

SAMMY THE SPACE KOALA



BY URSULA DUBOSARSKY

WELCOME TO THE TELEPORTER ADVENTURES

**"NEEDS AND WANTS CAN BE
A DIFFICULT CONCEPT FOR KIDS.
THIS IS A REALLY FUN AND
INTERACTIVE WAY TO TEACH
THEM THE DIFFERENCE."**

Jason, parent.

**"IT'S PRETTY AMAZING BECAUSE
YOU'RE ACTUALLY IN SPACE!"**

Zoe, age seven.



ILLUSTRATIONS BY TIM STREET

Please follow these simple steps to begin:

1. Download "The Teleporter Adventures" app (we suggest using a secure Wi-Fi network to avoid data charges). Leave the download running and go to next step.



2. The storybook has been designed to be a shared experience, to read together with your child.
3. Read the *Sammy the Space Koala* storybook first, and expect to Teleport after each chapter. There are three book chapters and three Teleporter adventures.



4. Please start reading the book first. When you see the icon on the left, it means it's time to Teleport!

5. After each Teleporter experience, please go back to reading the book.

6. During Teleportation, remember to look all around you – even behind you! If you ever get lost, you can look down and select the 'Reset' icon.

For full safety information and instructions, please visit commbank.com.au/startsmart





CHAPTER 1

A NEW FRIEND

Deep deep down in the tall gum forest lived Sammy,
her Grandma and her little brother Clive.

Soon it would be Grandma's birthday.
"What do you want for your birthday, Grandma?"
asked Sammy.

"Well," said Grandma. "I have been alive for a very long
time. I think I have seen almost everything in the world.
So this year, for my birthday, I would like something
I've never seen before."

"Wow," said Clive. "How old are you turning, Grandma?"

"Hmm," said Grandma. "Let's just say
I've eaten a lot of gum leaves."



That night, Sammy and Clive gazed up at the sky and wondered. They wondered about the stars and the Moon. They wondered about the planets. They wondered what they could find for Grandma's birthday. Something she had never seen before.

"I have eight whole coins saved up in my money box," said Sammy. "But I just don't know what we can get her."

Now, all koalas have big ears. Clive's ears were VERY big. That meant he could hear things from a long way away.



"I can hear something, Sammy," said Clive. "It's going hum-hum-hum." Suddenly there was a flash of light and ...

BANG!

Something tumbled down in the darkness. "Hello there!" said the something. "My name is Kip." He spun his arms around. "I am a robot." "What's a robot?" asked Clive. "Well, for one thing," said Kip, "if you wind up this key on my back, I will dance in a circle and sing a song. Do you want to see?" "Um, maybe not now," said Sammy. "Our Grandma is asleep."



A ROCKET!

"Kip!" said Sammy in excitement.

"Is that your rocket?"

Could you take me to another planet?

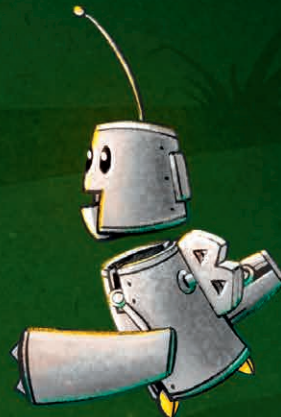
We're looking for something for
our Grandma's birthday."

"Something she has never seen before,"
added Clive.

"I don't see why not!" said Kip.

"Thanks!" said Sammy.

"Wait a moment, and I will get all the
things I want for the trip."



**"SPEED TO YOUR NEEDS
AND WAIT FOR YOUR
WANTS, THAT'S MY
MOTTO!" SAID KIP.**

"What does that mean?" asked Sammy.

"It means," replied Kip, "make sure you
get the things you really **NEED** first,
and wait till later for the things you
might just **WANT**."

"I think I understand," said Sammy.

"But should I at least take my money box?"

"Actually, that could be pretty useful," said Kip.

"Come on, let's get in the rocket and fly!"

"What about you, Clive?" asked Sammy.

"Do you want to come too?"

"I think I'll stay and keep Grandma company,"
said Clive. "I can go next time!"

"Sounds good to me," said Sammy.

"Well, bye for now!"

"Bye Sammy!" shouted Clive as the rocket
took off. "Can't wait to see what you bring back!"



