# The Space Invaders by Geoffrey Matthews

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### Chapter Nine: Plans to kill

**Author:** Adrian Tennant

Level: Intermediate

Age: Teenagers

**Time needed:** 30 minutes (approx)

**Preparation:** Activity 1: two CD players, a second classroom for students to use.

#### Activity 1

- 1 Divide your class into two groups A and B.
- 2 Group A listen to the recording of chapter 9 from the start until *Then he would be the richest and most powerful man in the Universe.*
- 3 Meanwhile, group B listen from *Miranda was lying* on the bunk in her cabin. until the end of the chapter.
- 4 Tell students to make notes about what happens in their section (if you want, you could get them to work in pairs in the same group to share what they heard).
- (5) Next, pair a student A with a student B so that all the students are paired with someone who listened to the other part of the recording.
- 6 Ask them to tell each other what they heard (they can refer to their notes if they want to).
- Monitor, and help / prompt where necessary.
- 8 Finally, ask the students what they think will happen when Garth, Miranda and Varon get to Zeron.

**Note:** This activity works best in conjunction with another class. You can divide the two classes into two groups. One teacher takes half your class and half theirs, and you take the other two halves. Then, when students are exchanging ideas they can move back to their original classes.

#### Extension: Varon's plan

Tell students that as soon as Varon was locked in his cabin by Miranda he started planning what he would do when he reached Zeron. Ask the students to imagine they are Varon back in his cabin and to write down his thoughts. Put students in small groups to



exchange their ideas. Finally, get a few students to read out their ideas.

#### Activity 2

- 1 Play the first part of Chapter 9 from the start until Miranda presses the switch on the visual display screen.
- 2 Ask students to listen carefully to the conversation between Miranda and Garth.
- 3 Now ask them to imagine that Omega is taking part in the conversation.
- 4 Play the conversation again, pausing after each exchange.
- **5** Every time you pause, the students must imagine what Omega might say at that point. Encourage them to write their ideas down.
- 6 Put students in pairs. Play the recording again and pause in the same places for students to share their ideas.
- Invite students to share their ideas with the class. Play the recording again, pausing and getting the student(s) to read out their ideas.

#### Extension: Hot off the press (3)

Remind students about the Intergalactic newspaper they started to create in Lesson 1. Put students in groups and get them to talk about what else they might put in their newspaper, e.g. an advertisement, an article about Zeron crystals and their properties, or maybe an article about robots. Ask students to write a short article for their newspaper.



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### **Transcript**

Omega quietly watched the visual display screen. Garth and Miranda were sitting in Garth's cabin. Miranda was speaking. Omega listened.

'. . . We will need Varon when we are on Zeron,' Miranda was saying to Garth. 'But when we have the crystals, we will not need him any more. You can kill him then.'

'How many crystals do we want?' asked Garth.

'Two, of course,' replied Miranda greedily. 'One for you and one for me. You can kill Varon after he has opened the second compartment. We will then order Omega to teleport us back to the ship.

'We can sell the crystals back on Earth and share the money,' went on Miranda. 'And we can sell the computer and share that money too. We will be richer than anyone else in the Universe.'

'And we will be the most powerful,' said Garth. 'We will have the money. And we will have this spaceship and Omega will be under our control. We can go anywhere and do anything.'

'Yes, we can do anything,' agreed Miranda.

'I'm tired now,' said Garth. 'I think I will sleep. Give Omega an order to wake me up when we are ready to leave for Zeron.'

Miranda pressed the switch of the visual display screen on the wall of the cabin. Omega appeared on the screen immediately.

'Omega, how long before we can leave for Zeron?' asked Miranda.

'Four and a half hours,' answered Omega.

'Good,' said Garth. 'I want to sleep now. Wake me up when we are ready to leave.'

'It will be done,' said Omega quietly.

Miranda switched off the visual display screen.

'I'm going to sleep now,' Garth said to Miranda.

'Do you think we can trust Omega?' Miranda asked doubtfully. 'He worries me. We can see him on the display screens. He is programmed to obey us. But I feel something is wrong. Is he watching us? Can he hear what we're saying?'

'Of course not!' said Garth. 'I was not happy when Varon changed that switch inside Omega. But it didn't change Omega. He is standing there recharging the power banks and waiting to obey our orders. We do not need to be afraid of a robot. Omega cannot harm a human being. He has told us that many times.'

'I hope you are right,' said Miranda. 'I'll go to my cabin now.'

Miranda left Garth's cabin and the door closed behind her. Garth lay down on the bunk, but he did not sleep. Many thoughts were going through his head.

'What will happen if we have time to steal only one crystal?' he asked himself. He knew the answer immediately. 'I will kill Varon. But then I will have to share the one crystal with Miranda. Why should I? When we stole the computer on Earth, I needed her help. But now I do not need her. When I have one crystal in my hand, I will kill Varon and I will kill Miranda. Then I will have a Zeron crystal for myself.'

Garth worked out the plan in his mind. He would kill Varon and Miranda. Then he would be the richest and the most powerful man in the Universe.

Miranda was lying on the bunk in her cabin. But she was not sleeping. She was



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waiting. After half an hour, she got up. She opened the cabin door and looked out into the long corridor. It was empty.

Miranda walked quietly along the corridor to the door of the control room. She quickly touched the button and the door opened immediately. She looked inside. Omega was at the control panel, where many lights were flashing brightly. There was nothing showing on the visual display screen.

'Perhaps I was worrying about nothing,' Miranda thought to herself. 'Omega was not watching what we were doing.'

She didn't know that Omega had been watching her. He'd seen her coming along the corridor. When she touched the door control he had shut off the screen immediately.

'Show me Garth on the screen,' Miranda ordered.

Omega pressed a switch. The display screen lit up and showed Garth. He was lying on the bunk fast asleep.

'Now show me Varon.'

The picture changed. Miranda now saw Varon on his bunk. He also was sleeping. 'Can you show them both?' Miranda asked Omega.

Omega pressed two switches one after the other. A picture of Varon appeared on one half of the screen. The other half showed Garth.

'Tell me if they wake up,' ordered Miranda. 'Keep them on the screen and watch them carefully.'

Miranda didn't think that Omega would do anything without being given an order. She didn't know that Omega had been watching them all the time. Omega now had control of the whole ship.

Miranda went to one side of the control room and touched a button. The door of the safety room slid open. Miranda went inside and closed the door. She had a plan of her own.

The large blue capsules were on the tray which had come out of the wall. Miranda picked up a capsule and opened it carefully. It was full of white powder. She emptied the white powder into some water. Then she poured the liquid into an injection gun.

Miranda put the gun carefully into a pocket in her overalls. She now had a weapon of her own.

'Garth will not think of searching me,' Miranda said to herself. 'He doesn't know I have a different plan for the crystals.'

Miranda went back to the control room. Omega was silently charging the power banks. The visual display showed the sleeping bodies of Garth and Varon.

'When will the ship be ready to leave for Zeron?' she asked Omega eagerly.

'In three and a half hours' time,' was Omega's reply.

'Keep watching Garth,' Miranda ordered. 'But you can stop watching Varon. He is locked in his cabin. He can't get out until I open the door.'

'It will be done,' Omega answered.

He pressed the button on the control panel. The picture of Varon disappeared and the picture of the sleeping body of Garth filled the screen.

