

Invent your own secret agent gadget



For leaders

You could extend this activity by getting your young people to make a model of their gadget. Add a technology/engineering link and get them to have a go at adding some basic circuits to their model to add lights and movement.

Age 14 - 18

Age 3 - 5

Age 5 - 7

Age 7 - 11

Activity details

This activity counts towards...



- Spy Adventures

£/££	Indoors
Day/Night	

- | | |
|---|---|
| <input type="checkbox"/> 11 - 14 | <input checked="" type="checkbox"/> 14 - 18 |
| <input checked="" type="checkbox"/> 5 - 7 | <input checked="" type="checkbox"/> 7 - 11 |
| <input checked="" type="checkbox"/> 3 - 5 | |
-

- | | |
|--|--|
| <input checked="" type="checkbox"/> Autumn | <input checked="" type="checkbox"/> Spring |
| <input checked="" type="checkbox"/> Summer | <input checked="" type="checkbox"/> Winter |
-

Skills:

- Creativity
- Imagination

Equipment:

- Cardboard
- Circuit Boards
- Colouring Pens
- Electrical Components
- LEDs
- Paper