

COSMIC by Frank Cottrell-Boyce

Important Information

Plot

Liam is only 12 years old - but is already 6ft tall and growing a beard! He is constantly being mistaken for an adult, which can be both fun and terrifying. Liam enjoys playing computer games, but only has one real-life friend - Florida Kirby. Liam and Florida end up on an out-of-this-world adventure, which teaches them about friendship - and what is important.

Themes

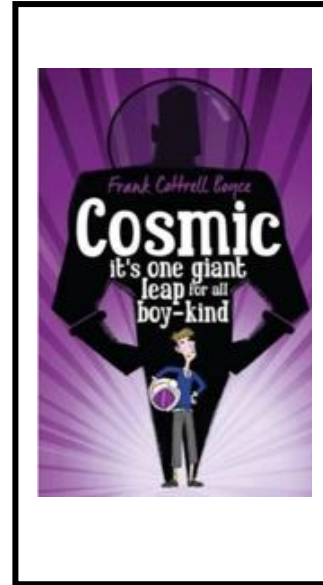
Relationships between children and adults, friendship, family, honesty, expectations and responsibility.

Setting

Bootle, Liverpool; China and space.

Characters

Liam Digby	An only child, Liam prefers to live in a fantasy world - rather than the real world.
Mr Digby	Liam's father, a pleasant man who cares for Liam very much, but gets frustrated by Liam's capers.
Florida Kirby	Liam's best friend, has 2 younger siblings, loves celebrity gossip and longs to be famous.
Dr Dinah Drax	Head of Drax Communications, genius in the field of space flight.
Samson One	Samson Two's dad
Samson Two	Maths whizz
Monsieur Martinet	Max Martinet's dad
Max Martinet	Very competitive and likes to be the best
Eddie Xanadu	Hasan's dad - bit of a rouge
Hasan Xanadu	Loves games consoles, originates from a war-torn country



Key Quotes

"You should know better, a big lad like you."

"Ever since I can remember, I've felt too big. But now I felt small."

Genre(s)

Voyage and return; adventure; comedy.

Name of Book: Cosmic

Date Published: 2001

Author: Frank Cottrell-Boyce

Other books by this author: The Astounding Broccoli Boy; Millions; Framed; Sputnik's Guide to Life on Earth.

Key Vocabulary

Premature	Too early; happening before it should
Infinite	Endless, limitless
Exploit	Make use of a situation to gain an advantage
Exploitation	Using someone unfairly to gain an advantage
Simultaneous	Happening at the same time
Coax	Gently persuade
Impression	An idea, opinion or feeling about something or someone
Inexplicably	In a way that cannot be explained
Bribery	Giving someone something they desire in order to get them to do what you want
Beneficial	Good, favourable outcome
expendable	Of little importance, easily abandoned