Spy Challenge

By: Kathryn Brunton

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TOP SECRET

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SPY CHALLENGE CAMP 2016

SPY CHALLENGE CAMP

RULES AND REGULATIONS

- **All camp rules must be followed exactly.** Guiders must be present during all **fire** activities.
- **No one HAS to complete ANY of the activities**. You can choose to do absolutely nothing. However, the girls completing the challenges will earn the Spy Challenge Badge!
- You may decide among yourselves how to arrange sleeping. Tents must be set up upon arrival to camp if you are not sleeping in the cabins.
- At all times you must **follow the** **Girl Guide Law**.
- Report to the Guiders for any first aid issues or illness.
- **Have FUN!!!**

SECRET AGENT SPY ID

AGENT NAME : _ _ _ _ _ _ _ _ _ _ _

CODE NAME : _ _ _ _ _ _ _ _ _ _ _

SECRET AGENT ID : _ _ _ _ _ _ _ _ _ _ _

SPY FINGERPRINT CARD

SPY NAME: ....

RIGHT THUMB	RIGHT INDEX	RIGHT MIDDLE	RIGHT RING	RIGHT LITTLE

RESTRICTED AREA

NO UNAUTHORIZED ACCESS BEYOND THIS POINT

UNCLE HEADQUARTERS

FOR YOUR EYES ONLY

Please complete the following tasks prior to receiving your assignment(s):

1. Complete the Secret Agent Spy ID Card; give to Spymaster at UNCLE Headquarters. Do not reveal your identity to anyone!

2. Submit to fingerprinting. Fingerprint cards will remain in a secure location at UNCLE.

3. Get together with <u>ALL</u> of the girls; familiarize yourself with "Spy" terminology.

4. Proceed to complete the challenges as listed below in any order:
  - **Abilities, Skills, Techniques**
  - **Word Search**
  - **Oath**
  - **Personal Intelligence Agency Insignia**
  - **Fingerprinting**
  - **Codes/Ciphers**
  - **Disguise**
  - **20 Questions**
  - **Spy Games**
  - **Laser Maze**
  - **Snipe Hunt**
  - **Watermelon Seed Spitting – Target Shooting**
  - **Wordles**

5. When you are ready for your assignment, notify the Spymaster.

CAMP X

Camp X was the unofficial name of a Second World War paramilitary and commando training installation on the northwestern shore of Lake Ontario between Whitby and Oshawa in **Ontario, Canada**. The area is known today as **Intrepid Park**, after the **code name** for **Sir William Stephenson** of the British Security Coordination. The character of **James Bond 007** was supposedly based on Sir William Stephenson.

Camp X was established December 6, 1941 by Sir William Stephenson, a Canadian from Winnipeg, Manitoba, and a close friend of Winston Churchill and Franklin D. Roosevelt. The camp was designed to link Britain & the US at a time when the US was forbidden by the Neutrality Act to be directly involved in World War II.

Camp X

Sir William Stephenson Passport photo 1942

Camp X trained over 500 Allied units, of which 273 graduated and moved on to London for further training. Many **secret agents** were trained there. Camp X pupils were educated in a variety of special techniques including sabotage, demolition, map reading, use of various weapons, and Morse code.

One of the unique features of Camp X was **Hydra**, a highly sophisticated telecommunications centre. Hydra was valuable for both coding and decoding information from the prying ears of German radio observers and Nazi detection. The camp was an excellent location for the safe transfer of code due to the topography of the land; Lake Ontario made it an excellent site for picking up radio

signals from the UK. Hydra also had direct access via land lines to Ottawa, New York & Washington, D.C. for telegraph and telephone communications

Teletype Room = Les modes all the tables. Evelyn is typing = what I see = mystery.

Not much remains of Camp X today. All remaining buildings were bulldozed into Lake Ontario in 1969 when the camp was decommissioned. The site, located on Boundary Road in Whitby, Ontario, is now Intrepid Park. A monument was erected in 1984 to honour the men and women of Camp X, considered to be the finest espionage training camp of the Second World War.

Challenge: If **you** were to train as a secret agent or spy today, what skills and abilities might you need to have? What techniques would you need to learn? List below:

_____
_____
_____
_____
_____
_____
_____

French Resistance Spy Josephine Baker

Josephine Baker is often remembered as a trailblazing singer, actress, and dancer of the Jazz Age but few people know that during World War II she supported the Allied cause by working as a spy for the French Resistance. By the start of the war, Baker had already been living in France for many years; she had become a French citizen in 1937 after marrying Jewish Frenchman Jean Lion. Throughout the war, she maintained a busy performance schedule in many of Europe's wartime cities which provided an excellent cover for her covert activities.

Baker served as a sub-lieutenant in the Women's Auxiliary of the Free French Air Force and helped spy for the French government by gathering information at high society events held at embassies. Her fame gave her the unusual ability to visit neutral nations during the war so she assisted the French Resistance by smuggling secrets written in invisible ink on her sheet music. She helped other intelligence agents secure travel visas by including them as part of her performance entourage. Baker also helped

many people in danger from the Nazis get visas to leave occupied France. Toward the war's end, she performed for liberated prisoners at Buchenwald who were too weak to move.

For her service to France during the war, Baker was awarded the Croix de Guerre and the Medal of the French Resistance with Rosette. She was also made a Chevalier of the Légion d'honneur -- the country's highest decoration -- by General Charles de Gaulle. When Baker passed away in 1975, she became the first American-born woman to receive full French military honors at her funeral.

Source: A Mighty Girl
https://www.facebook.com/amightygirl/?fref=nf

Former British Secret Agent Phyllis Latour Doyle:

At age 23 parachuted into occupied Normandy in May 1944 to gather intelligence on Nazi positions in preparation for D-Day. As an agent for the British Special Operations Executive (SOE), Doyle secretly relayed 135 coded messages to the British military before France's liberation in August. For 70 years, her contribution to the war effort were largely unheralded but she was finally given her due two years ago in 2014 when she was awarded France's highest honor, the Chevalier of the Legion of Honour.