TELEPORTER EXPERIENCE 1 BLAST OFF



KIP'S TIPS:



1) To set up the Teleporter, please follow the instructions on the headset. Open the app and turn the sound up on your phone. Ask your child to select Chapter 1. (Hint: It looks like this rocket icon on the left.)



2) Your child will now find themselves in Kip's rocket. Here they must select three things that Sammy really needs for her trip, rather than the things she might just want.



3) Once your child has selected the three correct items, they should press the GO button on the right of the vending machine and the rocket will launch.



4) After your child has taken off, go back to reading the book together. Teleportation is not for everyone, so if your child feels sick, just ask them to stop.

CHAPTER 2

THE ADVENTURE

Now that Sammy had all the things she really needed for the trip, off they flew in the rocket, past stars and comets, all the way to ...

PLANET BRRR.

When Kip pushed open the door, a freezing wind blew in.

"Brrr!" shivered Sammy. "I could turn into an ice block out there!"

Am I glad I spent one of my coins on a spacesuit!"

She slipped it on at once.

"You were right, Kip. Speed to your NEEDS and —"

"— wait for your WANTS!" finished Kip.

"Now, let's go out and I'll show you something
your Grandma will just love!"



On Planet Brrr everything was made of ice.
Snow and hail fell from the sky.

"Kip, I've got five coins left for Grandma's present." Sammy said, when Kip stopped in his tracks.

"LOOK - THERE IT IS!"

A crystal snowflake was just falling onto the icy ground. It shone like a magic diamond.

"It's so lovely!" Sammy whispered, kneeling next to it.

"But I can't take it home for Grandma, Kip. It's made of snow. By the time we get back, it will have melted into water."

Kip groaned. "I didn't think of that."
Then his face brightened.

"But I know another planet we can go to!"

The rocket sped through the galaxies,
faster and higher, until it landed on ...

PLANET EEK.

This time a burning hot wind rushed in through
the open door. Red and yellow sand stretched out before
them like a beach with no water.

Sammy felt hot and thirsty just looking at it.
"Hmm, it looks like thirsty work out in that heat, if only we
had something to help us search for Grandma's present."

"I know!" exclaimed Kip.
"Maybe you could hire a buggy with the coins you saved?"
"If we really need it, then it's a good thing to
spend one of my coins on," said Sammy.
"And I'll still have four left over."
So let's go!"

TELEPORTER EXPERIENCE 2 RIDE & SEEK



KIP'S TIPS:



1) Ask your child to select Chapter 2. (Hint: it looks like the planet icon on the left.)



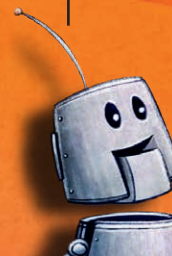
2) Your child will now find themselves at a Buggy Hire Shop. Here they must hire a buggy from Bob the alien for one coin. To pay Bob, simply click on him, or hold your gaze on him for a couple of seconds.




3) Now it's time for your child to explore Planet Eek in the buggy. Make sure they look around for a present for Grandma koala!



4) After your child has reached the crater, it's time to put the Teleporter down and continue reading the book together.





"Phew! What a ride — am I glad I spent a coin on the buggy," said Sammy.

"We really NEED it to get around this boiling planet. Now let's see what I can get for Grandma with the rest of my coins."

They drove on, up and down the dunes, until Kip called out, "There it is!"

A glistening pebble lay in the middle of the sand.

"What is it?" breathed Sammy.

"It's a fallen star," said Kip.

Sammy ran over to pick up the star. But she pulled back her paw at once.

"EEK!"

"It's too hot!" she yelped.

"I'm sorry, Kip, I can't take the star home. It would burn poor Grandma's fur."

"Oh dear," said Kip. "Still, there's one last planet we can go to. I'm sure we'll find something there."

The rocket sailed through the starry sky
all the way to ...

PLANET RAINBOW.

Kip and Sammy climbed out of the door
into the sweet air.

"Oh!" Sammy gasped. "Look, Kip! A giant
rainbow ferris wheel! Can we go on it?"

"Why not?" said Kip.

