



Ninja Kid

Author: Anh Do

Illustrator: Jeremy Ley

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Synopsis:

Nelson's a nerd!

Unfit, uncool...totally awkward!

But when he wakes up on his tenth birthday, he discovers he's a NINJA!

THE LAST NINJA ON EARTH!

How's he going to save the world when he can't even get his undies on the right way?!

With the help of Grandma's inventions and his wild cousin Kenny, can Nelson master his new ninja skills AND save Duck Creek?

Author Bio:

Anh Do nearly didn't make it to Australia. His entire family came close to losing their lives as they escaped from war-torn Vietnam in an overcrowded boat. It was a dangerous journey, with murderous pirates and terrifying storms, but they managed to survive. Life in suburban Australia was also hard for a small boy with no English and funny lunches. But there was a loving extended family, lots of friends, and always something to laugh about for Anh, his brother Khoa and their sister Tram. And eventually for a young Anh, who tried hard to see the bright side of life no matter what the difficulty, there was triumph.

Illustrator Bio:

Art is Life.

Life is a Cartoon.

Jeremy Ley traveled a lot when he was a little boy. Europe, Asia, America... basically wherever his parents went. Alone and an only child he had to come up with his own friends. That's when he started to draw.

Yadda, yadda, yadda... and here he is now.

Jeremy has directed a short animation, illustrated children's books, animated flip-books for the footy, storyboarded Macbeth, drawn concepts for TV commercials, coloured in a 9 metre interactive Elf display, made a bunch of t-shirts and drawn a heap of cartoons.

<http://jeremyley.com/>

Curriculum links:

English Year 3 – Creating Literature [ACELT1601](#)

Design and Technologies Processes and Production Skills Year 3 and 4

English Year 3 – Creating Literature [ACELT1601](#)

Create imaginative texts based on characters, settings and events from students' own and other cultures using visual features, for example perspective, distance and angle

drawing on literary texts read, viewed and listened to for inspiration and ideas, appropriating language to create mood and characterisation

- If you could wake up one morning with one superpower what would it be?
- Write 'a day in the life' story about what it would be like to have that superpower
- Why did you choose that particular superpower.

Innovating on texts read, viewed and listened to by changing the point of view, revising an ending or creating a sequel

At the end of the novel there is a big twist.

With this plot twist in mind, what do you think will happen in Book 2?

Write the first chapter of Book 2

Design and Technologies Processes and Production Skills Year 3 and 4 [ACTDEP015](#)

Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques (ACTDEP015 - Scootle)

Nelson's Grandma Pat is a great inventor, but some of her inventions have a few glitches.

Examples of her inventions include:

- Solar Powered running shoes – on sunny days these shoes can help you run really fast, but when the clouds block the sun the shoes go backwards.
- Motorized bike that runs on bananas – makes monkeys chase you down the street
- Microwave clothes dryer that dries clothes in 10 seconds – occasionally shrinks the clothes

Ask students to think of their own invention. It can be as whacky and improbable as they like, but they have to be able to create a design for it, explain what it does and how it would work.

As part of the design plan, think of possible pitfalls (ie solar powered shoes that malfunction when there's no sun) and factor this into their design.

Students present their design to the class.