Doyle first joined the Women's Auxiliary Air Force at age 20 in 1941 to work as a flight mechanic but SOE recruiters spotted her potential and offered her a job as a spy. A close family friend had been shot by the Nazis and she was eager to support the war effort however she could. Doyle immediately accepted the SOE's offer and began an intensive training program. In addition to learning about encryption and surveillance, trainees also had to pass grueling physical tests. Doyle described how they were taught by a cat burglar who had been released from jail on "how to get in a high window, and down drain pipes, how to climb over roofs without being caught."

She first deployed to Aquitaine in Vichy France where she worked for a year as a spy using the codename Genevieve. Her most dangerous

mission began on May 1, 1944 when she jumped out of a US Air Force bomber and landed behind enemy lines in Nazi-occupied Normandy. Using the codename Paulette, she posed as a poor teenage French girl. Doyle used a bicycle to tour the region, often under the guise of selling soap, and passed information to the British on Nazi positions using coded messages. In an interview with the New Zealand Army News magazine, she described how risky the mission was, noting that "The men who had been sent just before me were caught and executed. I was told I was chosen for that area (of France) because I would arouse less suspicion."

She also explained how she concealed her codes: "I always carried knitting because my codes were on a piece of silk -- I had about 2000 I could use. When I used a code I would just pinprick it to indicate it had gone. I wrapped the piece of silk around a knitting needle and put it in a flat shoe lace which I used to tie my hair up." Coded messages took a half an hour to send and the Germans could identify where a signal was sent from in an hour and a half, so Doyle moved constantly to avoid detection. At times, she stayed with Allied sympathizers but often she had to sleep in forests and forage for food.

During her months in Normandy, Doyle sent 135 secret messages -- invaluable information on Nazi troop positions that was used to help Allied forces prepare for the Normandy landing on D-Day and during the subsequent military campaign. Doyle continued her mission until France's liberation in August 1944.

Following the war, Doyle eventually settled in New Zealand where she raised four children. It was only in the past 15 years that she told them about her career as a spy. In presenting the Chevalier of the Legion of Honour to Doyle, French Ambassador Laurent Contini commended her courage during the war, stating: "I have deep admiration for her bravery and it will be with great honor that I will present her with the award of Chevalier de l'Ordre National de la Légion d'Honneur, France's highest decoration."

Source: A Mighty Girl
https://www.facebook.com/amightygirl/posts/1005962262773420:0

Say It Like a Spy

Sir William Stephenson was a famous Canadian spy who was the inspiration for the character James Bond. How well do you know your spy terms? Find and circle all of the hidden words in the puzzle. The words might be up and down, left to right, diagonal, or backwards.

```
T M A S S E T W G P I B E T K A G M A Y W Y J R D
Z O S R F G A I S I U D C N N R O C A J X X O S G
G S L A U S A C O V E R T O P M H N O Y Y T N D D
B T E L I F O R P L W L X V X O C H W H C O V E P
V U R C P I P J R W M Y J C K Q L G K E I D G A D
B C Y Z N G V H M I Y U Z E Q L A L F T L T A D F
V O T K J A W M E E D J P C H X N E A N R S C D L
S D K L H X L W N V F O W A T V D R I N H I E R E
C E C O T L X L O T I A P Q X T E W P K Q S Y O C
L Y D L U A G C I N K A C M B P S R U M S C S P N
X G N R O Y E C T E O H U J O Y T E U L C T O X E
A V A N T T K G A R V J T K X X I F A F K H P K G
A R Y Y S M C K R N I R C N K O N A A D D S E H I
B Z Y Y U I M D T C C A U P I K E G B F J N R O L
B O F S B Z A F L J L T E S V O O E A W M U A C L
A S V F L V A H I B J V T S T X P N Z Y J L T O E
R L F R E C I F F O E S A C U N Q T J A Y N I N T
E P Y Y R J J M N V G Y H X Y O V D U I D S V U N
C F G V G G P F I E F S B L C E H I X O R H E J I
Z N G B Y W S S R O L T N Z G I F E S I L E J K F
Y T Y A O K D P B A P O U W H Z C H F E O I U D O
S E C R E T W R I T I N G A I X S A O A Q W A I Z
P P I E R Z E K S I Z X U A S S S A P H S U R B E
Y E X I A P E B W J H M A C Y P S N W H Q F F F J
I M B L R S D C D W A R A C M A C L P O L Y H J Q
```

Word List:

AGENT
ASSET
BAILOUT POINT
BLACK OPERATIONS
BRUSH PASS
BUST OUT
CAM CAR
CASE OFFICER
CASUALS

CHOKE POINT
CLANDESTINE OP
CLUE
CODE
COVERT OP
CSIS
DEAD DROP
DEFECTOR
INFILTRATION

INTELLIGENCE
OPERATIVE
PROFILE
SAFE HOUSE
SECRET WRITING
SPY CAM
SURVEILLANCE

CSIS

Canadian Security Intelligence Service

Service canadien du renseignement de sécurité

The **Canadian Security Intelligence Service (CSIS)** is Canada's primary national intelligence service. It is responsible for collecting, analyzing, reporting and disseminating intelligence on threats to Canada's national security, and conducting operations, covert and overt, within Canada and worldwide. It also reports to and advises the government of Canada on national security issues and situations that threaten our security. Its headquarters is located in Ottawa, Ontario . Crest features a blue palisade (defensive wall) edged with gold, a red maple leaf and royal crown.

Oath of Secrecy

I, _____, swear that I will not, without due authority, disclose or make known to any person any information acquired by me by reason of the duties performed by me on behalf of or under the direction of the Canadian Security Intelligence Service or by reason of any office or employment held by me pursuant to the ***Canadian Security Intelligence Service Act***. So help me God.

Challenge: Create your own Oath for this Spy Challenge!

I, _____,

_____

_____

_____

_____

INTELLIGENCE AGENCY INSIGNIA

Intelligence Agency is a government agency supporting the government in analyzing, accessing, and collecting national and foreign intelligence secretly in order to protect the nation from security threats. Every country has its national intelligence agency working continuously to collect foreign intelligence and identify any external threats to the nation. These intelligence agencies employ spy agents and disguised personnel to track intelligence.

