

# SPY ADVENTURES



## Your mission, should you choose to accept it is to...

Discover the world of spies and the stories of secret agents! From fun facts to gadgets and gizmos our Spy Adventures challenge pack has it all.

With over 40 activity ideas to choose from, you've got a licence to thrill!

Proceeds from this badge go towards helping Scouts and Guides from across the UK take part in lots of adventures via The Pawprint Trust. Thank you for your support!

### Suggested challenges for different age groups:

5-7 Years : Complete 1 challenge from each of the 4 sections.

7-11 Years : Complete 1 challenge from each of the 4 sections + 1 more of your choice.

11-14 Years : Complete 1 challenge from each of the 4 sections + 2 more of your choice.

14-18 Years : Complete 1 challenge from each of the 4 sections + 3 more of your choice.

18+ Years : Award yourself a badge for assisting young people in achieving their challenges.

For even more programme ideas check out our 'Spy' board over on  
[www.Pinterest.com/PawprintBadges](http://www.Pinterest.com/PawprintBadges)

Once completed head to the website to get your paws on your badges!

[www.PawprintBadges.co.uk](http://www.PawprintBadges.co.uk)

# CRAFT

-  Make your own invisible ink and write secret notes to your friends.
-  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.

-  Make a code wheel to send encrypted messages.
-  Create your own Secret Agent ID card. Use a code name and disguise so you can't be identified!
-  Make a spy disguise, eg. a moustache, hat, glasses, etc.
-  Make your own book safe.

## What?

We've seen them in the spy movies on bookshelves with diamonds and valuables hidden in a space inside. To the naked eye, just a book but to a secret agent it's a place for concealing their secrets! Create your own with an old, thick, hard-backed book.

-  Create a 'WANTED' poster for that criminal mastermind you're trying to track down.
-  Use collage and old magazines to make your own 'ransom note' style signs/messages/cards. Cut and stick letters individually.
-  Baden-Powell himself (founder of Scouting) hid war maps in drawings of bugs and butterflies. Make your own secret map.
-  Create a journal to document all your adventures. Disguise it as a reading book so no one will find it!
-  Build a lie detector or radio.
-  Solder/make your own 'infrared' (LED) torch.
-  Your mission, should you choose to accept it is...to create and film your own secret mission DVDs.



# FOOD

 Use a magnifying glass to start a fire to cook over.

 Decorate biscuits with finger print patterns.

## Did You Know?

Your finger prints developed before you were born and everyone's are unique...even identical twins have different fingerprints!

 Improve your night vision and cook up a carrot based recipe.

 Disguise food to look like another dish, ie. white chocolate spaghetti.

## Why?

The British Army erected their first armoured tree in March 1916. It was a replica of a tree in no man's land with a steel, armoured core to protect the soldier who would be stationed inside the tree to spy on enemy lines.

 Julia Child (famous chef) was previously an intelligence officer. Try cooking one of her recipes.

 Send some undercover messages by hiding them inside fortune cookies.

 Mix up some no-cook chocolate truffle 'bombs' using cream cheese and cocoa powder with red licorice fuses.

 Food in disguise- try meat alternatives, do any of them fool you in to believing that they're meat?

 Mission Impossible- create a dish from a selection of random ingredients selected from a mystery bag. You should use 1 protein source, 1 potato/carb, 3 fruit and veg.

 Your mission, should you choose to accept it is...to shop on a budget of £3-5 and make a meal using your purchased ingredients.

 Bake some foot print biscuits. You could use moulds to create a shoe tread effect or create your own by imprinting in to the dough.

 Go undercover and do some detective work to trace ingredients to their country of origin and mark them on a map.



# GAMES

-  Play the Detective and have a game of Wink Murder.
-  Complete a spy training obstacle course to test your agility.
-  Match shoes to their prints.
-  Correctly identify fingerprints. Play pairs with finger print cards.
-  Race against the clock to become a master of disguise.

## How?

In teams, race through an obstacle course while picking up and putting on items of clothing/disguise. First person races up the obstacle course putting on all the items then races back taking them off in reverse order. The next person repeats. The first team to complete the relay win!

-  Hold your own treasure hunt to find mystery places.

## For Leaders...

Go on a walk around your local area and snap some close up shots of objects, places, doorways, door handles, etc. Print the photos out, one set per group. Groups should then go on the hunt to identify the places. Optional: groups are given/have a camera/phone and take photos to replicate the ones provided (to prove they found the places). For younger groups- provide a route map, for older groups give them a rendezvous point.

## Did You Know?

In WWII automatic cameras were strapped to homing pigeons to spy behind enemy lines.

-  Spies must be ready to travel at any time, have a relay to pack your bag with essential items. Each person runs one item to the bag and back.
-  Unlock mysteries by finding keys hidden inside black balloons without using your hands. Some balloons won't have keys so beware of false clues!
-  Have a life-size game of Cluedo.
-  Play a game of i-spy.
-  Break the enigma code- race to decode messages ie. using your code wheel.



# OTHER

-  Send and receive messages in Morse code.
-  Take fingerprints from suspects.
-  Test your communication skills and learn British Sign Language, Makaton, braille or another language of your choice.
-  Snap some spy selfies in your home made disguises.
-  Become a personal investigator.

## For Leaders...

This activity is suited to older groups who use social media on a regular basis and provides great awareness to show how much information is readily available online. Have your young people bring a phone or laptop with internet capability to your meeting. Put all the names in a hat and get each person to pick one at random. They must then spend time investigating online to find out as much information as they can about that person. Tip: log out from all social media accounts before completing this activity.

-  Complete a pigeon drop (for older groups 14+).

## What?

In groups, young people are blindfolded and taken to a 'drop off'. They then have to use their 'homing instincts' to figure out where they are and how to get back to the start point/meeting place.

## For Leaders...

Each group should have a mobile phone and an emergency contact number. It is also wise to prepare a printed map with the meeting and drop off points marked on, placed in a sealed envelope, for groups to use as a last resort.

-  Invent an alter ego for your secret self.
-  Learn how to track animals or follow GPS signals.
-  Find out about some real-life secret agents.
-  Have a film night and watch a spy movie.
-  Record your adventures and tag us on social media using @PawprintBadges and #AdventureForAll.

