



Classified Crafts Leaders Guide

Spy Academy Classified Crafts Leaders Guide

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Introduction

This station is all about allowing kids to use their creativity and imagination. While working on their crafts their minds are freed up to process what they have been learning about Jesus. So always give the connection to the theme. If craft time is before story time for the kids it will allow them to begin thinking about what they will hear during story. If craft time is after story time, it will allow them time to process and consider what they heard during story time. Gather your supplies ahead of time as some of the things needed are recyclable materials that people can start collecting. Supply lists (daily and alphabetical) are available in the supplementary resources folder

Week at a Glance

Theme Verse - Here is a saying that you can trust. It should be accepted completely. Christ Jesus came into the world to save sinners.

1 Timothy 1:15 NIrV

	Training Focus	Craft
Day One	Spy Identity	Secret Agent Security Passes; Record Fingerprints; Dusting for Prints; Identifying Fingerprints
Day Two	Disguises	Goofy Glasses
Day Three	Trailing and Surveillance	Station #1 – Can You Spot the Tail? Station #2 – Signaling Devices & Dead Drop Station #3 – Identifying Footprints Station #4 – Surveillance: Can You Remember What You Saw?
Day Four	Secret Messages	Cipher Wheel; Jumble Code; Scytale; Wax Messages
Day Five	Gadgets	Create A Gadget

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Tips:

1. Make a demo of all crafts.

For the kids that are not crafty it is helpful to see what it is they are making. It is also a good opportunity to work out any kinks, to see how long paint or glue takes to dry, and get an idea of how long each craft will take to make.

2. Have extra supplies.

In the event that there are more kids than you planned for, it is a good idea to have extra supplies. Even if you have a set number of children, it is a good idea to have a few extras. Some children are perfectionists and will require extra pieces. You may also have an accident or some other crisis that will require more supplies.

3. Have copies of instructions at each table.

Place a copy of each days craft instructions on each table being used. If possible, station a leader at each table to help the kids. The leaders can then refer to the instructions if the kids have a question

4. Allow individuality.

Give clear, concise instructions but don't worry too much if kids add their own flair to a project.

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Day 1 – Spy Identity

Daily Theme – Jesus is both God and Human

Bible Passage - In the beginning, the Word was already there. The Word was with God, and the Word was God. The Word became a human being. He made his home with us. John 1:1&14a NIrV

Connection to Theme – Our activities today are centered on fingerprints. Fingerprints are unique. No one else has your exact fingerprints. One of the best ways to identify someone is through their fingerprints. Because Jesus is human, He has fingerprints too. But Jesus is unique even apart from His fingerprints. He is totally God and totally human at the same time. There is no one like Jesus.

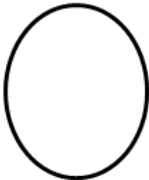
Secret Agent Security Passes

Materials: Secret Agent Security Passes; pencils; ink pads; rags/wipes for cleanup; code name – animals; code name – flowers; code name – colours; jars

Prep: Print the nametags double-sided on cardstock. Nametag templates are available in the Supplementary Resources folder. (Note: The registration team may be planning on printing off the Secret Agent Security Passes since they are also used as nametags. Talk with the registration leader to find which team is responsible for this step.) Print out copies of code name – animals/flowers/colours (found in the supplementary resources folder) and cut out. Put each set into different jars. You will need 2 or 3 jars per table.

Instructions: Encourage the agents-in-training to complete the back of their nametags. These Secret Agent Security Passes include a spot for a code name, special skills, and a fingerprint.

Code Name: _____
Special Skills: _____



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Some kids will need help coming up with a code name. One fun way to devise a code name is to put a colour and an animal or flower together (for example, Lime Leopard or Indigo Thistle). Place two jars on each table. One jar will have papers with colours printed on them. The other jar will have papers with animals and flowers printed on them (you could separate out the animals and flowers and have three jars on each table, if you wish). Each child will pick one piece of paper from each jar and put them together for their code name.