NSA – USA

MI5 – United Kingdom

Mossad - Israel

Spetsnaz – Russia


Bundesnachrichtendienst – Germany

MSS - China

Challenge: Using the gold-coloured patches and fabric markers, create your own personal "intelligence agency insignia".

FINGERPRINTS - DACTYLOGRAPHY

The patterns of ridges on our fingers are unique. No two individuals, even identical twins, have fingerprints exactly alike. We leave impressions, or prints, of these patterns on everything we touch. The prints can be visible when our fingers are dirty or oily, or they can be "latent," as when they are made only by the sweat that is always present on our finger ridges. Not even injuries such as burns or scrapes can change the fingerprint structure.

Copyright: http://www. FINGERPRINTS.TK
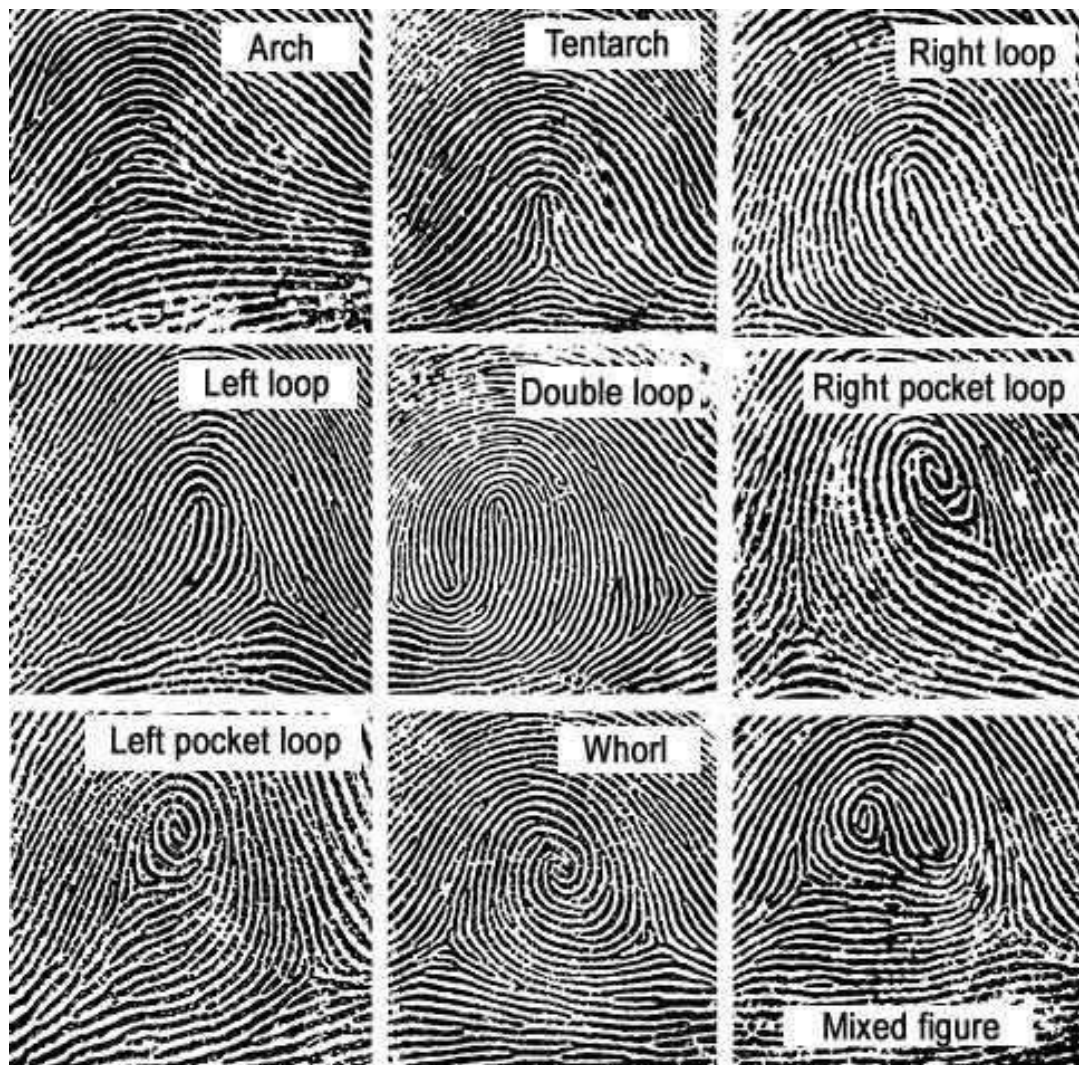
Challenge: Using ink pads, take each other's fingerprints; compare and contrast. Attempt to identify each spy by comparing your prints to those in the Spymaster's files.
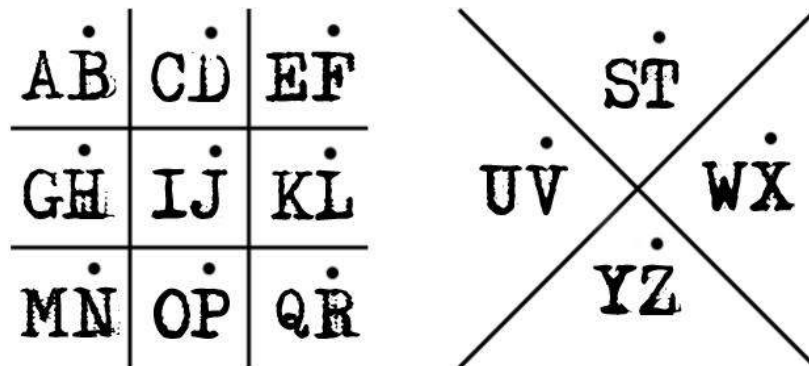
CODES/CIPHERS

Codes and ciphers have been around for millennia, often proving of vital strategic importance between countries. They are still in use today and are an important component to the operation of the internet.

A **"code"** is a system of symbols, letters, words or signals that are used instead of ordinary words and numbers to send messages or store information. The simplest form of a code is the "jargon code", in which a particular arbitrary phrase corresponds to a particular predefined message. Example: "The nightingale sings at dawn" could be "The Guiders are asleep now".

Codes are defined by "**codebooks**" which are secret dictionaries defining the codes. Originally codebooks were often literally books, but today codebook is a complete record of a series of codes, regardless of physical format.