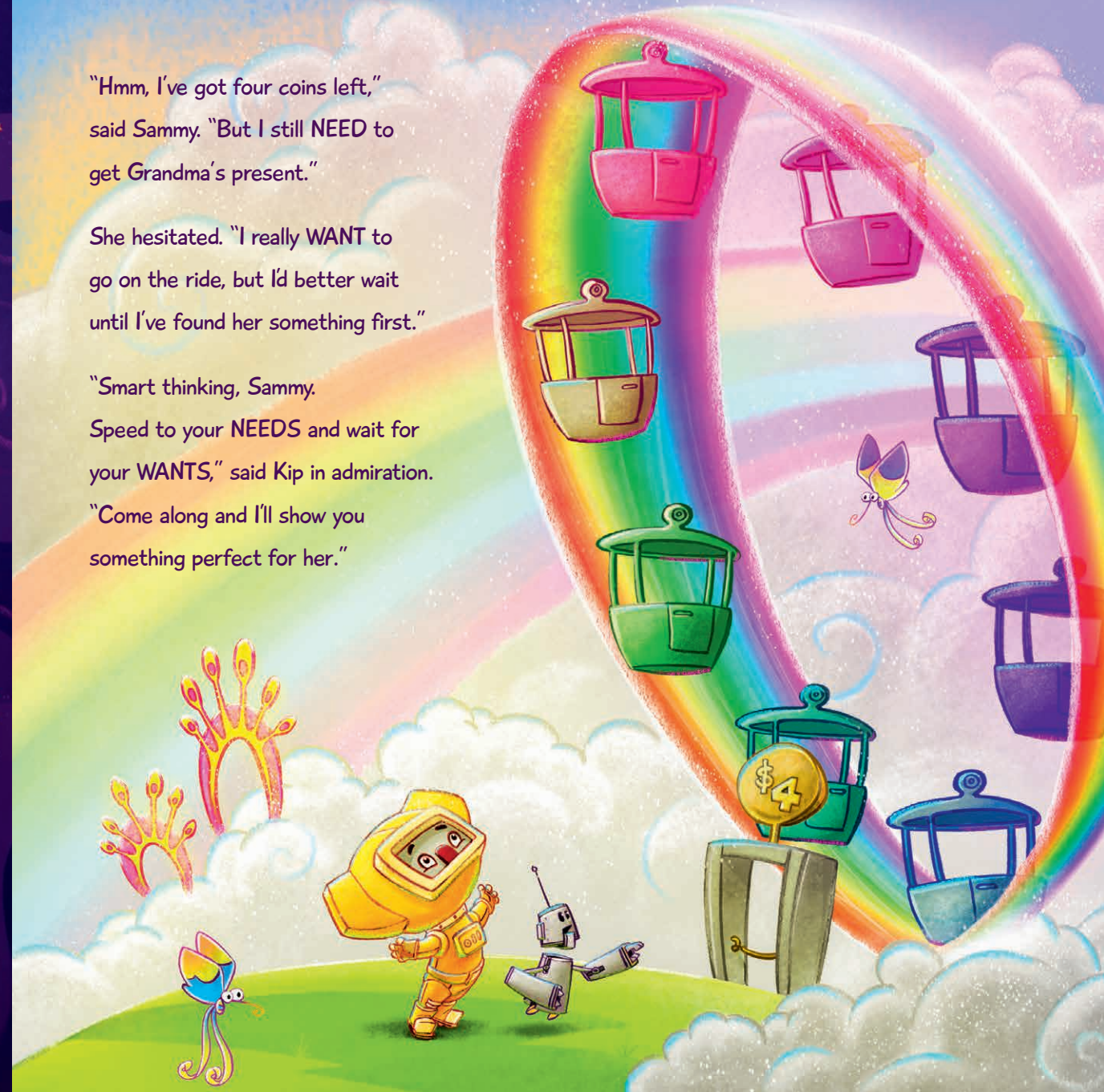