Record Fingerprints

Materials: ink pads; index cards; pencils; rags/wipes for cleanup; magnifying glasses

Prep: If using cardstock or construction paper instead of index cards, cut the paper into approximately 4x3 sizes.

Instructions: Each agent-in-training will write their name on the back of their index card. Then, using the ink pads, press each finger from one hand and their thumb, one at a time into the ink pad and roll that digit onto the index card. They can write underneath each print which digit it represents. Once finished, each agent-in-training can use a magnifying glass to inspect their fingerprints and see if they can discover any distinguishing features.

Dusting for Fingerprints

Materials: lotion; a variety of everyday items – glasses, mugs, plates, etc.; soft brushes (makeup or paint); baby powder/cocoa powder; scotch tape; black/white construction paper pieces; plastic shakers

Prep: Put small amounts of lotion into small containers. Put talcum powder/cocoa powder into shakers.

Instructions: Have each child rub a small amount of lotion on his or her hand (this will make their fingerprints easier to find) and then pick up an item like a mug making sure to press firmly. They will then sprinkle a small amount of powder onto the item. Using the soft brushes, they will gently brush away the excess powder revealing the fingerprints left behind. Place a piece of scotch tape over the fingerprint and lift off (the print should have stuck to it). Place the tape on a piece of construction paper (this will help you see it more clearly). Use black construction paper with the talcum powder and

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white construction paper with the cocoa powder. Label the back of the paper with the name of the agent-in-training that the print came from.

Identifying Fingerprints

Materials: Recorded fingerprints; lifted fingerprints; magnifying glasses

Prep: No preparation required

Instructions: Mix up the lifted fingerprints. Using the index cards, the agents-in-training will compare the index cards of fingerprints with the lifted fingerprints using a magnifying glass to see if they can find a match.

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Day Two – Disguises

Daily Theme – Jesus Came to Take Our Sins Away

Bible Passage - But you know that Christ came to take our sins away. And there is no sin in Him. 1 John 3:5

Connection to Theme – To disguise ourselves is to conceal our identity by changing our dress or look. Disguises are often clothes, but we can disguise ourselves by changing our hair color, wearing wigs or fake beards. We also disguise ourselves by changing how we walk. It's all about hiding who we really are – concealing our identity. Today we are going to make goofy disguise glasses. Yesterday we learned that Jesus is totally God and totally human at the same time. Jesus didn't use disguises. People who didn't understand who Jesus was may have thought that he was disguising the fact that He was God by appearing as a man. But Jesus isn't one or the other. He is both God and human and He came to take our sins away.

Goofy Disguise Glasses



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Make glasses with a nose and mustache for a cool disguise.

Materials: pipe cleaners (5 per pair of glasses); brown and/or black and/or tan construction paper for nose & mustache; mustache templates (available in supplementary resources folder); nose templates (available in supplementary resources folder); masking tape; white glue/glue stick; scissors; faux fur (optional)



Prep: Make copies of the mustache and nose templates. Cut out templates.

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Instructions: These are pretty easy to make. Just form a circle with a pipe cleaner and twist it together as a circle. Twist the excess pipe cleaner around itself maintaining the circle shape. Do this a second time for the other eye.



And then take a third pipe cleaner, fold it in half and then in half again and twist it together and then connect the two eyes together with this third piece, folding the center piece over onto each circle piece.



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Then make the arms of the glasses with 2 more pipe cleaners...just twist them on the ends of the glasses. Fold one pipe cleaner over the ear first to get the length right.



Cut out a nose shape from construction paper. Include a longer piece at the top of the nose. Fold this piece around the middle of the glasses and glue together. The nose template has a tab at the top to fold over the center of the glasses and a tab at the bottom to attach the moustache.

Trace and cut out a mustache using the templates provided. Glue to the bottom of the nose. For bushy mustaches, use the faux fur.



