



## *Samantha Spinner and the Super-Secret Plans*

by Russell Ginns

*Samantha Spinner and the Super-Secret Plans* is a lively adventure filled with tricky puzzles, smelly ninjas, and world travel. As you read, try to figure out the puzzles before you continue. If you don't figure them out, just keep reading to see how Samantha solves them herself.

### **DISCUSSION QUESTIONS:**

1. How does Samantha feel about getting an umbrella as a present? Does her opinion of this gift change during the story?
2. Who would you take with you on a super-secret map adventure around the world? What makes them a great adventure partner?
3. Which door would you take first and why: Dynamite, Paris, Baraboo, Duck, ZZYZX, Edfu, Wagga Wagga, or Wahoo?
4. Which travel tunnel would you prefer and why: Magtrain, pneumatic wind tunnel, or water slide?
5. What's the most boring store ever that makes Nipper and the ninjas fall asleep? In your opinion, what would be the most boring store ever that'd make you fall asleep?
6. Why are the ninjas so stinky?
7. Did you solve any of the puzzles? Which ones? Share with the group how you figured out one of the puzzles.
8. What does Uncle Paul say about why he stole the umbrella? What do you think about that?
9. How does Samantha know her Uncle Paul is alive?
10. What do you hope will happen in the next book?