

THE SCRAPYARD DETECTIVES™



THE SCRAPYARD DETECTIVES #2

Patriot Dreams

Story: Nathan Shumate

Artwork: Bill Galvan

Introduction to Issue #1

Hate crimes are very real and they happen all across the country, affecting people from all walks of life. Maybe their skin is a different color; they speak differently; worship somewhere else; or have a disability. Every year over 11,000 people are victims of hate crimes in our country. Hate also hurts the families, friends, and communities of these victims. In other words, hate can hurt us all.

Mike Brenner is a kid with a proud past. His grandfather died in World War II, a real patriotic hero. But when the new multi-cultural community center threatens to bring people from other backgrounds to his neighborhood, Mike decides that the new center has to go. In this second issue, it's up to the SCRAPYARD DETECTIVES, Jinn, Robert, and Raymond, to find out who set the new community center on fire and stop Mike before things get way out of hand. Will they solve the mystery in time? And what is the mysterious secret surrounding Mike's grandfather?

Use this issue to discuss the following themes with your students:

- Community
- Patriotism
- Hate Crimes
- Heroes
- Immigration
- Diversity
- Keeping Secrets

Use this issue to discuss the following story elements with your students:

- Setting
- Plot
- Characters
- Events
- Irony

Use this issue to talk about these other subjects:

- Peer Pressure
- Volunteerism
- Fire Safety
- Technology/Forensics
- World War II/Nazis
- Declaration of Independence
- The American Flag



Name _____

Teacher _____

SCRAPYARD DETECTIVES #2: READING COMPREHENSION PART ONE

Can you answer these questions? Write your answers or explain them in your own words to your teacher or a classmate.

1. What is happening on the first two pages of the comic book? What changes on the third page?
2. What is the purpose of the "League of Real Patriots"? Why are some of the members arguing with Mike?
3. Why do you think Mike is so angry on page 7?
4. What is the importance of the Community Center?
5. In your own words, describe what happens on pages 9-11.
6. How do Jinn and Robert escape from the basement?
7. What clue to the Scrapyard Detectives use to try to find the person who set the fire?
How do they use technology to prove that it was Mike?
8. What is the shameful family secret about Mike's grandfather?
9. What does the American flag stand for? And to whom does it belong?
10. Where do Mike and his father go at the end of the story and why?

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THE SCRAPYARD DETECTIVES #2: VOCABULARY

CAPTAIN PATRIOT: WAR IN SPACE

Can you answer these questions? Write your answers or explain them in your own words to your teacher or a classmate.

1. What do the green Talaxians (Xanaxians?) and the blue Toorians both want to do?
2. Why is Captain Patriot a prisoner?
3. Explain why Librek helps Captain Patriot to escape.
4. What does Captain Patriot do to make the Talaxians (Xanaxians?) and Toorians start talking to each other?
5. What do you think finally happens?





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THE SCRAPYARD DETECTIVES #2: VOCABULARY PART ONE

Do you know these words? Look in your book to see if you can find clues to help you discover their meaning, then check the dictionary to see if you are correct!

1. Galvanized (page 1)
2. Sinister (page 2)
3. League (page 3)
4. Heritage (page 3)
5. Dedication (page 4)
6. Symbol (page 4)
7. Unity (page 4)
8. Enrich (page 4)
9. Podium (page 5)
10. Hand-out (page 6)
11. Patriot (page 6)
12. Arson (page 18)
13. Kerosene (page 18)
14. Impression (page 20)
15. Trigger (page 20)
16. Demographic (page 21)
17. Data (page 21)
18. Snag (page 21)
19. Tread (page 23)
20. Proof (page 23)
21. Accuse (page 24)



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THE SCRAPYARD DETECTIVES #2: VOCABULARY PART TWO

CAPTAIN PATRIOT: WAR IN SPACE

Do you know these words? Look in your book to see if you can find clues to help you discover their meaning, then check the dictionary to see if you are correct!

