

ANCHORS

SECRET AGENT







THEMED PROGRAMME



AIM

Top Secret! Teach your group to become world class secret agents, with some training in agility, memory, stealth and cracking a secret code.

ACTIVITIES

-  Agility Training
-  Memory Training
-  Design a Spy's Car
-  Cracking Secret Messages
-  Fingerprint Devotions
-  Stealth Training

SECRET AGENT

» INTRODUCTION

Secret agents and spies have been made famous by fictional characters like James Bond, driving around in his Aston Martin and travelling around the world.

However secret agents & spies are real and they have played important roles throughout history, helping to save lives, win wars and gather intelligence. We often hear very little about what they do, due to their work being top secret!

? DID YOU KNOW?

- Spies in the UK usually work for MI5 or MI6.
- MI5 tends to focus on gathering intelligence in the UK, whilst MI6 mainly focuses on gathering intelligence overseas.
- There are 14 James Bond books, which have inspired 26 films.
- Children's author Roald Dahl worked as a spy in America during World War Two.
- Animals have also been used as spies, with cameras & listening devices attached to them.



GET ACTIVE



15 MINUTES



IN THE
CUPBOARD

GET ACTIVE: AGILITY TRAINING

Set up an obstacle course for your group to conquer. Use some of the following obstacles and some of your own to test your spies' skills.

Duck and dive – set up tunnels, chairs, hoops etc to crawl through / under / between.

Target Practice – Using a nerf gun or bean bag, take aim using a bottle or skittle as the target.

Dodge the laser – Tie some string or ribbon between some chairs, acting as laser beams. Your group will need to dodge the lasers to go undetected, going under or over the string or ribbon to get from one side to the other.



GET ACTIVE



10 MINUTES



IN THE
CUPBOARD

GET ACTIVE: MEMORY TRAINING

All good spies need an incredible memory - sometimes their lives depend on!

Have a tray of around 20 items. These can be pens, coins, badges, keys, books, balls etc. Tell your young people to study the tray for a while, trying to remember as many items as possible. After a minute get them to turn around as you take away an item. When they turn back around ask them to identify which item is missing. You could try this a number of times, removing a different or multiple items each time.



GET CREATIVE



15 MINUTES

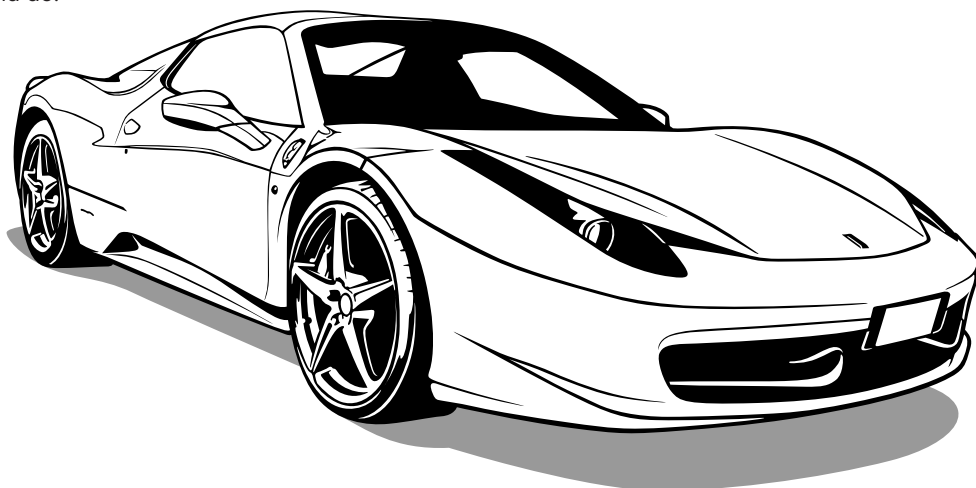


PREPARATION
NEEDED

GET CREATIVE: DESIGN A SPY'S CAR

Secret Agents always have gadgets and equipment to help them do their job, one of those items is a car. Get the children to be creative and think about what features the car would have to help protect the spy and also help them to eliminate enemies.

Using the 'Design a Spy's car' worksheet use colouring pens/pencils to show what the car would look like and what it could do.



Download Design a Spy's Car worksheet.



GET LEARNING



15 MINUTES



PREPARATION
NEEDED

GET LEARNING: CRACKING SECRET MESSAGES

All top-secret agents need to be able to write and crack secret messages – their lives depend on it! Get your group using some simple symbol code, which replaces letters for coloured symbols.



Download 'Cracking Secret Messages' worksheet.

a	b	c	d	e	f	g	h	i
j	k	l	m	n	o	p	q	r
s	t	u	v	w	x	y	z	



GET ACTIVE



10 MINUTES



READY
TO GO

GET ACTIVE: HIDE & SEEK

Secret agents often have to pass on secret messages by hiding them in a special location to be picked up by another agent. They also have to seek out clues and find things.

To practise both of these skills play a game of hide and seek.

Get a child to hide a secret message (they could write one) and hide it whilst all the others are not looking and then get the remainder of the group to try and find it.

Give a number of children a go at hiding the message or item.



GET INTO
THE BIBLE



10 MINUTES



PREPARATION
NEEDED

GET INTO THE BIBLE: FINGERPRINT DEVOTIONS

Fingerprints have been used by secret agents for a long time, to track people and help solve problems.

Instructions:

Using some card and ink pads, let your group create a fingerprint card so they can see what their fingerprints look like. Write their name on their card.

Ask your group to compare their fingerprints with those around them. Can they see how they are different? God gave us all a unique set of fingerprints – how amazing is that?

Wherever we go in the world, we leave our fingerprints. These fingerprints leave a mark and God wants us to do the same! Are we leaving our mark on the lives of the people in our world? What kind of marks are we leaving?

Get your group to think of ways in which they can help leave 'good' fingerprints on the world around them.

What you'll need:

- Ink Pad
- Paper/Card
- Pen



GET ACTIVE



10 MINUTES



IN THE
CUPBOARD

GET ACTIVE: STEALTH TRAINING

This activity will test your children's ability to go unnoticed.

Sit your group in a circle with a chair placed in the middle and a big pile of keys underneath it. Ask one child to sit on the chair and blindfold them. Their job is to defend the keys.

Now select a child to go on a mission to quietly grab the keys and return to their place without being noticed. If the child in the seat believes someone is trying to steal the keys, they must point directly at that person. If a spy is pointed at, that person is either out, or sent back to start again.

Keep changing the players until everybody has had a go.