About the Author

At the end of the book there is a page that tells about the author's life. Read this page and answer the following questions.

Vocabulary

- 1. Inspire
- 2. Instill
- 3. Kindle
- 4. Pursue
- 5. Rural areas
- 6. Setting

- 1. Which two series of books did John Bibee write?
- 2. Where did the author spend his childhood?
- 3. When did he become interested in becoming a writer?
- 4. How did the places he lived as a child influence his writing?
- 5. Look at the cover of the book. Based on the picture, where do you think this story will take place?

Chapter 1. "The Bicycle that Found a Boy"

Vocabulary

- 1. Ancient
- 2. Beyond Repair
- 3. Careless
- 4. Cobra
- 5. Mimic
- 6. Ordinary
- 7. Undertaker

- 1. In two or three sentences, describe John's family.
- 2. Have you ever been careless? What happened?
- 3. How did Roger Darrow show that he was a true friend to John?
- 4. How was the Spirit Flyer bicycle different from Roger's ten-speed?
- 5. In what way was the black snake at the dump different from a normal snake?

Chapter 2. "Fixing the Spirit Flyer"

Vocabulary

- 1. Classify
- 2. Fender
- 3. Generator
- 4. Majestic
- 5. Spoke
- 6. Sprocket
- 7. Taunt

- 1. What different things did John, Roger and Susan do to repair the Spirit Flyer?
- 2. Which special instruments did John remove from the Spirit Flyer?
- 3. When Roger and John went out for a ride on their bikes, whom did they encounter, and what happened then?
- 4. What was Uncle Bill's attitude when he heard the bicycle was a Spirit Flyer?
- 5. How did John feel about the old red bike at the end of the chapter?

Chapter 3. "The Magic in the Bicycle"

Vocabulary

- 1. Bound (to)
- 2. Descend
- 3. Level (verb)
- 4. Panic
- 5. Swerve
- 6. Whiz

- 1. What happened to make John decide to keep the old bike?
- 2. Why did John say, "I'm sorry," to the bike?
- 3. When John hit a deep rut on the road to the dump, what happened?
- 4. What emotions did John feel as he discovered the amazing properties of the Spirit Flyer?
- 5. Where and when does the snake appear in this chapter?
- 6. How did John's uncle react when he arrived late for supper?

Chapter 4. "The Rain and Mr. Grinsby"

Vocabulary

- 1. Corpse
- 2. Derby
- 3. Mangled
- 4. Radio dispatcher
- 5. Steady
- 6. Uneasy
- 7. Utterly

- 1. What was strange about the rain and other unusual weather patterns?
- 2. Describe the man who came to the sheriff's office on a rainy day.
- 3. What did the man request when he talked to Sheriff Kramar?
- 4. What do you think about the secret red phone?
- 5. What do you think Grinsby is planning to do?

Chapter 5. "Fire at the McCradle's"

Vocabulary

- 1. Checkmate
- 2. Churn
- 3. Confined
- 4. Funnel
- 5. Puzzled
- 6. Smoldering

- 1. Who was George? Describe his friendship with John.
- 2. What happened when the lightning struck close to John?
- 3. How was John able to help Mrs. McCradle?
- 4. Describe John's encounter with the snake.
- 5. Why do you think John kept his experience at Mrs. McCradle's a secret?

Chapter 6. "Grounded Again"

Vocabulary

- 1. Blimp
- 2. Chuckled
- 3. Hypnotic
- 4. Infuriate
- 5. Revenge
- 6. Sponsor

- 1. Why was John happy to see Barry Smedlowe walk into the Sheriff's office?
- 2. Why was John not eligible for the Bicycle Safety Contest?
- 3. What was his reaction when his uncle told him he couldn't participate?
- 4. Can you explain why the Spirit Flyer did not work as John wanted it to?
- 5. What did it mean when the Spirit Flyer bicycle moved between John and the huge snake?

Chapter 7. "The Offer of a Trade"

Vocabulary

- 1. Betray
- 2. Bitterly
- 3. Chrome
- 4. Mutter
- 5. Regret
- 6. Substance

- 1. Did John feel betrayed by the Spirit Flyer? If so, why?
- 2. What did Horace Grinsby offer in exchange for John's bicycle? What was tempting about his offer?
- 3. What was Susan's response to the offer? Did Susan realize that the Spirit Flyer was special in some way?
- 4. If you were in John's position, what would you do?
- 5. Who was coming for a visit at the end of the chapter and why?

Chapter 8. "Mrs. McCradle's Thank You"

Vocabulary

- 1. Appreciate
- 2. Contrary
- 3. Disprove
- 4. Exhausted
- 5. Frustrated
- 6. Inherit

- 1. What did Mrs. McCradle's visit prove?
- 2. What was Uncle Bill's viewpoint regarding science, the laws of nature, and bicycles that fly?
- 3. Why was the thought of a flying bicycle so upsetting to him?
- 4. What person might understand about the Spirit Flyer more than anyone else?
- 5. Describe John's dream at the end of the chapter.