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Day Three - Trailing & Surveillance

Daily Theme – God Sent Jesus Because He Loves Us

Bible Passage - God loved the world so much that He gave His one and only Son. Anyone who believes in Him will not die but will have eternal life. John 3:16 NIV

Connection to Theme – In our Bible story today we hear/heard about Nicodemus who went to see Jesus at night. That kind of seems like a covert operation. Maybe he had been trailing and surveilling Jesus for a while. We do know that he had questions for Jesus. Jesus didn't need to trail or surveil Nicodemus to know what Nic needed to hear – God send Jesus because He loves us.

Instead of a conventional craft, today the kids will be participating in activities that will train them in the arts of trailing and surveillance.

Materials: face pictures (these can be pictures of your leaders or general pictures); painters tape/sticky tac; paper; pencils

Prep: Print off a large number of pictures of people's faces. Ask your volunteers to disguise themselves and then take pictures. The kids will love seeing their leaders disguised in this activity. Choose four to be the suspects. Print off an extra copy of each of these pictures and write suspect on the back of the picture. Put up the pictures (except for the ones that have suspect written on the back) all around the craft area or where your four stations will be.

Bonus Activity – Gather a pile of disguise items (you may be able to use disguise items from the games team who used them on day two).

Instructions: Split the kids into four teams and assign a leader to each team (This can be someone from the craft team or one of the group leaders). Give each leader a paper and pencil. There are instructions for each station. You can give each leader the station instructions in a bundle at the beginning or you can have copies of the instructions available at each station. These instruction sheets are available in the supplementary resources folder.

Tell the kids they will be rotating through four stations practicing trailing and surveillance skills. Show them the pictures of the four suspects. Tell them to look closely at these pictures (try to memorize the faces) because they will

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need to keep an eye out for these four suspects as they go through the stations. When they see one of the suspects, they can tell their leader and the leader will write down who they saw and where they saw them.

Station #1 – Can You Spot the Tail?

Materials: Hand or compact mirror; chair; disguise items

Prep: Gather a large pile of disguise items – hats, wigs, scarves, sunglasses, glasses, tops, lab coats, jackets (you may be able to use disguise items from the games team who used them on day two).

Instructions: Choose one team member and give them the mirror. Give them the chair and tell them to choose a spot in the room to put the chair. Once they have sat down, they are not allowed to move. They will use only the mirror to see what is happening behind them. The rest of the team will put on disguises. The object is to get past the agent with the mirror without being seen. When the kids are ready with their disguises, the leader says go. Then the spy with the mirror can use the mirror and call out who they see. The spy is not allowed to move.

Station #2 – Signaling Devices & Dead Drop

This station actually has two parts. Part one is finding and setting a signaling device. Part two is using a dead drop to leave and pick up secret messages.

Materials: Part 1 – Signaling Devices: 4 mugs, sticky tac, dump truck, scarf, newspaper, etc. Part 2 - Scraps of paper; pencils; book with hidden compartment; flashlight; pen; newspaper; chair; chocolate bar

Prep: Prepare the items that will be used to hold secret messages. Find a pen that is wider than normal and from which you can remove the ink stick so that you end up with a hollow pen. Cut out a rectangular shape from the inside pages of a book so that you have a hidden compartment. Remove the batteries from a flashlight so that it is hollow. Write a secret message for the first team that will be at station #2 and hide it in one of the items you prepared. Set a signaling device for the first team as well.

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Instructions (Part 1 – Signaling Devices):

Signaling Devices:

- Four mugs in a row with all the handles out except one
- Sticky tac stuck to the wall
- Dump truck with the bed up
- Scarf hanging with one end farther down than the other

Say, "Spies use something called a dead drop to pass items between two individuals using a secret location. This way they don't have to meet directly. The spies need to use a signaling device to let the other know that there is something at the dead drop. They might leave a piece of chewing gum on a lamp post or a newspaper on a bench. They might hang a distinctly colored scarf from their window. Do you see something here that could be a signaling device?"

Once your team has discovered the signaling device, let them know that it means that there is a secret message waiting for them at the dead drop location.