➤ The **Pigpen** code is the alphabet is written into 2 grids:

Each letter is represented by the part of the pigpen that surrounds it. If it's the second letter in the box, then it has a dot in the middle.

➤ **Reverse alphabet:** Write the alphabet on paper, then write it backwards directly underneath the letters. To write your message, view the top letters and write the bottom letters. To decipher it, find the letters on the bottom line, and write the corresponding letters from the top line.
➤ **Morse Code** has letters/numbers represented by combinations of long and short signals of light or sound.
➤ **NATO Phonetic Alphabet** is used to clearly **transmit and receive verbal** messages of the spelling of certain names, places, etc.

A "**cipher**" rearranges letters or uses substitutes to disguise the message. The science that studies ciphers is called cryptology.

For a cipher to be useful, 3 things must be known by both the sender/receiver:
   a. The **algorithm** or method used to encipher the original message (known as the plaintext.
   b. The **key** used with the algorithm to allow the plaintext to be both enciphered and deciphered.
   c. The **period** or time during which the key is valid.

Cipher Wheel: The inside of the wheel represents the letter of the message and the outside wheel represents the corresponding code letter. Write the message out on a piece of paper then sort out the **key** letter. Point the key letter to match up to the 'A' in the outside wheel and now you can write out your code. Be sure to start your coded message with your key code (the letter in which to base your code).

Challenge:

1. Create a **codebook** for use during camp activities.
2. Use codes to create messages for the Guiders to solve. Use **Morse Code** at night with your flashlights!
3. Make your own cipher wheel and send messages using this method.
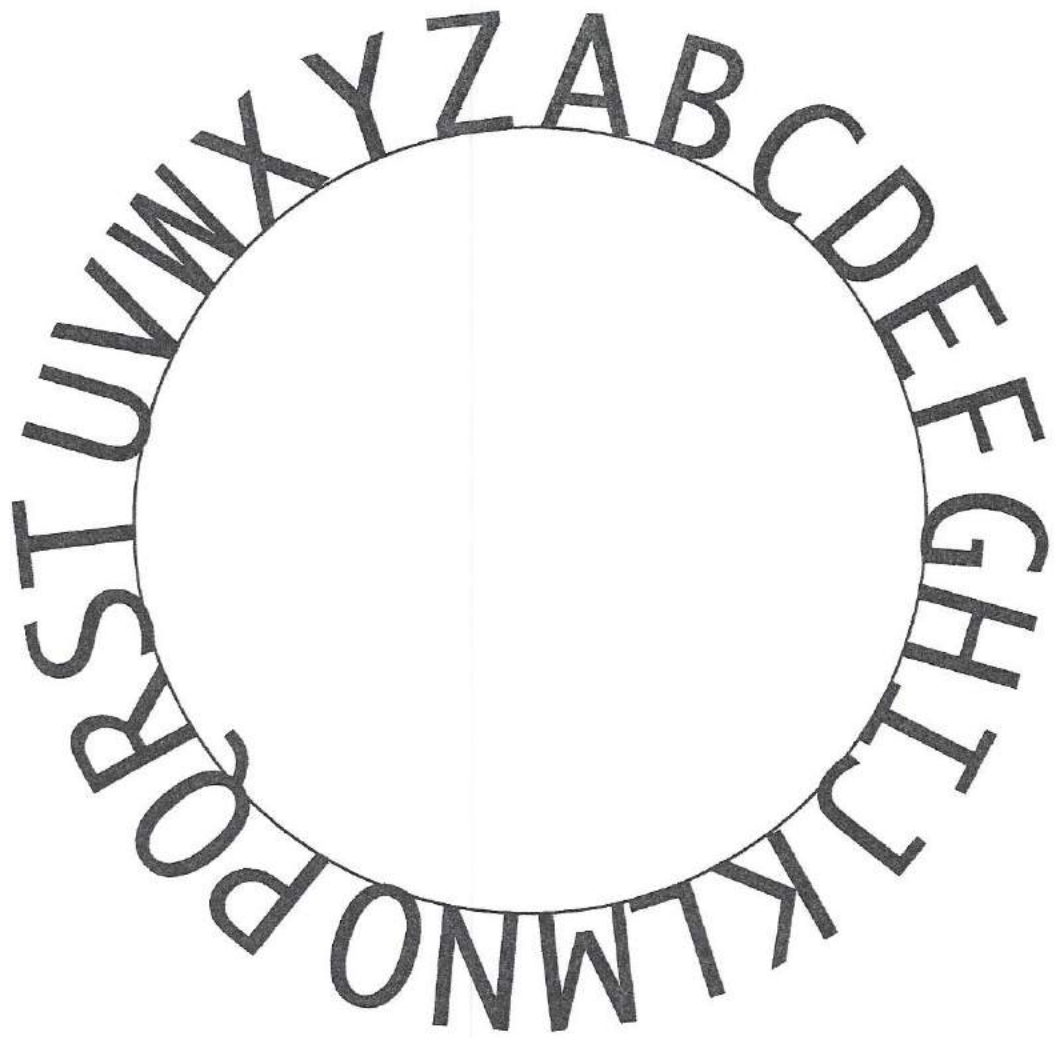
ENIGMA

The Enigma, which was a very sophisticated cipher machine, was used during the Second World War by the Germans. It was similar to a typewriter, where pressing a letter would make the cipher letter light up on a screen. The Enigma machine involved several wheels which connected letters with wires, determining which cipher letter would light up. All Enigma machines were identical, and knowing the initial configuration of the wheels inside was the key to enciphering messages. To make things harder, each wheel would rotate after a certain number of letters were typed, so the cipher was continuously changing within a message. German commanders had Enigma machines and would be issued lists of the initial wheel configuration to use each day so that all used the same one and could decipher each other's messages. When the Allies procured a copy of the Enigma machine they could not decipher anything, as there were over one hundred trillion possible wheel configurations to check. The Enigma code was broken by Polish ingenuity and perfected by the British using geniuses and computers. Knowledge of the German communications gave the Allies a vital advantage in the War, and from breaking the Enigma code, the ancestor of modern computers was born.