1. Uninhabited (page 28)
2. Conspire (page 28)
3. Illustrious (page 29)
4. Decree (page 29)
5. Quadrant (page 29)
6. Colonize (page 29)
7. Tactitian (page 29)
8. Monitor (page 29)
9. Treason (page 29)
10. Betray (page 30)
11. Aquatic (page 30)
12. Cooperation (page 30)
13. Noble (page 30)
14. Scum (page 31)
15. Hull (page 31)
16. Menace (page 31)
17. Revenge (page 31)
18. White Dwarf (page 31)
19. Spawn (page 32)
20. Invertebrate (page 32)
21. Hypothermia (page 32)
22. Aerate (page 32)
23. Suffocate (page 32)



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THE SCRAPYARD DETECTIVES #2: KEY EXPRESSIONS

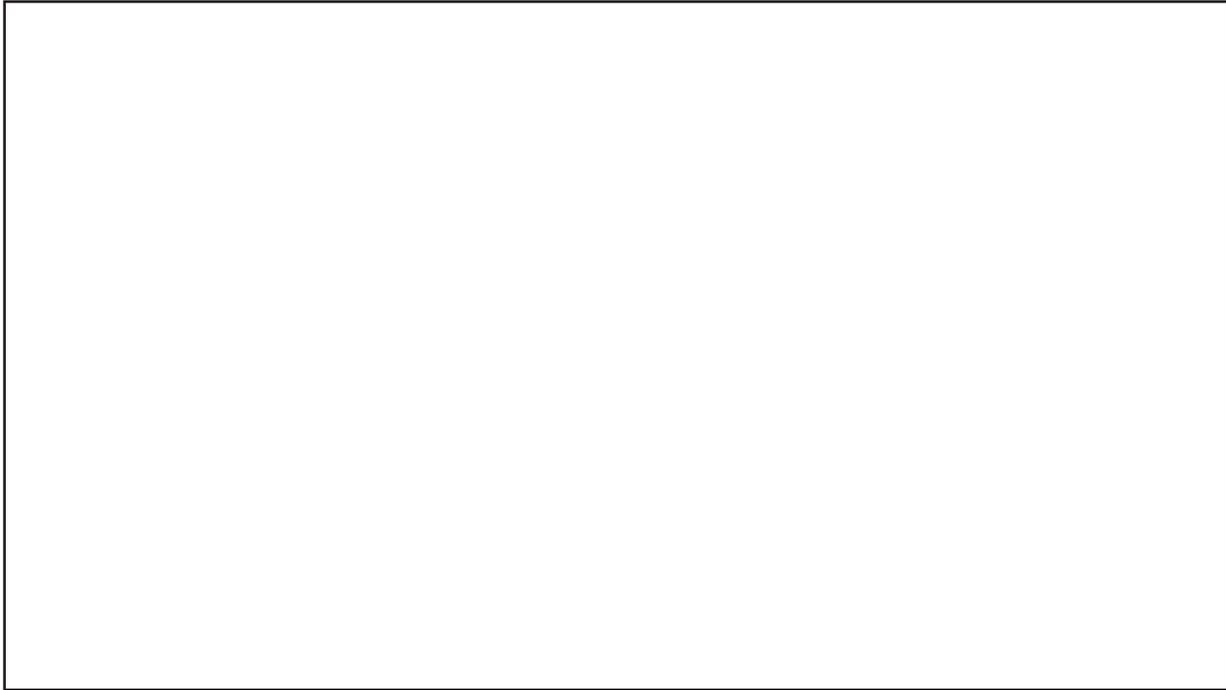
Sometimes when people talk, they use expressions that can be hard to understand. Have you ever heard the following phrases? Look in your book to see if you can find clues to help you discover their meaning, then check the dictionary to see if you are correct!

1. To stand in (page 5)
2. To take advantage (page 6)
3. To need a wake-up call (page 7)
4. To pitch in (page 8)
5. To be in the driver's seat (page 18)
6. To be set straight (page 22)
7. To teach someone a lesson (page 25)
8. To run afoul of (page 28)

THE SCRAPYARD DETECTIVES™

SCRAPYARD DETECTIVES #2: ART PROJECT

1. Draw a picture of yourself testing out one of Robert's inventions.



2. Look at the story panel below and write your own dialogue in the balloons.



SCRAPYARD DETECTIVES #2: ART PROJECT IDEAS

Draw your own cover for Scrapyard Detectives #2.

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