

# BEYOND THE BOOK ACTIVITIES

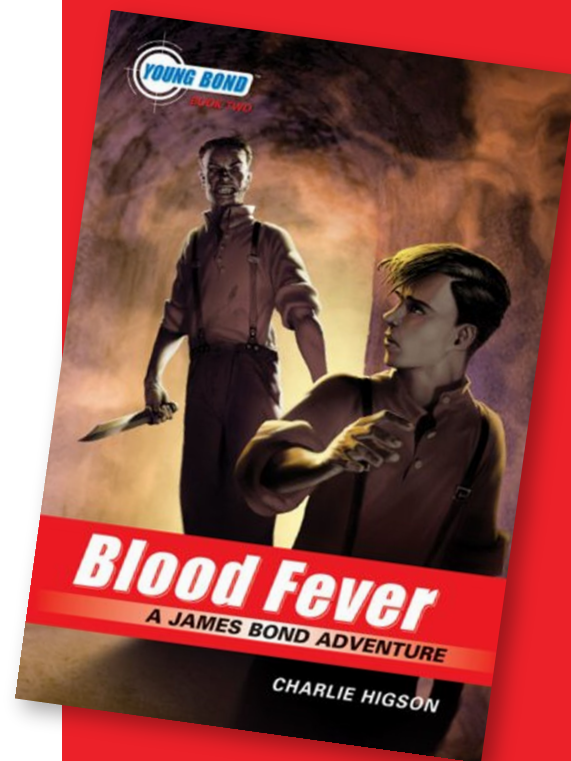
**BOOK:** *Blood Fever A James Bond Adventure*

**AUTHOR:** Charlie Higson

**ACTIVITY:** Create a gadget that will help Bond

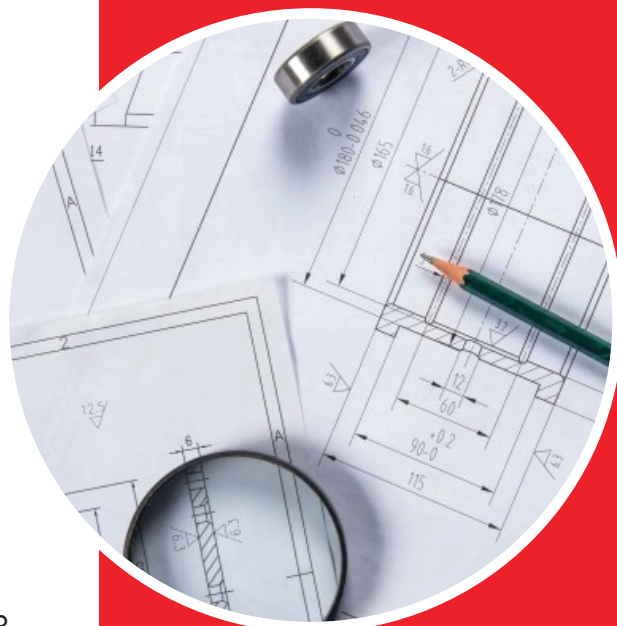
## INSTRUCTIONS:

1. In the years before MI6, Bond had to fend for himself in terms of gadgets. Pretend that you are the Eton level Q branch and come up with a gadget that will help Bond in this adventure.
2. Use your imagination and think up something that could help him survive the school day, survive his stay with his cousin Victor, or survive the Millenaria.
3. Draw a prototype of your gadget. Include information on color, size, weight, material, power source, etc.



## SUPPLIES:

- Paper
- Pencil
- Coloring utensils (colored pencils, crayons, markers, etc.)



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