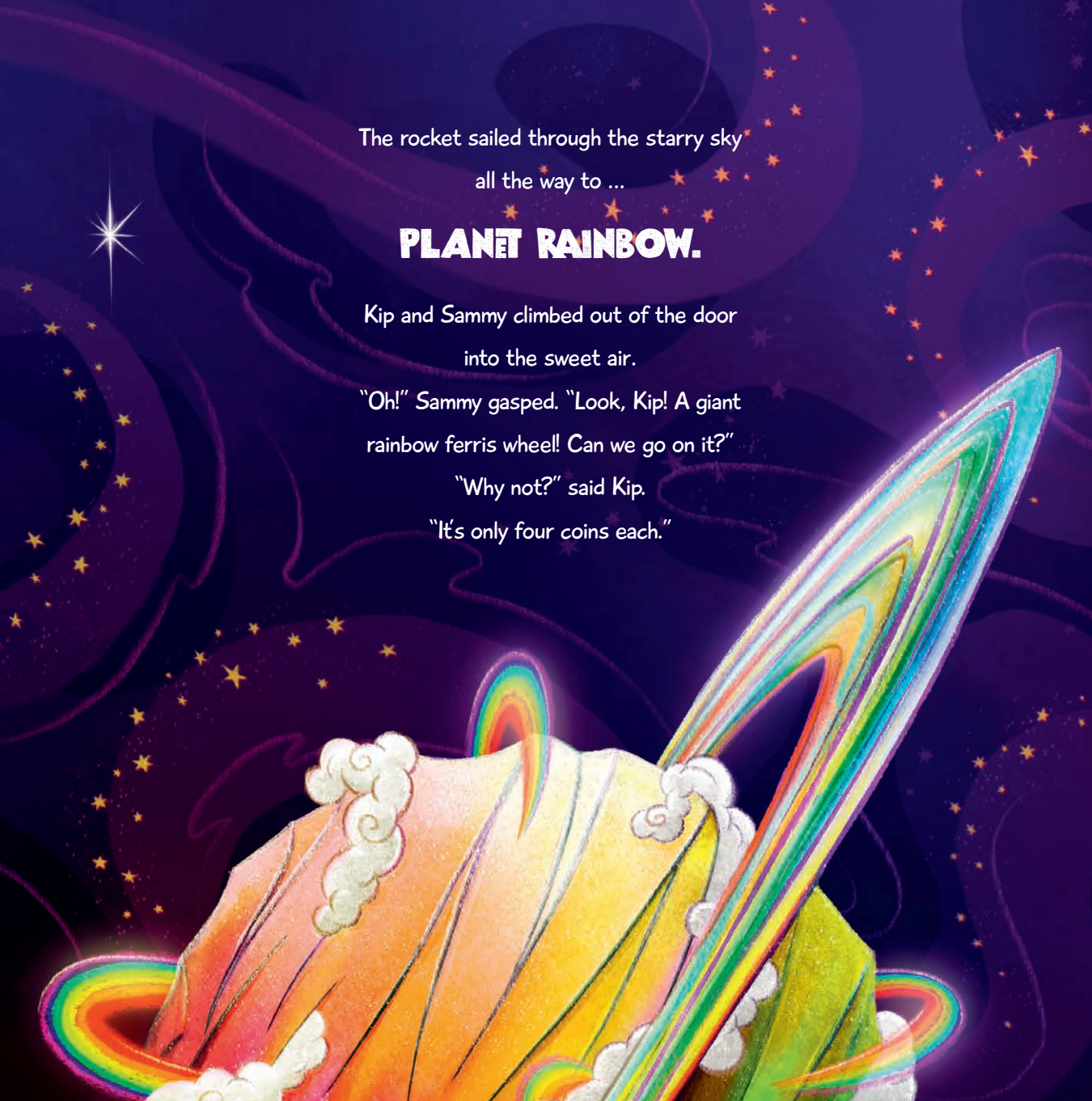
"It's only four coins each."