Chapter 9. "The Cobra Club Strikes"

Vocabulary

- 1. Abandoned
- 2. Accelerate
- 3. Ambush
- 4. Revenge
- 5. Sawhorse
- 6. Surge

- 1. Was his uncle's approval important to John?
- 2. Why did Barry and the Cobra Club attack Susan?
- 3. When John heard about it, what did he do?
- 4. Describe what happened when John rode toward Barry.
- 5. How did the chapter end?

Chapter 10. "Barry's Wild Ride"

Vocabulary

- 1. Advertising
- 2. Deserted
- 3. Eerily
- 4. Greedy
- 5. Oblong
- 6. Sewage
- 7. Unusual

- 1. What effect did the "Sweet Temptations" candies have on Barry? How did they change his thoughts and feelings?
- 2. When Barry returned to Horace Grinsby after having stolen the Spirit Flyer from the Kramar's garage, what did Grinsby want him to do to the bike?
- 3. Describe Barry's wild ride. What did you think when Barry ended up in the hole of murky water?
- 4. What creature seemed to have a supernatural quality? Describe it.

Chapter 11. "The Day of the Bicycle Contests"

Vocabulary

- 1. Dull-witted
- 2. Heist
- 3. Informed
- 4. Primitive
- 5. Screech
- 6. Warrant

- 1. How did John feel on the morning of the bicycle contests? How had his attitude about the contests and his bike changed?
- 2. Where had John's bicycle ended up?
- 3. Describe the reaction that the children had when they learned their bikes had been stolen.
- 4. How much time did the two thieves have to steal the bicycles?
- 5. What did the note say to John about the Spirit Flyer?

Chapter 12. "Remember Joe"

Vocabulary

- 1. Demand
- 2. Haunted
- 3. Lynch mob
- 4. Remark
- 5. Throb
- 6. Token

- 1. Explain how each of the following people responded to the demand for John to destroy the Spirit Flyer:
 - a. John--
 - b. the townspeople--
 - c. Sheriff Kramar--
- 2. How did Grinsby use the Sweet Temptations to manipulate Barry and change his mind about his story?
- 3. What message was delivered to the Kramar family on their own red telephone?
- 4. What does the phrase "Evil just brings out more evil in people" mean to you? Do you agree?

Chapter 13. "Work to Do"

Vocabulary

- 1. Defiant
- 2. Descend
- 3. Disgustedly
- 4. Eavesdropping
- 5. Peered
- 6. Skimmed
- 7. Suffocate

- 1. What person was most likely to understand what was happening with the Spirit Flyer? Did John dream about that person?
- 1. Where did the Spirit Flyer take John? Did John trust what the bicycle was doing?
- 2. What was John wearing when the bicycle took him to the old barn?
- 3. Where did the bicycle land?
- 4. Why was John frustrated when the bicycle didn't respond to him?

Chapter 14. "The Parade at Six in the Morning"

Vocabulary

- 1. Burrow
- 2. Holler
- 3. Pitchfork
- 4. Plunge
- 5. Prong
- 6. Sensation
- 7. Sputter

- 1. Why was John not injured when he fell through the roof?
- 2. Whom did John encounter in the barn?
- 3. What did the Spirit Flyer do to the men who had stolen the bikes?
- 4. What happened after John apologized to the bike?
- 5. What woke up the town of Centerville that morning?

Chapter 15. "The X-Removal Plan"

Vocabulary

- 1. Applaud
- 2. Eerie
- 3. Fury
- 4. Rabid
- 5. Shriveled
- 6. Wince

- 1. What do you think Grinsby meant when he said, "But I still say, let's kill the..."?
- 2. What did the Spirit Flyer do when the photographer was taking photos of John for the newspaper? What lesson do you think it was trying to teach John?
- 3. Was Horace Grinsby a human being? How do you know?
- 4. How did Grinsby get into the house and overpower the Kramar family?
- 5. What was making the clanking sound as Grinsby used his hook?

Chapter 16. "A Visit with Grandfather Kramar"

Vocabulary

- 1. Blotted out
- 2. Crisp
- 3. Frantically
- 4. Shrill
- 5. Solemn
- 6. Whittle

- 1. How long did a trip to Grandfather Kramar's farm usually take? How long had it taken for John to get there?
- 2. Describe the shadow that followed John. Was it a tornado?
- 3. How was John able to get away from the huge snake?
- 4. Describe Grandfather Kramar's workshop. How did it make John feel to be there?
- 5. What did the three crowns on the bicycle prove?
- 6. What happened to John when he put on the Spirit Flyer Vision goggles?

Chapter 17. "The Deeper World"

Vocabulary

- 1. Alfalfa
- 2. Aviator
- 3. Eternity
- 4. Glimpse
- 5. Lesser
- 6. Treason

- 1. How does Grandfather Kramar describe the Deeper World?
- 2. Which beings in the Deeper World are on the side of good, and which are on the side of evil?
- 3. What do you think Grandfather Kramar meant when he said, "Just because something or someone exists doesn't mean they have the Magic of life"?
- 4. Briefly summarize the history of the Deeper World that Grandfather Kramar shares with John.
- 5. According to Grandfather Kramar, how would John be able to remain safe?
- 6. What does John learn about his parents at the end of the chapter?

