



BOUNCED

TALK ABOUT IT

1. Why does Duncan say he's "not a brainer" like his friends CC and Zal? Does that mean he's not smart? What is he good at?
2. If you got a fifteen-thousand-dollar reward for helping solve a crime, what would you do with the money?
3. Aunt Jenn thinks going to a private school is better than going to a regular one. What do you think and why? What does Duncan want?
4. What animal makes the best pet? What animal would make the worst pet? Explain your choices.
5. Aunt Jenn broke the law to get money for Duncan's school fees. Suggest some reasons why her choice was bad. Could it ever be right to tell a lie or break the law? Why or why not? Give an example.
6. At the end of the story, why does Duncan not visit Aunt Jenn right away?
7. Why does Duncan decide to call Lamar Del Ray, Marty? Do you think he'll ever call him anything else?

GET CREATIVE

1. Can you design or make a snake catcher like the one Duncan describes on page 84? (Hint: you have to make a hole in one side of the pipe, near one end.)
2. Design a cool terrarium set-up for a chameleon.
3. What would you do or use to make a convincing disguise for yourself? Draw it out.

WRITE IT

1. It's your turn to answer the Studies Institute essay question that Duncan believes got him in: How would you survive a zombie apocalypse?
2. Pick up one of Duncan's discarded story beginnings (Appendix Two, page 161) and continue with the story from there. (Note the whole plot is on page 16.)
3. Choose a dramatic scene from anywhere in the book (for instance, the first bank robbery or the caiman capture) and write it from the point of view of another character (not Duncan) who is there.
4. Write a newspaper report defending Aunt Jenn's motivation, under the headline "What Mother Wouldn't?"
5. Duncan gets the idea for his Nick Storm mystery when he hears the broom handle hit the ground. Pick another everyday object and write or draw how it could become a perfect place to hide stolen loot.

ACT IT

1. Act out a video of trying to cross the border with fifty turtles in your pants.
2. Script or film an exciting book trailer for *Bounced*.
3. Film one of Duncan's story beginnings (Appendix Two). The whole plot is on page 16.

