



## Text:

# TODAY

### Operation Gadget Man By Malorie Blackman



Plot: (to support the teaching sequence)	Beans calls her dad “Gadgetman” because of the weird and wonderful gadgets he comes up with – from exploding biscuits to Spy Kits. But when Gadgetman goes missing shortly after inventing a machine that accidentally takes money from the bank’s cash machine and could be used to steal millions of pounds, Beans knows that something is wrong and she must be the one to solve the clues and find her dad.			
	With the help of her two best friends, Ann and Louisa, and Dad’s spy kit, Beans cracks the code in a letter left behind by dad and hunts for clues to investigate her dad’s mysterious disappearance. When two detectives turn up at the house asking more questions about dad’s invention than his disappearance, Beans realises that she may be the only one interested enough to find her dad.			
	After scouring the house for clues and finger prints, her search takes her to the Building Society where dad’s machine accidentally withdrew the money. There she meets Lucas Moynahan whom she starts to suspect is somehow involved and knows more than he lets on. It’s not until she notices him drumming fingers, a habit that she has seen before that she begins to piece things together.			
	With Ann waiting to follow Lucas as he leaves work, Beans and Louisa look up Lucas’ address and telephone number in the phone directory and Beans makes a call to the kidnapper who becomes suspicious so she hangs up. Feeling that the police may not be so helpful afterall, instead of calling for help, the trio head to his house down a secluded lane but Beans comes close to being caught. Back safely at home, they receive a visit from the detectives once more, hoping for new information on the Induction Oscillator and its whereabouts. Beans siezes her chance for the proof she needs – a finger print to match one taken from the house after dad’s disappearance – and it confirms she is right. The ‘detectives’ are actually the kidnappers... and they’ve overheard Beans revealing it all to her friends! Luckily dad’s latest invention (exploding dog biscuits), and the irate neighbour at the end of his tether with the noisy missiles, save the day.			
	The ‘detectives’ are arrested and Dad is found. At last, he can safely return home to Beans.			
Genre:	Narrative - Thriller, adventure, mystery		Tense:	Past tense - the story describes events that have already happened.
Structure:	<p><b>Thrillers</b> are characterised by their focus on creating suspense, excitement and anticipation in the audience. They often feature high-stakes situations, unexpected twists, and a sense of danger, keeping the reader on the edge of their seat. Their ultimate goal is to evoke strong emotional responses through suspense and tension, rather than fear or violence. The plot involves suspenseful twists, a focus on problem-solving and a race against time.</p> <p><b>Adventure</b> stories are characterised by thrilling journeys, quests, and encounters with danger and excitement. The book includes a wacky invention and exciting escapades as Beans and her friends track down the culprits. The book is also full of humour and warmth.</p> <p><b>Mystery</b> books often follow a crime from the moment it is comment until it is solved. They are often referred to as “whodunnits” because</p>		Theme/s:	<p><b>Family</b> – The story heavily features the strong bond between Beans and her eccentric father. Her determination to rescue him highlights the depth of their relationship and her loyalty.</p> <p><b>Friendship</b> – The story focuses on Beans and her friends using their wits and gadgets to rescue her kidnapped father. Highlighting themes of bravery, resourcefulness, and the importance of teamwork. Beans relies on her close friends and knows that they will help her in her quest, no matter what, even when the police seem to be of no help.</p> <p><b>Problem-solving and ingenuity</b> – Beans and her friends use their wits and the “Gadgetman spy Kit” to navigate the dangerous situation, highlighting the theme of resourcefulness.</p> <p><b>Consequences of Invention</b> – The narrative touches on social themes through the portrayal of Gadgetman’s inventions and the potential misuse of technology. It explores the potential negative impacts of technological</p>