"Hmm, I've got four coins left,"
said Sammy. "But I still **NEED** to
get Grandma's present."

She hesitated. "I really **WANT** to
go on the ride, but I'd better wait
until I've found her something first."

"Smart thinking, Sammy.
Speed to your **NEEDS** and wait for
your **WANTS**," said Kip in admiration.

"Come along and I'll show you
something perfect for her."



Kip led Sammy down to a sparkling river.
Above it rose the biggest, most beautiful
rainbow Sammy had ever seen.

"IT'S AMAZING!"

Cried Sammy.

She sighed. "But I can't take it
home for Grandma, Kip."

"Why not?" asked Kip in dismay.

"A rainbow is made of light," said Sammy.

"See, when you touch it, you can't hold it!"

Kip looked glum. "I'm sorry, Sammy.

We've been all over the Universe and
you still haven't found anything for
your Grandma's birthday."

"Never mind," said Sammy.

"You tried your best. But I'd better go
home now. Grandma will wake up and
wonder where I am."



TELEPORTER EXPERIENCE 3 ASTEROIDS

CHAPTER 3 BACK TO EARTH

Kip sat at the control panel.

"There's one little problem, Sammy," he said, worried.

"I'm not sure how to get back to Planet Earth."

"I THINK WE'RE LOST!"

"Ah," said Sammy. "I used one of my coins for this, remember!"

She held up the star map.

"It will tell us which way to go."

"Exactly what we **NEED!**" said Kip, in relief.

"And you know what I always say, speed to your **NEEDS** and —"

"— wait for your **WANTS**," smiled Sammy.

"Got it, Kip. On we go!"

KIP'S TIPS:



- 1) Ask your child to select Chapter 3 (by selecting the asteroid icon on the left).
- 2) Your child will now find themselves in Kip's rocket heading into an asteroid shower.
- 3) Your child can use the rainbow shrink beam to zap the asteroids and protect Kip's rocket, to safely get Sammy and Kip back to Earth.
- 4) After your child has made it through the asteroid shower, it's time to put the Teleporter down and continue reading the book together.



They flew down from the sky to Planet Earth and came to a halt next to the old gum tree.

"Home at last!" said Sammy.

The sun was rising and Grandma was just waking.

Clive eagerly jumped up and down.

"Sammy! Kip!"

Grandma peered through the leaves.

"Why, Sammy," she said sleepily. "What have you been up to? And who is that with you?"

"This is my friend Kip," began Sammy. "We —"

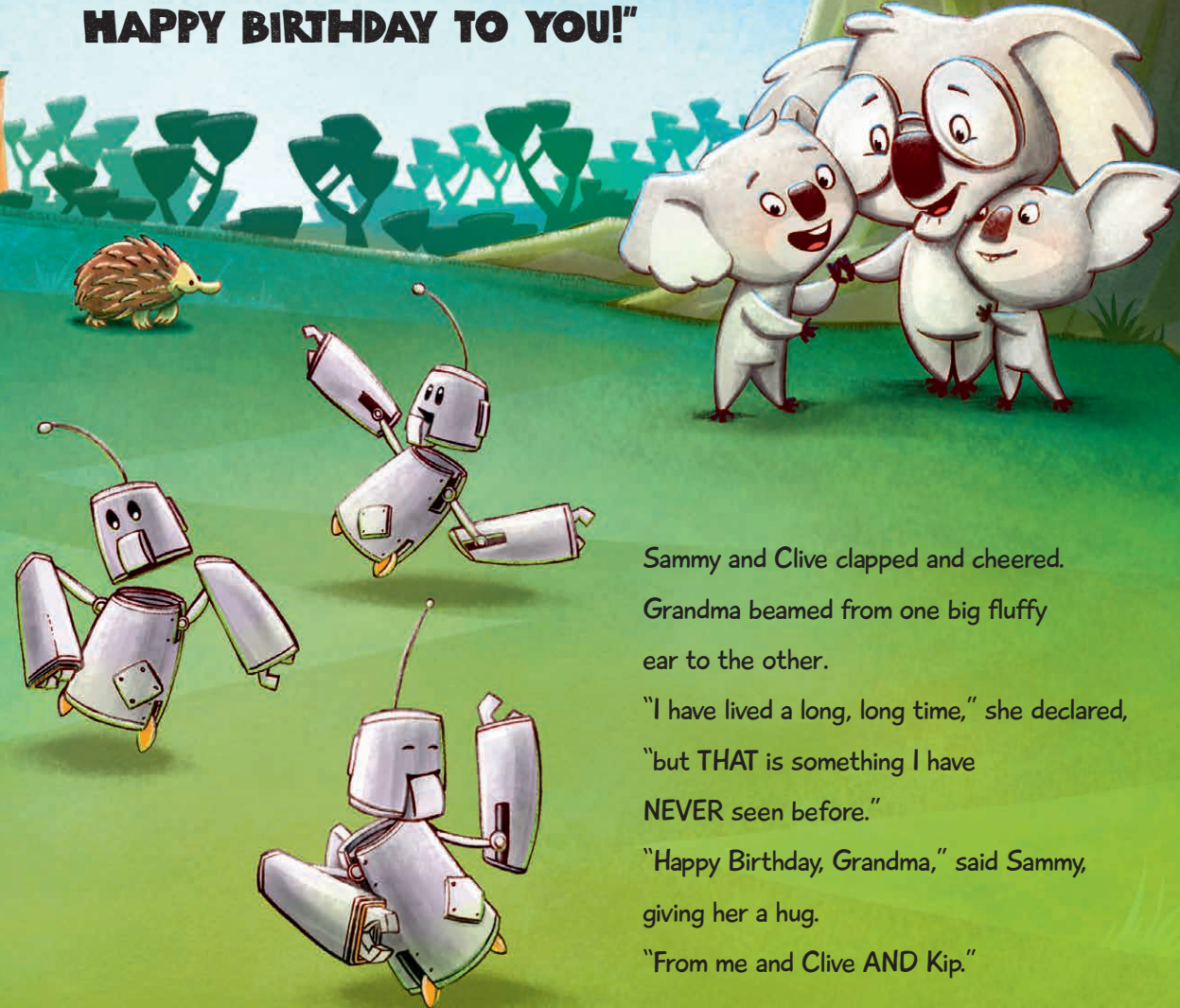
Suddenly Clive lunged forward and turned the key on Kip's back.

