



TEACHERS' RESOURCES

RECOMMENDED FOR

Upper primary (ages 9–11; years 3 to 6)

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KEY CURRICULUM AREAS

- **Learning areas:** English, Science, Humanities and Social Sciences, Technologies
- **General capabilities:** Literacy, Critical and Creative Thinking, Personal and Social Capability, Ethical Understanding

REASONS FOR STUDYING THIS BOOK

- Enjoying science fiction and fantasy stories
- Contemplating important social issues

THEMES

- Diversity
- Individuality
- Co-operation
- Not judging others
- Ethics in science

PREPARED BY

Penguin Random House Australia and George Ivanoff

PUBLICATION DETAILS

OTHER WORLDS 1: Perfect World

9780143786191 (paperback);

9780143786207 (ebook)

OTHER WORLDS 2: Beast World

9780143786214 (paperback);

9780143786221 (ebook)

OTHER WORLDS 3: Game World

9780143786238 (paperback);

9780143786245 (ebook)

OTHER WORLDS 4: Dark World

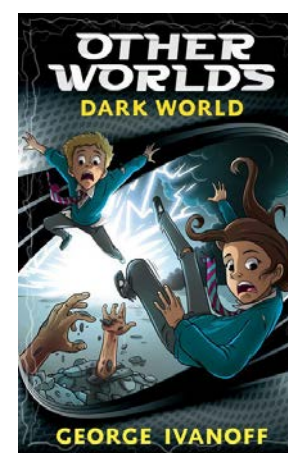
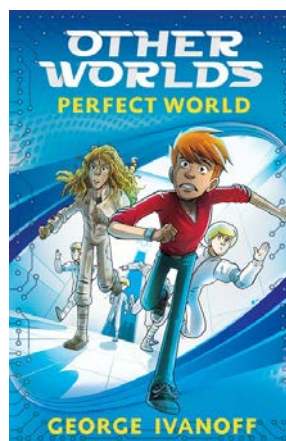
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OTHER WORLDS

George Ivanoff

PLOT SUMMARY

*Find the Key! Open the Doorway! Enter the Other World!
An exciting new series from the author of You Choose.*

OTHER WORLDS 1: Perfect World

Keagan finds a key . . .

It opens a doorway . . .

He steps through . . .

Into a weird world of clones who are obsessed with perfection. But this world isn't as perfect as it seems. Keagan is determined to return home – all he has to do is find a way out of the city, survive the Dumping Ground and outsmart a bunch of rogue clones!

Will Keagan escape Perfect World?

OTHER WORLDS 2: Beast World

Xandra finds a key . . .
 It opens a doorway . . .
 She and her brother are sucked through . . .

Into a crazy world that looks like steampunk London. Except in this world there are no humans – only animals. Xandra and Lex encounter rhino police, armadillo housekeeping staff, rodent inventors and even a lion on the throne. Here humans are the endangered species!

Will Xandra and Lex survive Beast World?

OTHER WORLDS 3: Game World

Hall finds a key . . .
 It opens a doorway . . .
 He is transported . . .

Into a strange virtual reality – part of a game world where humans are battling computers for survival! In this world, human imagination is everything and can even save your life. Hall must use all his game-geek knowledge to tell reality from virtual reality and find a way home.

Will Hall play his way out of Game World?

OTHER WORLDS 4: Dark World

Newt and Rowan find a key . . .
 It opens a doorway . . .
 They dive through . . .

Into a scary world ravaged by the Darkness. Buildings are just piles of rubble and among the debris are zombie-like humans! Newt and Rowan are desperate to escape, until they stumble upon something much more sinister. There is evil in this world – and it won't stop until everything has been destroyed.

Will Newt and Rowan stop the evil in Dark World?

ABOUT THE AUTHOR

George Ivanoff is a Melbourne author who's written more than 100 books for kids and teens, including the interactive *You Choose* series, the RFDS adventures and the OTHER WORLDS series.