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A ● ▬	U ● ● ▬
B ▬ ● ● ●	V ● ● ● ▬
C ▬ ● ▬ ●	W ● ▬ ▬
D ▬ ● ●	X ▬ ● ● ▬
E ●	Y ▬ ● ▬ ▬
F ● ● ▬ ●	Z ▬ ▬ ● ●
G ▬ ▬ ●	
H ● ● ● ●	
I ● ●	
J ● ▬ ▬ ▬	
K ▬ ● ▬	1 ● ▬ ▬ ▬ ▬
L ● ▬ ● ●	2 ● ● ▬ ▬ ▬
M ▬ ▬	3 ● ● ● ▬ ▬
N ▬ ●	4 ● ● ● ● ▬
O ▬ ▬ ▬	5 ● ● ● ● ●
P ● ▬ ▬ ●	6 ▬ ● ● ● ●
Q ▬ ▬ ● ▬	7 ▬ ▬ ● ● ●
R ● ▬ ●	8 ▬ ▬ ▬ ● ●
S ● ● ●	9 ▬ ▬ ▬ ▬ ●
T ▬	0 ▬ ▬ ▬ ▬ ▬

N.A.T.O. PHONETIC ALPHABET

The NATO Phonetic Alphabet, also sometimes referred to as **Alpha Bravo Charlie**.

Letter:	Code Word:	Pronunciation:
A	Alpha	Al fah
B	Bravo	Brah Voh
C	Charlie	Char Lee
D	Delta	Dell Tah
E	Echo	Eck Oh
F	Foxtrot	Foks Trot
G	Golf	Golf
H	Hotel	Hoh Tell (FAA, IMO, ITU) Ho Tell (ICAO)
I	India	In Dee Ah
J	Juliett	Jew Lee Ett
K	Kilo	Key Loh
L	Lima	Lee Mah
M	Mike	Mike
N	November	No Vem Ber
O	Oscar	Oss Car
P	Papa	Pah Pah
Q	Quebec	Keh Beck
R	Romeo	Row Me Oh
S	Sierra	See Air Ah (FAA) See Air Rah (ICAO, IMO, ITU)
T	Tango	Tang Go
U	Uniform	You Nee Form
V	Victor	Vik Tah
W	Whiskey	Wiss Key
X	X Ray	Ecks Ray
Y	Yankee	Yang Key
Z	Zulu	Zoo Loo

Number:	Code Word:	Pronunciation:
0	Zero	Zee Row
1	One	Wun
2	Two	Too
3	Three	Tree
4	Four	Fow Er
5	Five	Fife
6	Six	Six
7	Seven	Sev En
8	Eight	Ait
9	Niner	Nine Er

DISGUISE

A **disguise** can be anything which conceals or changes a person's physical appearance, including a wig, glasses, makeup, or costume.   Camouflage is a type of disguise for people, animals and objects. Hats, glasses, change in hair style or wigs, plastic surgery, and make-up are also used.

Disguises can be used by criminals and by spies seeking to avoid identification. A person working for an agency trying to get information might go **'undercover'** to get information without being recognised by the public. A well-known person or celebrity may go **'incognito'** in order to avoid unwelcome press attention.

Challenge: Using craft supplies provided, nature items (do not disturb wildlife), and/or any personal items you brought to camp, create a disguise that complements your secret identity.

20 QUESTIONS

Twenty Questions is a game which encourages deductive reasoning and creativity. It originated in the USA.

1. One player is chosen to be the **answerer** and chooses a mystery object that can be classified as an **animal, vegetable, or mineral**. Tell the other players which category the mystery object fits into.
2. All other players are **questioners**. They each take turns asking a question which can be answered with a **simple "Yes" or "No."** The answerer answers each question in turn. **Lying is not allowed in the game**.
3. If a questioner guesses the correct answer, that questioner wins and becomes the answerer for the next round. If 20 questions are asked without a correct guess, then the answerer has stumped the questioners and gets to be the answerer for another round.
4. Careful selection of questions can greatly improve the odds of the questioner winning the game. For example, a question such as "Does it involve technology for communications, entertainment or work?" can allow the questioner to cover a broad range of areas using a single question that can be answered with a simple "yes" or "no". If the answerer responds with "yes," the questioner can use the next question to narrow down the answer; if the answerer responds with "no," the questioner has successfully eliminated a number of possibilities.
5. Players may guess the object at any time by phrasing their guess as a question, such as "Is the mystery object a leather purse?" Count this as one of the 20 Questions.

Challenge: 1. Play 20 questions the traditional way as above and provide your own tips for playing/winning the game:
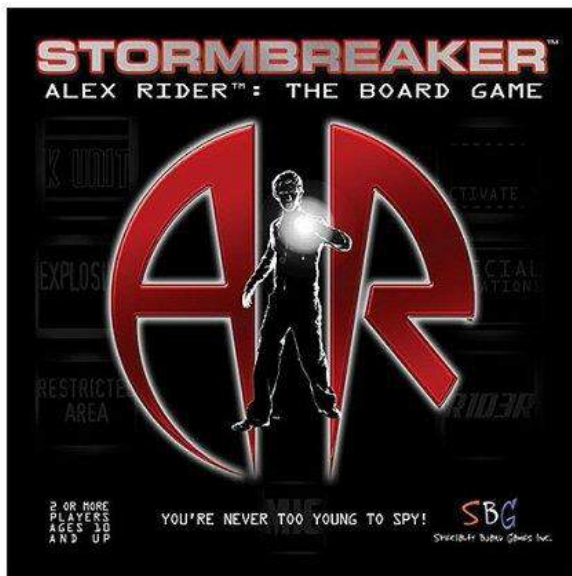
_____
_____
_____
_____
_____

2. Play 20 Questions, the board game.

SPY GAMES

Spy games give us a chance to do something we're quite unlikely to do in real life: **participate in espionage**.

Challenge: With a group, play one or both of the games pictured above. What does playing this type of game teach you?

_____

_____

_____

_____

_____

_____

_____

What other "spy" games have you played?

_____

_____

LASER MAZE

Spies must be swift and agile to avoid being injured, trapped or captured.

