**Activities for…  
Stormbreaker by Anthony Horowitz**

**Activity 1**

Create your very own Spy Gadget. Draw a picture and put labels on outlining what it does and how to use it.

**Activity 2**

Try to imagine Herod Sayle’s lair. Design your own villain’s lair and share your design with the group. Think of where it would be, the surrounding area, size and the henchmen you would have.

**Activity 3**

Make your own spy board game based on the book. Will you have baddie cards, gadget cards or even death cards? How many players? Is there an age limit? Does it require a dice? You decide!