Before you move on, reset the signaling device that your team discovered and choose one to leave for the next team.

Instructions (Part 2 – Dead Drop): Say, "Spies will hide secret messages in normal looking objects when they need to leave them at a dead drop location. Look around and see if you can find the hidden secret message."

Read the secret message out to the team and then decide on a secret message to leave for the next team. Hide it in a different dead drop location.

Places to Hide Secret Messages

- [Don't reveal these to your team until they have found the secret message. You can use this list to give hints if your team is having a hard time finding the secret message.]
- Carefully slip a message between the two wrappers of a chocolate bar.
- Roll up your message and stuff it into a hollow pen.
- Cut out a compartment inside a book big enough to hide a message or item in.
- Slip your message into the battery compartment of a flashlight.
- Hide your message in a folded up newspaper
- Tape your message under a chair.

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Secret Message Ideas

- Hello Team Red from Team Blue.
- Ace Warburton is a master spy.
- Jesus loves you.
- Jesus came to take our sins away.
- Look behind you! (Just kidding!)

Station #3 – Identifying Footprints

Materials: Footprints; answer key for leader in envelope; measuring footprints tool; black poster paper; talcum powder in a shallow container; towels to wipe feet

Prep: Find a variety of footwear – slippers, running shoes, winter boots, flip flops, high heels, men’s dress shoes, etc. Place the footwear one at a time into the talcum powder and then press down on a piece of black poster paper to create footprints. Make as many different prints as you have variety of footwear. Create an answer sheet that shows the print with a description of the type of footwear that caused it. Make 5-10 copies of the footprint measurement tool available in the supplementary resources folder.

Instructions: Scattered on a table or the floor will be a bunch of different footprints. Your team needs to try to identify the type of footwear that would leave such prints. Use the answer key from the envelope to give the kids the correct answers.

Once the team has practiced identifying footprints, let them practice measuring footprints. Volunteers can step into the container of talcum powder with their bare feet and walk across the black poster board leaving footprints. Mix up the footprints if possible. The rest of the team will then use the footprint measuring tool to try and figure out which footprints belong to whom.

Station #4 – Surveillance – Can You Remember What You Saw?

Materials: Building blocks or a picture of a street scene; question sheet

Prep: Create a street scene out of building blocks (make sure to have a number of buildings as well as a variety of people and objects on the street) OR print off four copies of a street scene (an outdoor market is ideal) if you are not using the building blocks. Prepare a list of questions based on the street scene. Write a minimum of five questions. Include the answers in

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brackets for the leaders. Here are some examples of the type of questions that should be used:

- How many _____ were there?
- What color was _____?
- Was there a _____?

Sample questions – What color sweater is the man walking towards you wearing? What color are the balloons? How many women are wearing scarves on their heads? What color backpack is the man wearing?

Instructions: Give the kids a few minutes to surveil the scene and then remove it or cover it and ask them some questions about what they remember. Say, "Your mission is to surveil this street. Your supervisor will require a report about what you saw. Study it carefully so you can answer any question you will be asked. You have 2 minutes to surveil the street. "

Bonus Activity

Materials: Disguise items

Prep: Pile some disguise items on the floor.

Instructions: This is a fun way to get your team back to Classified Crafts.

Tell them that someone is following them! They have to lose the tail. They can do their best evasive run (zigzag down the hallway for example), change their appearance (start walking with a limp, grab a hat or other piece of clothing from the pile, turn their jacket inside out), or come up with their own idea.

Day Four – Secret Messages

Daily Theme – The Gift of Salvation is Offered to Anyone Who Puts Their Faith in Jesus

Bible Passage - God's grace has saved you because of your faith in Christ. Your salvation doesn't come from anything you do. It is God's gift. It is not based on anything you have done. No one can brag about earning it.
Ephesians 2:8&9 NIrV

Connection to Theme – In today's Bible story the father welcomes home the son and forgives him. The son didn't deserve it. All the son could do was accept this gift of forgiveness his father offered him. This story that Jesus told is called a parable. Parables are stories with a deeper meaning; kind of like a secret message.