As a child, George loved reading interactive books, where he got to make decisions about the direction of the story. He has had more fun plotting and writing the *You Choose* books than pretty much anything else. And writing the RFDS adventures has opened his eyes to the amazing work done by the Royal Flying Doctor Service. With OTHER WORLDS George has ventured into the realms of science fiction and fantasy, two of

his favourite genres, in order to tell stories about ordinary kids facing extraordinary circumstances.

George's books and stories have been shortlisted for numerous awards and he is thrilled that *You Choose: The Treasure of Dead Man's Cove* won the 2015 YABBA for Fiction for Younger Readers.

George drinks too much coffee, eats too much chocolate and watches too much Doctor Who. He has one wife, two children and an uncontrollable imagination.

AUTHOR'S INSPIRATION

George says:

I've been a long-time fan of portal fiction – stories that, through the use of a portal, transport ordinary people into extraordinary worlds. These worlds are sometimes similar to our own, with key points of divergence, sometimes bizarrely different. Books like CS Lewis's *Narnia* series or *His Dark Materials* by Philip Pullman, and television shows like *Sliders*, have taken audiences on splendid adventures between worlds. Now, finally, I get the chance to play with portals and other worlds.

Another inspiration was the desire to write a series in which the books could be read as stand-alone stories. This would allow me to give each book an individual feel. So I decided that each one would feature a new set of characters and a completely different world. *Perfect World* is straight science fiction with a serious message about our own world. *Beast World* is steampunk fantasy. *Game World* is adventure sci-fi. *Dark World* mixes science fiction and fantasy with a dash of horror. But every story begins with a kid finding a key that opens a doorway into another world. So there is a pattern to the books, which gives the sense of being part of a greater whole, but individual stories so that each book can be read on its own. Having said all that, I did want to provide some sort of reward for those readers who did read all the books. So in each one there is an epilogue, separate from the main story, to tantalize readers with a mystery that doesn't get solved until the fourth book.

It was also important for me to write a series that would appeal to both girls and boys. In addition to making sure there was a balance of male and female characters in each book, I decided to alternate the gender of the main point of view character from book to book; with the secondary character being the opposite gender. So each book has a prominent boy character and a prominent girl character.



KEY THEMES

Diversity

This theme runs through the books, sometimes in the background (as with *Game World*), sometimes more overtly (as with *Perfect World* and *Beast World*).

In *Perfect World*, Keagan visits a city full of perfect identical clones. In this society, there is no diversity and no tolerance of anyone who is different. In order to avoid disaster, Keagan needs to teach them about diversity and difference, and how it is actually a strength rather than a weakness.

Quote:

- 'You are so very different from the rest of us. That difference may be able to show others the way.'
(p.93)

In *Beast World*, Xandra has muscular dystrophy and is in a wheelchair. But this is not presented as a weakness. Despite her disability, Xandra is a strong and capable human being. In the strange world of talking animals that she visits, she meets a lion Queen who is struggling with her own disability; and Xandra must convince her that her disability is not a weakness and does not define her.

Quotes:

- 'The Queen refuses to show weakness in public,' whispered Archie. 'Most people don't even know of her . . . her condition. She prefers to keep it that way. The only reason I know is because Lord Edwin told me.'
- 'A disability doesn't have to be a weakness,' insisted Xandra, voice rising. (p.163)
- A sudden rush of anger surged through Xandra and she strode to the Queen's side. 'You are not weak,' she insisted. There was fire in her eyes as she implored the Queen. 'You are not your disability.'
(p.184)

The theme of diversity is carried on through the ethnic background of the characters in *Game World*. There is a character with a Vietnamese background, Nguyen Thi Bian, and a character with an implied Indian background, Field Marshal Maheera.

Individuality

Connected with the theme of diversity, the importance of individuality and being who you really are features strongly in these books. It is particularly evident in *Game World*, where both Hall and Bian hide who they really are behind their game avatars. Over the course of the book, they begin to not only accept who they are, but to actually like who they are.