1. Divide into two teams.
2. Using the blue string provided, create a "laser maze" for the other team to navigate. The course must have a starting line and a finish line.
3. Each team's challenge is to weave through the holes in the maze from one end to the other without touching any of the strings. When a player reaches the end of the course, the next player begins.
4. If one team player touches the strings, everyone starts over.
5. This activity may or may not be timed.
6. When you are finished the event, talk about your experiences. What are some of the challenges you faced? How did the group overcome them?
7. Remove the string and discard when challenge is completed.
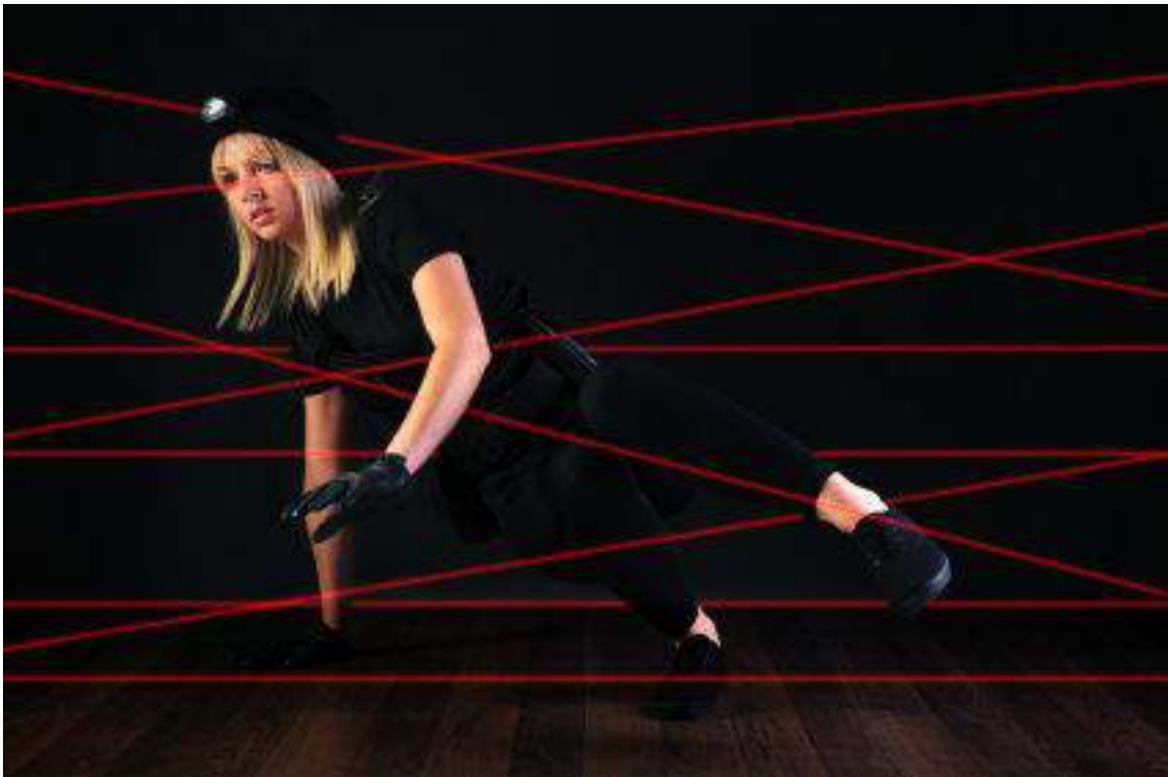
SNIPE HUNTING

Snipe hunting is an old camping tradition. Snipe are a small upland game bird, very gentle and harmless.

Materials Required:
- Flashlight
- Large sack or garbage bag
- Bait (birdseed or bits of veggies)
- Long stick

1. Wait until dusk dark, or late evening.
2. The Guiders will have checked out the area for evidence of snipe territory prior to the hunt and will point you in that direction.
3. Proceed into the woods a short distance from the camp. Have the bag ready to capture the snipe.
4. The hunters walk through the woods in the area with flashlights. The birds will *flush*, or fly up from their roosts.
5. The hunters should make smooching noises with their mouths to attract the snipe and make scratching noises on the ground with the stick to lure the snipe into the bag.
6. When close enough, the snipe will smell the bait and walk right into the bag searching for food.
7. Shut the bag, but allow the snipe to breathe.
8. After showing the Guiders and the other campers, and taking photos, release the snipe.

HANDLE WITH CARE

WATERMELON SEED SPITTING
(TARGET SHOOTING)

Every June, the **World Championship Watermelon Seed Spitting Contest** during the **Watermelon Thump** in **Luling, Texas**, draws crowds of spectators who hope to witness a Guinness world record spit (the record in 1989 was 68', 9 1/8''). Rules are:

1. Ammo (seeds) must be harvested from the official Black Diamond melon, which is split on the premises.
2. Each participant gets 2 chances on the "spitway," a 75 x 15-foot strip.
3. The seed spit farthest wins.
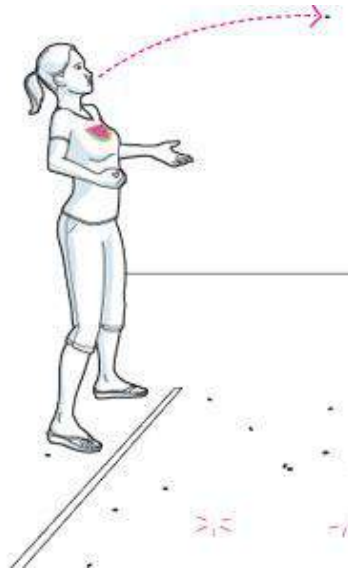
- ➤ **Ready:** Select a large, heavy seed and moisten your mouth. Center the seed on your tongue, with the tapered end positioned forward for better aim. If you're able, roll your tongue to make a barrel for your black bullet.
- ➤ **Aim:** Approach the target area, toes to the line, and inhale deeply through the nose (no one wants to perform the Heimlich). Lean back to achieve maximum force for propelling the seed.
- ➤ **Fire:** Determine your technique: You may either shoot up to create an arc or shoot down so it bounces (the bounce counts toward total distance). Quickly expel your gathered breath through your rolled tongue.