There are four different kinds of secret messages in today's craft. None of them take a very long time to make. The kids should be able to do all of them. You can set the tables up with one craft at each and the kids rotate or have all the materials at each table and the kids will do all the crafts at the same table.

Cipher Wheel

The cipher wheel is an enciphering and deciphering tool. The spies using it agree on a cipher key setting (e.g. The "F" in the regular alphabet is positioned next to the "X" in the cipher alphabet). Then using the wheel one spy will encipher their secret message. When the other spy receives the secret message, he will use the cipher wheel to decipher the secret message.

Materials: cipher wheels (available in supplementary resources); two different colour pencil crayons/markers/pens; brass fasteners; scissors

Prep: Copy cipher wheels onto light colored cardstock (one per participant)

Instructions:

1. Cut out the two circles. The large circle is the stationary circle. The small circle is the moveable circle.
2. Write the alphabet in one colour ink around the small circle.
3. Write the alphabet in a different colour around the large circle.

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4. Fix the small (moveable) circle onto the big (stationary) circle using a brass fastener through the center (marked with a dot).
You are ready to use your Cipher Wheel. Decide on a cipher key setting and write a secret message.

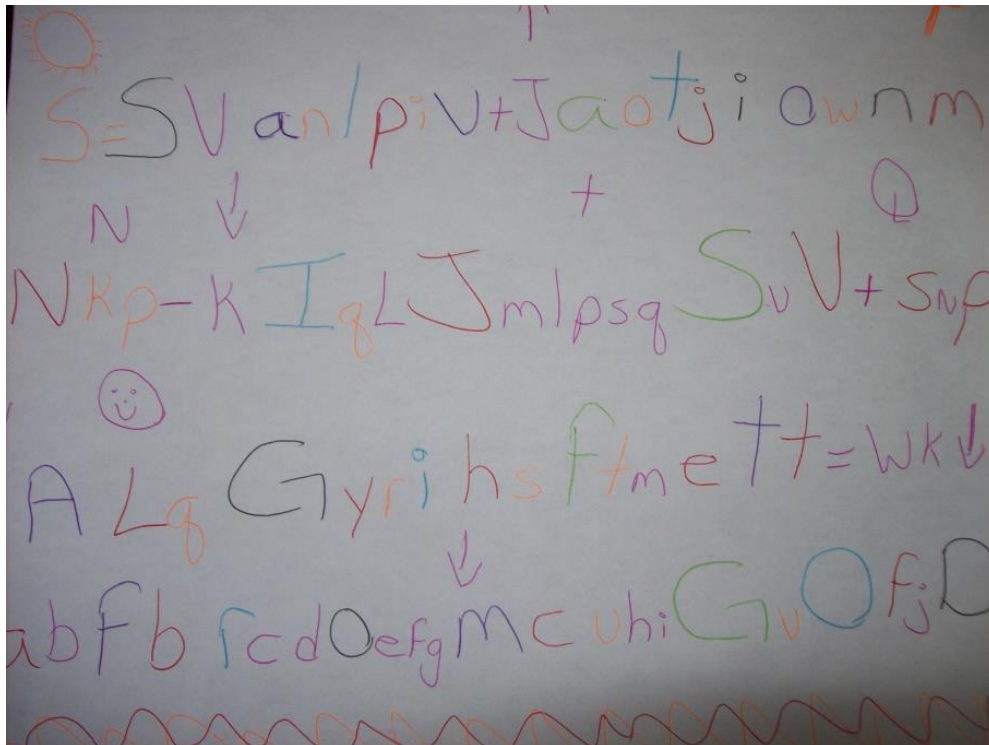
Remember the regular alphabet is written on the large circle, the cipher alphabet is written on the small circle.

When you are ENCIPHERING the message, move the cipher wheel so that it matches your cipher key setting. Start with the first letter of your secret message, find it on the large circle and write down the corresponding letter from the small circle. Continue until you have enciphered your message.