Quote

- 'I do want to be me,' declared Bian. 'Even if it's not what others expect. Even if it's not what my parents want me to be. I'm Nguyen Thi Bian. Yes, I do have short hair and boys clothes. Yes, I'm interested in computers and games. But that is me! I am Nguyen Thi Bian. And I am proud of who I am.'

'Me too,' said Hall. 'I'm Hall Gatwick. I'm short and I'm podgy and I'm not good looking or strong. But I'm me. And I like who I am.' (p. 186-187)

Co-operation

The theme of co-operation runs through all four books, with each of the main characters needing to work with others to solve problems. This is most explicit in *Game Word*, when Hall discovers that in order to win the games he is being forced to play, he needs to co-operate with his opponent rather than fight them.

Quote:

- 'Think about it,' said Hall. 'No one's ever gotten to this level before. And how did we get here? By not killing each other. I won, but spared your life, and we both levelled up. Then you won but didn't kill me, and we both levelled up again. This isn't a combat game. None of them are.'

Bian relaxed her arm, the sword moving back from Hall. 'So what is it?'

'I'm not sure,' admitted Hall. 'A game about cooperation? Teamwork? Compassion, maybe?'
(p.152)

Not judging others

Linking with the theme of co-operation is the idea that people should not be quick to judge others. This is most explicit in *Dark World*, where the two main characters, Newt and Rowan, dislike each other and have preconceptions of what the other is like. Over the course of the story, they learn to co-operate, to discard their preconceptions and even like each other.

Quotes:

- Newton did not like Rowan. And she was pretty sure that he didn't like her either. The two of them were so different, in every way imaginable, that their mutual dislike wasn't a surprise to anyone – least of all Newton. (p.4)
- Newt couldn't quite believe how far the two of them had come. *From hating each other, we've gone to saving the world, to giving each other presents.*
(p.179)



Ethics in science

Dark World has a strong focus on the necessity for ethics in science. It is illustrated through the character of Dr Bloom, a scientist who believes that the end justifies the means. This is countered through the character of Newt, whose parents are science teachers.

Quotes:

- 'Oh my, you are naive, aren't you,' responded Dr Bloom. 'Multiverse research is my pet project – what I'm really interested in. But there's no money in it. Not yet anyway. If you want to make science pay, there's no better way to do it than with a nice, fat government weapons contract.'
- 'What? No. You mean? What?' Newt struggled to get her words out. 'What about ethics?'
- 'Ethics are an impediment to research,' said Dr Bloom, (p.82)
- 'My parents are both science teachers at university,' continued Newt. 'And my mum lectures in the Ethics of Science. The idea that scientists should be responsible for what they do. That they should consider the dangers of experiments. That science should be for the good of the human race.' (p.102)

ACTIVITIES

Creative Writing

Ask each student to pick one of the OTHER WORLDS books and then imagine themselves being thrown into the world of the book. Now ask them to write a couple of paragraphs describing how they would react and respond to this world.