Challenge: Participate in a target shooting exercise using either watermelon or sunflower seeds. Estimate your best distance; record it here: _____
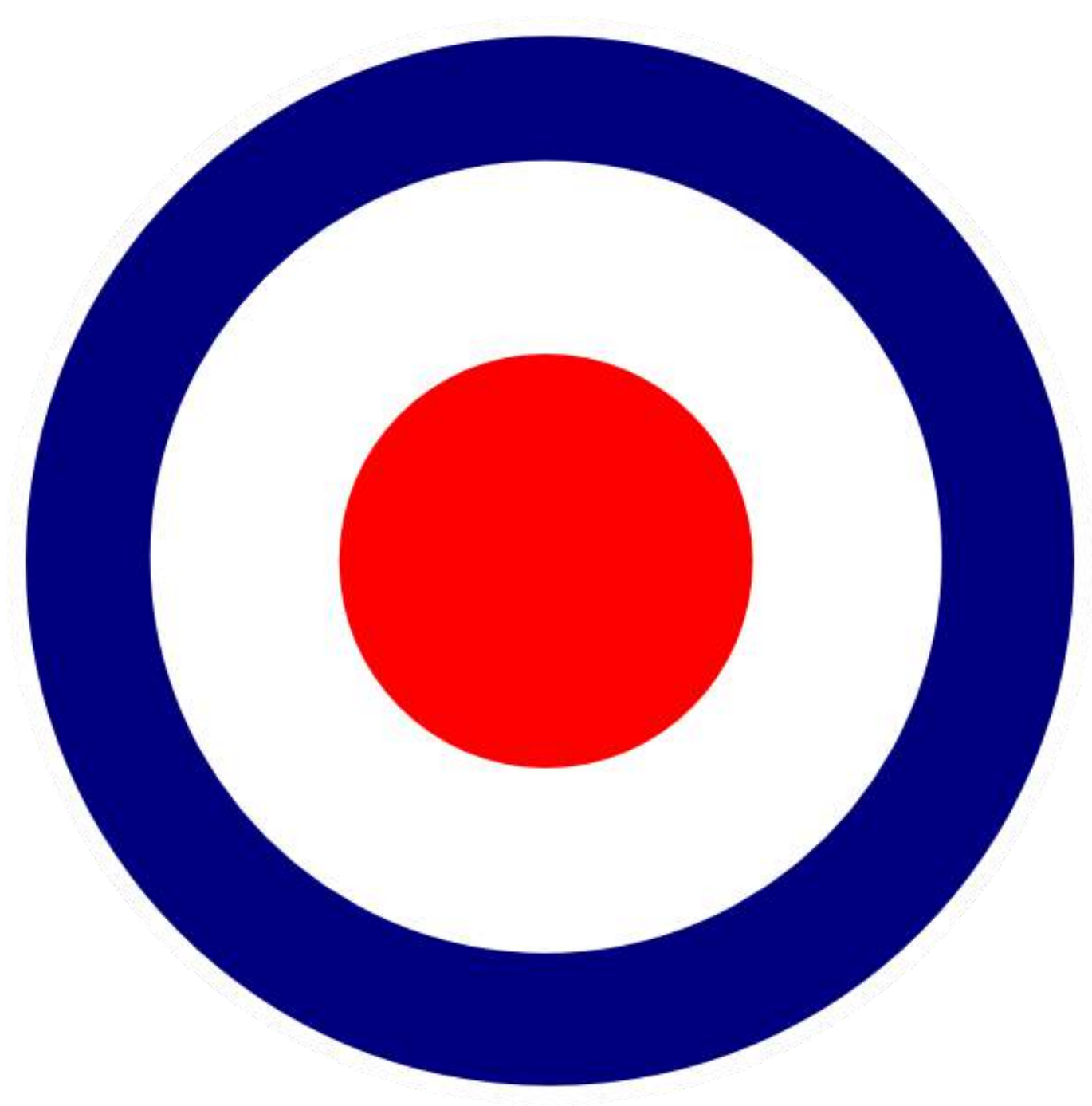
WORDLES

A wordle is the figurative representation of a word or phrase by an imaginative arrangement of words, pictures and symbols that express that word or phrase.

"Wordle" is the combination of the words "word" and "puzzle". These can help stretch your mind and stimulate creativity.

Here are some examples:

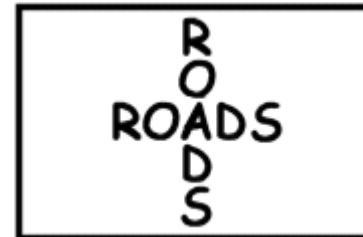|		
PERSONALITY	AID AID AID	MARY +MARY
Split Personality	First Aid	Summary
MOONCEON	FAST	ROADS
Once in a Blue Moon	Breakfast	Crosswords

When solving Wordless, consider the following:

1. **Word position:** If a word is over or under another word or if one word is within another word, then that probably has something to do with the solution.

Night
Town

> ➢ *Solution: Night on the Town*

2. **Color:** If a word is a different color than the others that might be a clue.

SUBMARINE

  ➢ *Solution: Yellow Submarine*

3. **Size:** If the word is unusually large or small.

GHANGE

  ➢ *Solution: Fat Chance*

4. **Quantity:** If a word or letter is repeated, then there is a probably a number involved in the solution.

Working   Working   Working
Working   Working   Working   Five
Working   Working   Working   Five

  ➢ *Solution: Working 9 to 5*

Challenge:

1. Try the Wordles. How many can you solve?
2. Create Wordles of your own:

WORDLES

|		
Side Side	You / Just / Me	HO
BAN ANA	Noon Lazy	ECNALG
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FOSSIL HUNTING

Fossils are the remains of animals and plants from the sea that died long ago. Their remains have been replaced by minerals and the resultant cast is called a fossil. Usually, the fossil is made of rock harder than the surrounding rock and so it survives. As the host rock erodes, the fossil weathers out and rolls away - often onto a shoreline or in a creek bed.

Fossils are interesting to look at even if you don't know what they are called or when they were formed. Many fossils look similar to plants and animals that still live today. Below are fossils that have been found in Ontario.

