

Agent Logbook

The Brain Bandits · The Focus Bureau

Welcome, agent! This is your very own logbook. Print it as often as you like: one for you, a fresh copy every time you do the adventure again, and one for every new kid who becomes an agent. That way the book itself always stays clean.

My Agent Reports

Fill this in after each mission. There are no wrong answers. An agent learns from every round.

Mission 1 · First Assignment

What went well?

What distracted you? Which villain do you think it was?

Mission 2 · Captain Chaos

How often did you want to get up?

What helped you stay in your seat?

Mission 3 · The Memory Muncher

What trick did you use to remember things?

Mission 4 · The Someday Dragon

What was your tiny first step?

Did you keep going after that?

Mission 5 · The Screen Kraken

How hard was this (1 to 5)?

How did the video feel afterward?

Mission 6 · The Racket Gnome

What was spinning around in your head?

Which one did you pick first?

Mission 7 · The Doubt Scroll

What did you think you couldn't do?

What happened when you added "yet"?

Mission 8 · The Great Return

Which three tricks did you use?

Which villain is easiest for you to beat now?

★ My Villain Scorecard

Color in a star every time you outsmart a villain. Write down when you beat it.

Villain	Beaten on	My score
Captain Chaos		☆☆☆☆
The Memory Muncher		☆☆☆☆
The Someday Dragon		☆☆☆☆
The Screen Kraken		☆☆☆☆
The Racket Gnome		☆☆☆☆
The Doubt Scroll		☆☆☆☆

◆ My Own Agent Card

My code name:	
Draw yourself as an agent:	

My superpower:

My strongest trick:

Villains beaten:

★ OFFICIAL FOCUS AGENT DIPLOMA ★

This certifies that

(your name)

has learned to recognize all six Brain Bandits
and knows how to take back their own attention.

XP earned from mission packs: _____

Strongest trick: _____

Date: _____

Remember, agent: the Brain Bandits never go away completely. They try it on everyone, on kids and on grown-ups. But now you can see them. And whoever sees them can always outsmart them.

The Focus Bureau