It made a clicking sound — **CLICK CLOCK CLICK.**

Kip burst into song and danced round and round in a circle.



**"HAPPY BIRTHDAY TO YOU!
HAPPY BIRTHDAY TO YOU!
HAPPY BIRTHDAY DEAR GRANDMA!
HAPPY BIRTHDAY TO YOU!"**



Sammy and Clive clapped and cheered.

Grandma beamed from one big fluffy ear to the other.

"I have lived a long, long time," she declared, "but **THAT** is something I have **NEVER** seen before."

"Happy Birthday, Grandma," said Sammy, giving her a hug.

"From me and Clive **AND** Kip."



Later that night, Sammy gazed up at the stars and shook her money box. She still had four coins saved for her next adventure and ...

SHE COULD HARDLY WAIT!

START SMART

The Teleporter Adventures is an extension of the Commonwealth Bank's award-winning financial education program – Start Smart.

Start Smart workshops are offered free for school and vocational education students across Australia, and are designed to motivate and inspire students to give them the confidence and skills to make smart decisions about money.

Since launching in 2007, Start Smart has become the largest financial education program of its kind in the world, reaching more than two million students through 73,000 workshops to date.

To find out more about Start Smart and how your child's school can get involved, please visit commbank.com.au/startsmart

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Things you should know: "The Teleporter Adventures" app (the app) is only compatible with smartphone devices (not desktop or tablet). The app is supported on iPhone 5 (iOS 6) and above, as well as Android 4.4.3 (Android) and above. iPhone 4s and below and Android 4.4.2 and below are not supported. When using the app, parental supervision for children is required. Not recommended for children under the age of five years old. You should consider downloading the app over a secure Wi-Fi network otherwise data charges will apply. For the best experience while using the app, remain seated at all times, be careful the smartphone doesn't slip out of the headset, and do not use for more than five minutes at any one time. Do not use the app if you have epilepsy, and stop using the app immediately if you feel nauseous. If you're in doubt about any of the above or continue to experience nausea or discomfort, please consult your GP. Apple and the Apple logo are trademarks of Apple Inc., registered in the US and other countries. App Store is a service mark of Apple Inc. Android and Google Play are trademarks of Google Inc. Commonwealth Bank of Australia ABN 48 123 123 124 Australian credit licence 234945.



START SMART PRESENTS

THE TELEPORTER ADVENTURES

Join Sammy the koala and her new friend,
Kip the robot, on a great space adventure,
zooming from one amazing planet to another!

Sammy is searching for a special present for
Grandma koala's birthday - but she only has
eight coins to spend. Will that be enough,
even in outer space?

And how will Sammy and Kip ever find their way
back home through the galaxy?

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