Chapter 18. "Fighting Tragic with Magic"

Vocabulary

- 1. Glide
- 2. Realm
- 3. Reluctantly
- 4. Slingshot
- 5. Trance
- 6. Victory

- 1. How did Grandfather Kramar respond to John when he tried to rush off to save his family? What did he tell John to do?
- 2. What weapon did Grandfather Kramar give to John?
- 3. What did Grandfather Kramar tell John about the instruments for the bicycle?
- 4. Grandfather Kramar told John that he wasn't going to fight but to rescue. He said, "escape is ______," and "staying on the Spirit Flyer is ______." Then, what does he say about fighting?

Chapter 19. "Into the Mouth of Darkness"

Vocabulary

- 1. Blur
- 2. Hover
- 3. Mountainous
- 4. Soar
- 5. Splendor
- 6. Tinge

- 1. Why did John decide not to put the old instruments on his bicycle? What did he get instead?
- 2. What did the note say about where his family was? What was meant by "into the mouth of darkness fly"?
- 3. John did obey his grandfather by preparing and taking one special instrument. What was that?
- 4. How did the bike respond to John when he tried to leave without the instruments?
- 5. What happened as John flew toward the giant snake?

Chapter 20. "The Centerville Bureau of Children and Parent Relations"

Vocabulary

- 1. Bureau
- 2. Deed
- 3. Device
- 4. Holster
- 5. Scoff
- 6. Shuffle

- 1. Where is John located when the chapter starts?
- 2. Whom did the two huge Daimones in the dark place resemble? What do you learn about Daimones and their relationship to people?
- 3. What happened when John tried to use his uncle's gun?
- 4. Describe the condition of John's family, as they shuffled into the area.
- 5. What was the demand that was written on the deed? How much blood was required?

Chapter 21. "The Slingshot of the Kings"

Vocabulary

- 1. Contribute
- 2. Fate
- 3. Glisten
- 4. Installment
- 5. Interfere
- 6. Stalling
- 7. Useless

- 1. Who was in control of the Order of the Chains? Should John believe what the Daimones said?
- 2. What did the Daimone say about John's parents?
- 3. What happened to the needle the Barry figure held? What weapon did John have? Did he have the strength to use it?
- 4. Describe what happened when John was given the clear marble of light. How did the family escape?

Chapter 22. "Unlocking Their Chains"

Vocabulary

- 1. Barrel
- 2. Harvest
- 3. Intact
- 4. Lingering
- 5. Stand guard

- 1. Where did the Spirit Flyer take John and his family? Were you surprised that his father had a workshop? Did you wonder what was in the boxes?
- 2. What finally woke the family up and set them free from their chains? How did the family remember their experience in the Deeper World?
- 3. How did Grandfather Kramar make his appearance, and what happened next?
- 4. Why do you think Uncle Bill did not remember flying on the Spirit Flyer Harvester when he was a boy?
- 5. Read the last few sentences of the chapter. Who are the ones "standing guard" that Grandfather Kramar could hear?

Chapter 23. "Much to Learn About Magic"

Vocabulary

- 1. Discouraged
- 2. Greedy
- 3. Thrills
- 4. To see fit
- 5. Wearily

- 1. What did Grandfather Kramar want everyone to do before they went to bed that night?
- 2. How did Uncle Bill respond to Grandfather Kramar's request?
- 3. What happened to the chains that had been around John's family members? Why?
- 4. How did Grandfather Kramar explain the large figures that had the faces of people in Centerville (including the one that looked like John)?
- 5. How could ancient, broken instruments be valuable--much more valuable--than new ones?

Chapter 24. "What Happened to Horace Grinsby and Barry Smedlowe?"

Vocabulary

- 1. Envelope
- 2. Gasp
- 3. Mounds
- 4. Promptly
- 5. Snarl
- 6. Suffocate
- 7. Tremendous

- 1. Why was Barry sitting on his bike outside of the Kramar home?
- 2. Whom did Horace Grinsby blame for the failure of his X-removal plan?
- 3. What do you think Grinsby was planning to do to Barry?
- 4. Describe what happened to Grinsby and the van.
- 5. Where did Barry end up, and how had he gotten there? What was different about his bike at the end of the chapter?

Chapter 25. "Maybe He Went Deeper"

- 1. What did the tempting voice say to John, and what did the words of his grandfather say? Have you ever felt tempted to do something you knew you shouldn't do?
- 2. What character flaw or weakness led John to go ahead and put on the gear level before he had been told how to do it?
- 3. What lessons do you think John still needs to learn?
- 4. Grandfather Kramar said John could have done "one of four things" when he disappeared. What were they?
- 5. Where do you think John went, and what was happening to his family at the end of the book?
- 6. **About the Author:** Re-read the page about Bibee's life. Can you see any connections from his life to the story that he wrote? What did he want children to know?