Plants	**Animal (Trilobite)**
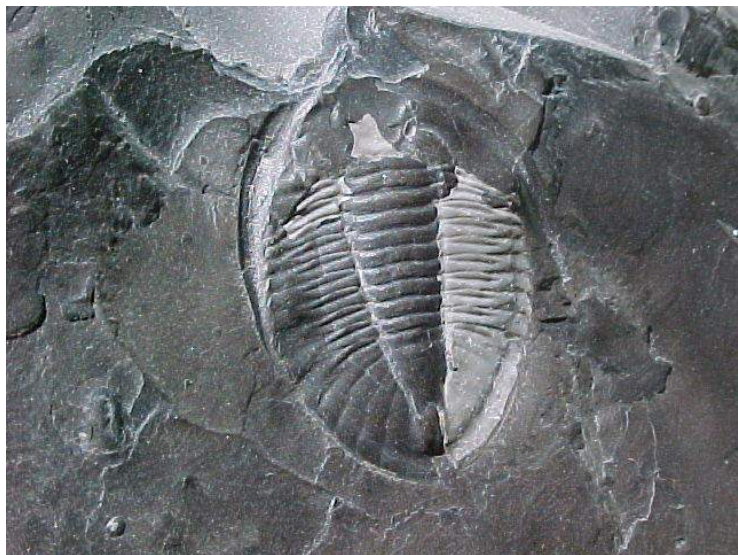
Challenge: Go on a fossil hunt at the camp shoreline. Bring a magnifying glass and a Ziploc bag. Gently turn over rocks to see if there are fossils present.

If you find fossils, try to classify as plant or animal life from long ago.

1. Using a camera or a cell phone take photos of the items below.
2. Be discreet and try not to be noticed.
3. Do not share your mission with anyone except the Spymaster.
4. If you are caught 3 times, you fail the mission.
5. Bring photos to UNCLE when you have completed the mission.

- o Kermit swatting at bugs/flies/mosquitos.
- o Comet cleaning her glasses.
- o Crystal tying up her hair.
- o Angel Owl eating.
- o Kit laughing out loud.
- o Any Guider putting on mosquito spray or sunscreen.
- o Any Guider making a silly face.
- o Any Guider doing a good turn for someone else.
- o Any camper without her camp hat on.
- o Any camper with her shoelaces untied.
- o Any camper with a dirty face.
- o Any camper talking to a bird or animal.
- o Any camper picking up litter from the campsite.
- o Any camper sneaking a snack.
- o Any camper taking a photo of someone else.
- o Any camper doing a good turn for someone else.

MAD LIBS

A **Mad Lib** is an interactive story that you add words to. When prompted, you insert a specific type of word. Once all words are added, the story is ready.

- An **ADJECTIVE** describes something or somebody. *Lumpy, soft, ugly, messy,* and *short* are adjectives.
- A **PLACE** is any sort of place: a *country or city* (Mexico, Ontario), a *room* (bathroom, kitchen) or *other location* (campsite, fire pit, etc.)
- An **ADVERB** tells how something is done. It modifies a verb and usually ends in "ly". *Modestly, stupidly, greedily,* and *carefully* are all adverbs.
- An **EXCLAMATION** or **SILLY WORD** is any sort of funny sound, gasp, grunt, or outcry: *Wow! Ouch! Ick! Gadzooks!*
- A **NOUN** is the name of a person, place, or thing. *Sidewalk, umbrella, toy, bathtub,* and *nose* are nouns. When asked for a **PLURAL,** it means more than one. For example, *door* pluralized is *doors.*
- A **VERB** is an action word. *Run, pitch, jump,* and *swim* are verbs. Put the verbs in past tense if the directions say **PAST TENSE**. *Ran, pitched, jumped,* and *swam* are verbs in the past tense.
- Specific words like a **NUMBER**, **COLOR**, **ANIMAL**, or **PART OF THE BODY** means a word that is one of those things: *seven, green, dog,* or *mouth.*

Your mission is to use the Mad Libs template in this envelope and to eavesdrop (listen in) on a Guider conversation. Be discreet and try not to be observed doing this. Write the words spoken by the Guiders onto the 1st page, and then transcribe into the 2nd page to complete the story. Read the story to the Guiders without laughing. Good Luck!

MAD LIBS® is fun to play with friends, but you can also play it by yourself! To begin with, DO NOT look at the story on the page below. Fill in the blanks on this page with the words called for. Then, using the words you have selected, fill in the blank spaces in the story.

Now you've created your own hilarious MAD LIBS® game!

THE ART OF ESPIONAGE

VERB ENDING IN "ING" _____

ADJECTIVE _____

ADJECTIVE _____

PLURAL NOUN _____

ADJECTIVE _____

PERSON IN ROOM _____

PLURAL NOUN _____

A PLACE _____

ADJECTIVE _____

CELEBRITY _____

NOUN _____

PLURAL NOUN _____

ADJECTIVE _____

PLURAL NOUN _____

PLURAL NOUN _____

NOUN _____

PLURAL NOUN _____

MAD LIBS
THE ART OF ESPIONAGE

Espionage is the formal word for _____. In the
VERB ENDING IN "ING"

shadowy world of spies, a/an _____ organization like the
ADJECTIVE

US government uses spies to infiltrate _____ groups for the
ADJECTIVE

purpose of obtaining top secret _____. For example,
PLURAL NOUN

spies might have to crack the code for accessing confidential,

_____ files, or their mission could be far more dangerous—
ADJECTIVE

like stealing the key ingredient for making _____'s award-
PERSON IN ROOM

winning Explosive Fudgy _____. Spies are found all over
PLURAL NOUN

(the) _____—but they are not allowed to reveal their
A PLACE

_____ identities. A teacher, _____, or even
ADJECTIVE   CELEBRITY

the little old _____ with the cane and fifteen pet
NOUN

_____ who lives next door to you could be a spy. The world
PLURAL NOUN

of spying might seem glamorous and _____—but it's filled
ADJECTIVE

with risks and _____! Sure, spies have a never-ending supply
PLURAL NOUN

of supercool electronic _____, but they can't trust any
PLURAL NOUN

_____—which is why the number one rule of spies is to
NOUN

keep friends close—and _____ closer!
PLURAL NOUN

AUTHORIZED PERSONNEL ONLY

RESOURCES

Secret Agent Training Facility