	they turn the reader into a detective trying to figure out what has happened.		advancement as the invention falls into the wrong hands, leading to dad's kidnapping.
<b>Familiarity of content:</b>	Beans is a regular school-aged girl, apart from the fact that her dad with whom she lives, is an inventor for a living.	<b>Perspective :</b>	Third person narrative using pronouns like “he,” “she,” and “they” to refer to the characters.
<b>Other language choices:</b>	<p><b>Typographical</b> effects are often employed by the author especially in the opening chapter as the story begins mid-action with dad's latest invention exploding across the garden. <u>Capitalisation</u> for emphasising loud noises such as KER-BOOOM! and to indicate exasperation or urgency e.g. when Beans shouts “DAD...!” as he keeps them waiting or “ANN, DON'T YOU DARE TOUCH THAT GLASS!” when she reaches for the evidence. <u>Italics</u> are used to emphasise and draw attention to certain words “I <i>have</i> told you this before” and to indicate internal thoughts “...they obviously <i>weren't</i> going to take their finger off...” and “<i>burned</i> to speak”. <u>Ellipses</u> in characters' speech shows a pause, an omission of words to create a sense of trailing off, or suspense, or an incomplete expression of thought due to interruption (e.g. “Er...Beans, couldn't you...” and Beans cuts him off with “Sorry! No can do!”</p> <p><b>Onomatopoeia</b> is used for the exploding biscuits sound-effects and the ringing of a doorbell PRINNNNNG!</p> <p><b>Dialogue</b> creates tension and the overuse of exclamation marks when the girls examine evidence and debate what to do.</p> <p><b>Foreshadowing</b> is a powerful device that hints at future events, creating suspense and anticipation. This technique can subtly drop clues that lead readers to piece together the mystery before its resolution. The author gives several clues to expose the detectives (bad disguises, Lucas' drumming fingers).</p> <p><b>Imagery</b> plays a vital role in creating a vivid and immersive experience for readers. Through descriptive language, authors can evoke emotions and set the tone of the story, enhancing the overall mood. Beans' emotions especially are described in a way that hooks the reader into her experience. Synonyms offer alternative terms for tension to be referred to repeatedly. Broken-up scenes across chapters keep stories open-ended, maintaining tension and flow. Symbolism of the cigarette packet and fingerprints.</p>	<b>Background Knowledge:</b>	<p>Induction Oscillator – the machine that Gadgetman invented which accidentally withdrew lots of money from the cash machine.</p> <p>ATM – Automatic Telling Machines are often referred to as cash machines or cash dispensers.</p> <p>Building Society – a type of bank.</p> <p>Doobry-whatsit and ojee-whatsits – referring to an unusual object without naming it or knowing what it is (to name it).</p> <p>Hold your horses – an expression that means you'll have to wait.</p> <p>Piped up – to speak up suddenly about something.</p> <p>Go into orbit &amp; go nuclear – expressions to explain that someone will be out-of-this-world or explosively mad.</p> <p>Escort – a model of Ford car.</p> <p>Taken their toll – an expression to show something or someone is worn out.</p> <p>Component – a part.</p> <p>Cord – short for corduroy, a type of fabric.</p> <p>LCD screen – liquid crystal display is a type of flat screen technology used to control light levels.</p> <p>formal statement – written or spoken declaration in official/legal context.</p> <p>Blueprints – detailed technical drawing or plan for a design.</p> <p>Full-scale argument – the biggest kind of argument</p> <p>Operation – an investigation (operation Gadgetman).</p> <p>PC – personal computer</p> <p>Drumming fingers – an absent-minded habit some people have of tapping fingers over and over on a surface when they are waiting or bored.</p>
<b>Tier 2 &amp; 3 Vocabulary :</b>	Propellant mixture, hastily, forlorn, briefcase, workroom, scarper, tersely, retorted, irate, protested, trooped, tremulous, scrutinized, ingenious, circuits, logic functions, trivial, commands, empathetically, colleagues, stricken, pessimistic, palm, discouraged, mentally, incredulity, beckoned, resentment, partial, index finger, capacitors, cathodes, insulating tape, dismissed, escorted, rapped, incoming, coincidence, suspects, kidnapped, dryly, impatient, receiver, examination, continuous, crestfallen, practical, subdued, pelted, veered, undergrowth, stifled, accomplice, amateur spy, disguised, roadblocks sternly, aghast, scandalized, littered, self-consciously, haphazardly, baffled, invariably, scrutinizing, identification cards, bewildered, quaking, abruptly, phenomenal, volley.	<b>Diversity:</b>	The protagonist, Beans, is a Black girl whose father is a brilliant inventor. The author wanted to portray Black characters engaged in everyday activities without explicitly focusing on their race. The narrative normalises diversity by showing a loving Black family without constantly highlighting their race, which is a deliberate choice by the author.
<b>Media &amp; other links:</b>	<a href="https://www.bing.com/videos/search?q=operation+gadgetman+by+malerie+blackman&amp;view=detail&amp;mid=A33A50645A3A41F04C5BA33A50645A3A41F04C5B&amp;mmscn=mtsc&amp;aps=17&amp;FORM=VMSOVR">https://www.bing.com/videos/search?q=operation+gadgetman+by+malerie+blackman&amp;view=detail&amp;mid=A33A50645A3A41F04C5BA33A50645A3A41F04C5B&amp;mmscn=mtsc&amp;aps=17&amp;FORM=VMSOVR</a>	<b>Links to previous texts:</b>	Y1 – Amara and the Bats Y2 – Amazing Grace & Don't Look Up