When you are DECIPHERING the message, move the cipher wheel so that it matches your cipher key setting. Start with the first letter of your secret message, find it on the small circle and write down the corresponding letter from the large circle. Continue until you have deciphered your message.

Have fun!

Jumble Code



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Materials: Red tissue paper; black, blue, green, purple, red, orange, and yellow pens; white or pale paper

Prep: No preparation required

Instructions: This code works because red tissue paper lets some pen shades show through, but not others. You can give your decoder a jumble of letters or pictures, but through tissue paper he will see a clear message.

Write your message with a purple, green, black or blue pen. Put big gaps between the letters. Use the whole page.

In between and on top of your message letters, write a false message, or just lots of letters, with a red pen.

Choose an orange or yellow pen & write a second bluff message, or lots of letters, in the same way.

Now add some small pictures or dots to use up any leftover space & to make it more confusing.

To decode: lay some red tissue paper over the message. The red, yellow, & orange letters will disappear, leaving only the message written with a dark pen.

Scytale

A Scytale is a tool used to perform a transposition cipher. It consists of a cylinder with a strip of paper wound around it on which a message is written.

Materials: cardboard cylinder (paper towel or toilet paper rolls); a strip of paper about an inch thick (those old rolls of paper tape from business calculators work great and they are cheap at thrift stores!); masking or painters tape; scissors

Prep: No preparation required.

Instructions: Cut two equal length pieces of cylinder or choose two cylinders that are the same circumference. Start at the top of the cylinder and wrap the strip of paper round (not overlapping) until you reach the bottom of the cylinder. Use a small piece of tape to fix the paper onto the cylinder while you write your message. Write your message on it. When you take the paper

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off the cylinder you will see that the message seems like a jumble of letters. Fold up the paper and pass it to a friend. They will be able to read your message using the other half of the cylinder or another cylinder of the same circumference.

Wax Messages

Material: white taper candles, paper, instant or ground coffee, trays or shallow bins to catch the coffee granules.

Prep: If you use instant coffee, you may want to crush it up before the craft. If it is too coarse, it won't work.

Instructions: Write a secret message onto the white paper using white candles (press hard).

To decode the message, pour instant or ground coffee on the paper. The coffee granules stick to the wax revealing the message. Shake off the excess granules into the tray or shallow bin.

A fun idea is for the kids to switch secret messages with each other before decoding them.

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Day Five – Gadgets

Daily Theme – The Holy Spirit Helps Us Grow to Be More Like Jesus

Bible Passage - But the Father will send the Friend in My name to help you. The Friend is the Holy Spirit. He will teach you all things. He will remind you of everything I have said to you. John 14:26 NIV

Connection to Theme – Sometimes spies need help. They use gadgets to get them out of sticky situations. We need help too to obey Jesus and live the way He wants us to. Jesus promised to give us a Friend to help us. This friend is the Holy Spirit.

Create –a- Gadget

Materials: Newspaper; construction paper; small cardboard boxes (cracker, cereal, etc.); old cd's; old watches; pvc pipes & fittings; bottle caps; nuts & bolts; paper towel rolls; sponges; sunglasses; Styrofoam balls (all sizes); small machine parts; plastic tubing; funnels; aluminum foil; etc. Collect all kinds of items that kids can use to create a gadget.

Provide a variety of ways to hold things together – glue (white and stick); tape (masking, scotch, electrical, floral, duct, etc.); magnets; pipe cleaners; velcro; wire (as long as it's thin enough to cut with scissors); yarn; etc.

Don't forget markers, scissors, wire cutters, and glue guns.

Prep: No preparation required.

Instructions: Today the kids can let their imaginations loose. Set out a wide variety of items and tell the kids to create their own gadgets. Have adults available to use the wire cutters or glue guns if needed.

It may help kids kickstart their imaginations if you have pictures of gadgets up on the walls as well as a demo create-a-gadget.