different to the normal narrative structure of a work of fiction. This provides an opportunity for students to understand that texts can take many forms.
- **Expressing and developing ideas:** The short sentences and lines of dialogue in the books, which have been used to create a sense of action and urgency, provide an opportunity for students to recognise the various ways sentences can be used to express ideas. The icons/images that feature recurrently throughout each book also allow students to explore how words and images interact to create meaning in stories.

Literature:

- **Literature and context:** The highly imaginative and unrealistic nature of the books provide an opportunity for students to recognise that texts are created by authors who tell stories and share experiences that may be similar or different to students' own experiences.
- **Responding to literature:** The variety of choices presented to the reader in the books provides an opportunity for students to share feelings and thoughts about the events and characters in texts. This allows a platform for class discussions in which students identify favourite stories, authors and illustrators.
- **Examining literature:** The range of structural and literary devices employed in the books, such as second-person narrative, direct questions to the reader, rhetorical questions, heavy use of both dialogue and interior monologue, fast-paced chains of events and multiple endings provide students the opportunity to identify key features of the text. This also enables students to recognise some different types of literary texts and identify characteristic features of literary texts, for example beginnings and endings of traditional texts.

Literacy:

- **Creating texts:** The short chapters and multiple path options in the books provide an opportunity for students to create their own possible endings, scenarios and texts in a similar style.
- **Interpreting, analysing, evaluating:** As an example of a highly imaginative text, the books provide an opportunity for students to identify the



differences between imaginative and informative texts.

- **Interacting with others:** The short chapters and fast-paced action and dialogue in the books provide an opportunity for students to deliver short oral presentations to peers, using appropriate voice levels, articulation, body language, gestures and eye contact. This also allows students to listen to and respond orally to texts.

DISCUSSION POINTS

Story structure:

The You Choose books have a very different structure to a normal story, which has a clear beginning, middle and end.

- How would you start to plan out a story like this?
- Would you need to draw a map or plan? (at the end of the notes is an example of a route map for You Choose 3 and the author's storyboards for You Choose 3 and 4).

Decision making process:

The reader is faced with numerous decisions in the You Choose books, which highlight the fact that one small decision can bring about vastly different outcomes and consequences.

- What does the word 'consequence' mean?
- What are some big decisions you have to make in life?
- What are some decisions you face every day?
- Do you make some decisions without even thinking about them?

- Have you made a decision that you later regretted?
- Have you made a decision that turned out for the best?

Genre:

The You Choose books fall into a variety of different genres – adventure, action, fantasy, ghost story.

- What does the word 'genre' mean?
- What are some of the key elements in a story that tell you what genre it belongs to?
- By looking at the cover of the You Choose books, can you guess which genre they would belong to?
- Can you think of some other genres? For example, if a book or movie is funny, it is labelled a comedy.

Second-person narrative:

The You Choose books are written in second-person perspective. Most other books you will read are written in either first or third person.

- What do the literary terms 'first person', 'second person' and 'third person' mean?
- What sort of words could help identify in which perspective a story is written? For example, if a story is written in first person, phrases like 'I did this; I saw this' will be used.
- When you read the You Choose books, in what way does the author make you feel as though you are a character in the story? Does it make you feel more involved in the action than other books?



WORKSHEET: ANTONYMS

In the *You Choose* books there are a lot of opposite endings – for example, something good happens if you choose one path, but something bad happens if you choose the other path.

An antonym is a word opposite in meaning to another (e.g. good and bad).

Work out the antonyms of these words:

Word	Antonym
GOOD	E.G. BAD
LIFE	
RICH	
REAL	
DARK	
STRANGE	
OLD	
WEAK	
BORING	
SHOUT	
VANISH	



WORKSHEET: WORD SEARCH

G	E	O	R	G	E	I	V	A	N	O	F	F	O	Z
L	F	Z	C	I	E	J	D	F	Z	Z	L	S	K	M
N	O	L	A	R	E	E	Y	D	F	D	Z	Y	A	G
T	R	E	A	S	U	R	E	Z	O	M	O	Y	N	R
J	B	N	F	B	L	T	D	O	I	U	H	I	U	L
U	M	P	O	R	O	W	M	Q	C	E	T	I	W	F
C	L	M	M	E	O	Z	N	H	M	N	F	T	R	Q
L	G	H	N	L	H	N	O	Q	U	A	M	F	Z	G
N	D	M	E	Q	C	O	S	A	T	L	Z	L	T	Y
E	G	M	W	K	S	J	H	X	Y	H	Z	E	U	F
U	R	J	D	E	A	D	M	A	N	S	C	O	V	E
Z	O	S	P	O	O	K	H	O	U	S	E	I	X	K
L	F	R	H	K	N	M	H	Q	H	W	D	Z	E	R
I	I	Z	X	Y	C	I	G	A	M	H	D	Y	V	G
E	R	E	V	C	A	Z	E	D	Z	E	U	Y	S	D

Can you find these words?

DEAD MAN'S COVE

MAZE

DOOM

SCHOOL

GEORGE IVANOFF

SPOOK HOUSE

HAUNTING

TREASURE

MAGIC

YOU CHOOSE

MAYHEM



ORDER FORM

TITLE	AUTHOR	ISBN	SCHOOL YEAR	RRP	QUANTITY	TOTAL
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