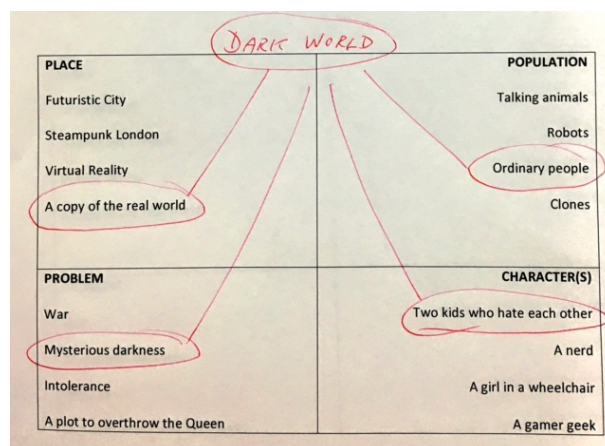
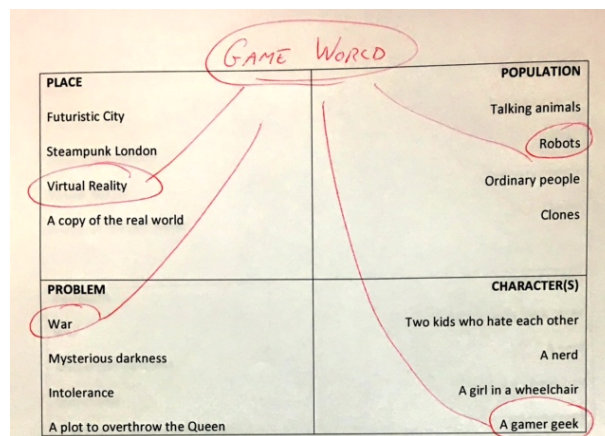
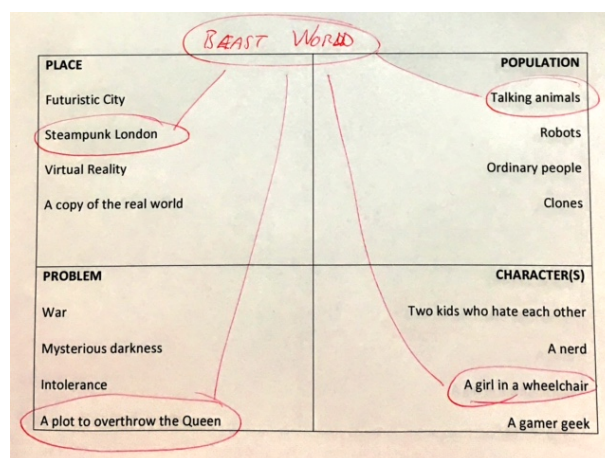
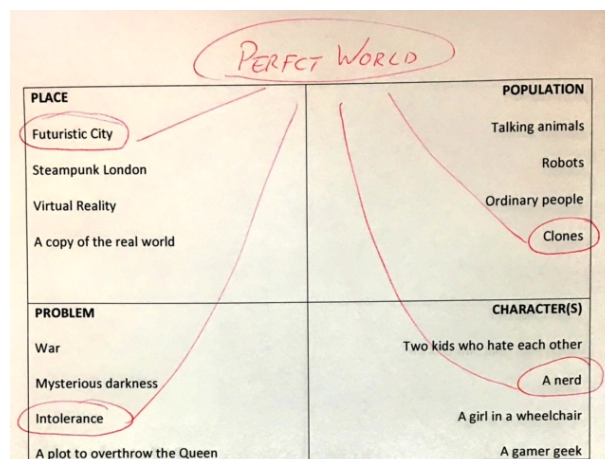
Story Ideas and Mind Mapping

Mind mapping can be a powerful tool for creating stories. In this activity, the class can use mind mapping to plan out an idea for their own OTHER WORLDS story.

There are four things to consider . . .

1. Place: The physical location of the other world.
2. Population: What type of people or creatures are living in this world.
3. Problem: Each world must have a problem which needs to be solved.
4. Character(s): The ordinary person/people, who will travel to this other world and solve its problem

Ask students to suggest ideas for each of these headings, and create four lists. Then look through the lists and links up the ideas that might work well together in a story. See following examples.



FURTHER READING FROM PENGUIN RANDOM HOUSE AUSTRALIA



You Choose 1: The Treasure of Dead Man's Cove
by George Ivanoff

Why this story? Read it as another example of George Ivanoff's writing and to escape to exciting new worlds!

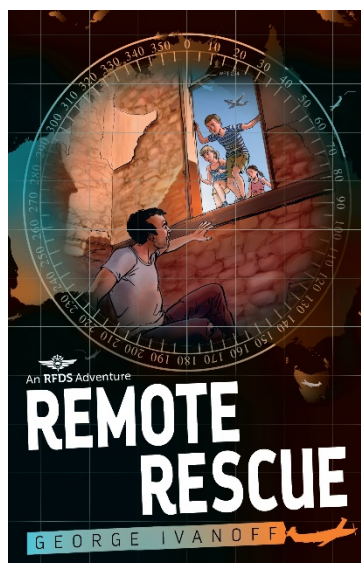
YOU CHOOSE . . .

Wealth beyond your wildest dreams or deadly pirate's curse!

You find an old map while holidaying in a secluded seaside town. It is said to have belonged to the fiercest pirate of them all – One-Eyed William, who was buried with his treasure. Could it be real, or is it someone's idea of a joke? You set off to follow the map to find out . . .

Will you uncover the treasure of Dead Man's Cove, or will you be destined for doom?

Teachers' resources available.



Royal Flying Doctor Service 1: Remote Rescue
by George Ivanoff

Why this story? Another example of George Ivanoff's writing.

An isolated location and last-minute complications put this rescue in danger!

Sam, Dawson and Emma are taking a road trip with their dad along the dusty Oodnadatta Track. They stop at Farina, an old ghost town full of crumbling buildings – perfect for a game of tip. But as they run through the ruins, their dad seriously injures his leg and it's up to the kids to find help. They manage to call the Royal Flying Doctor Service, but the situation is so bad it's up to Dawson to administer first aid to his dad until the aeromedical retrieval team arrives.

Teachers' resources available.



10 Futures
by Michael Pryor

Why this story? Read it as another example of speculative fiction.

Sam and Tara. Best friends in a future when artificial intelligence organises our lives, and micropets are the latest craze. Best friends when rationing means cold showers and no internet. Best friends when genetic matching makes asking a girl on a date a minefield of epic proportions.

But will they still be best friends in a future when plague wipes out most of humanity? Or a future when the Inquisitor asks Sam to choose one betrayal over another?

Michael Pryor, one of Australia's best authors of speculative fiction, imagines what our next 100 years might be like. Utopia or dystopia? Miracle or catastrophe? Whatever might happen, it's just around the corner. Which future will be yours?

Teachers' resources available.



WORKSHEET: *OTHER* OTHER WORLDS

There are four books so far in the OTHER WORLDS series and four very different worlds. Can you come up with ideas and titles for four more worlds? For each world you create, start by doing a mind map as explained earlier in the notes. Then, in paragraph form, write a short description about the world.

Book title	About the world



WORKSHEET: TELL ME YOUR STORY

At the end of *OTHER WORLDS 1: Perfect World* Keagan creates a website dedicated to letting people know about the existence of 'other worlds' and encouraging people to share their stories if they have also entered a doorway to another world. Pretend you have experienced another world and write an email to Keagan describing your journey. You can use one of the worlds from the books, or one from your imagination.

To: keagan@otherworlds.net.au

From: _____

Subject: My OTHER WORLDS story



WORKSHEET: DESIGN YOUR WORLD

Each of the OTHER WORLDS books feature a different design elements for the chapter headings. These designs correspond to the world of the book. For example, computer-looking elements have been used for *Perfect World* as that links to the technology of that world. Choose a fictional other world and come up with your own design for the chapter headings.

Perfect World:



Beast World:



Game World:



Dark World:



Name of the world: _____

CHAPTER 1



ORDER FORM

TITLE	AUTHOR	ISBN	SCHOOL YEAR	RRP	QTY	TOTAL
OTHER WORLDS 1: Perfect World	George Ivanoff	9780143786191	3-6	\$14.99		
OTHER WORLDS 2: Beast World	George Ivanoff	9780143786214	3-6	\$14.99		
OTHER WORLDS 3: Game World	George Ivanoff	9780143786238	3-6	\$14.99		
OTHER WORLDS 4: Dark World	George Ivanoff	9780143786252	3-6	\$14.99		
TOTAL						

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