

TD Summer Reading Club 2009

AGENT 009

Program for Ages 6-8



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TD Summer Reading Club 2009
Agent 009
Staff Manual

Ages 6 to 8 —Table of Contents

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10. Program for Ages 6-8

Detective School – Week 1

(Target Audience: Ages 6–8 or 9–12)

If you know that you will be getting the same children each week, this six-week program will be ideal. Pick and choose the elements that work with your staff, your budget and your library patrons.

Getting Your Secret Agent Number and Rank (Prepared in advance)

The staff member in charge (Chief Inspector Librarian) needs to prepare secret agent number badges in advance of the first week of the Summer Reading Club program. This activity, combined with creating a headquarters, playing atmospheric music (list elsewhere) and perhaps having some dress-up clothes, will make a great introduction to the program. This is the first piece of the kids' Spy School Kit.

1. Chief Inspector Librarian assigns a number to each detective starting with 001 and working up to 099. Give detectives their number on an official-looking circle of coloured cardboard that can be made into a badge with a safety pin or hung around their necks as identification. Detectives need to be identified when in the "classroom." You could refer to each other from now on by your official detective identification (just as James Bond is called "007" or Maxwell Smart "86"). Badges should be removed before leaving headquarters.
2. Add the kids' rank to this piece of identification. Detective or agent would be fine or you can expand their ranks if preferred—sergeant, inspector or officer.
3. To hang the ID around your neck, simply punch holes in it and put it on a string.
4. To make a badge, affix a safety pin to the back with masking tape.
5. Alternatively, the badge could be covered with one of the SRC stickers, and then the number and rank written on with permanent marker.
6. The badge can be covered with Mylar.

Getting Your ID Card

This ID card is the second piece of the detectives' Spy School Kit. Chief Inspector Librarian will need to prepare the cards, and detectives can fill in their own information. Alternatively, it would be fun to have a typewriter in the room for this activity. Detectives can then glue the information to cardboard and/or cover with Mylar.

1. Cut out rectangles 6 cm x 11 cm (2.5" x 4.5") from coloured card stock.
2. Using felt markers, write details on the right side of card—name, age, rank, code number, height, eye colour, hair colour, favourite cookie!
3. Ask children to bring a small photo for their ID card for next week, or take their pictures with an instant camera. They could be wearing detective hats and overcoats for their photos. Alternatively, the children could draw a small picture of themselves, or you could have cards without pictures.

4. Use Mylar to cover the ID cards for an official look, or make a template and photocopies, and glue copied forms onto cardboard backing. This might look more “official.” Badges and ID cards can be as simple or as sophisticated as time and supplies allow.

Craft: Thumb Writer and Notebook

1. To record notes about your detective work without anyone suspecting a thing, you need to make yourself a thumb writer and a notebook that looks like a regular book.
2. To make the thumb writer, you need a nicely sharpened, short pencil and a piece of Bristol board 7 cm x 2 cm (2 ¾” x ¾”).
3. Wrap the Bristol board around the top of your thumb and tape it to fit snugly, but so you can still take it off.
4. Take it off and tape the pencil to the outside of the ring of Bristol board. The whole thing must be firmly taped to work properly.
5. Next, you need a notebook disguised as a book. Tape some blank paper to the detective’s own book or to a withdrawn library book. Make sure the blank paper is cut smaller than the pages of the book. (If Chief Inspector Librarian prefers, small notepads can be purchased earlier or put together as a quick craft.) Detectives can walk around reading and wearing their thumb writer and no one will actually know they are doing detective work and recording observations!

Observation Activities

1. Bring out a tray of items covered with a towel. Lift the towel and give the detectives two minutes to observe and remember the items. Cover the tray and have them record the items in their special book using their thumb writer, or give them a form like a fax form to record on. The detective who remembers the most items wins! Another version of this can be found in “Is It All Here?”, under the “Power of Disguise” (pg. 76)
2. Fill a pillowcase with items. Let the detectives feel the items and identify and record them. Whoever has the most correct items wins!

Conclusion

Give each detective a file folder or manila envelope. Write badge numbers and “Confidential” on the folders. Detectives can store their badge, ID card, notebook and thumb writer for next week.

Detective Code Name

Detectives, agents and spies sometimes use fake names to protect their real identities.

Create your own detective code name

_____ + _____
(Favourite colour) (Name of your street)

You can have all kinds of fun making up secret identities. Instead of “Favourite colour” or “Name of your street,” you could try your favourite animal, birthstone, or food.

Each week you may want to do some standard activities to tie the club together. Check “Detective School Weekly Essentials” for some ideas (pg. 69.)

Theme Music

Get your detectives in the mood for mystery with some popular theme songs!

- Pink Panther
- James Bond
- Get Smart
- Mission Impossible
- Men In Black
- Austin Powers
- Batman
- Dick Tracy
- Scooby-Doo

Detective School – Week 2

(Target Audience: Ages 6–8 or 9–12)

Craft: Making a Spy Kit Holder

Approximate Time: 60 minutes

Materials:

- Hardback books (withdrawn/discarded books). Thick books are better.
- Scissors
- Pencils

Instructions:

Children will make containers out of withdrawn, hardback library books. It is actually time-consuming to do all this cutting, and some children may need to take it home to finish, or you might need to finish it for them if you have lots of volunteers!

1. In order to carry around your spy kit—magnifying glass, notepad, pencil, etc.—you need an inconspicuous container. Who would suspect a book as a holder for your kit?
2. Open the book to about page 20. Draw a rectangle on the right-hand page leaving 2.5 cm (1”) around the edges. Cut out this first rectangle.
3. Using this cutout as a template, draw a rectangle on the next right-hand page and cut it out. Keep doing this for as many pages as you need to make a nice secret compartment in your book.
4. Leave 20 or so pages at the back too, the same as you did at the front, to make it stronger.
5. Your secret hiding place is ready!
6. Store it on your shelf with other books, but don't forget which one is yours!
7. This container is your spy kit holder—invisible to the rest of the world!
8. Tip: When picking your book, you might choose one that is not too enticing to your friends—you don't want them to open it up accidentally! Then again, you don't want to arouse their suspicions by choosing a book you'd never, ever read either. A big decision...

Detective School – Week 3

(Target Audience: Ages 6–8 or 9–12)

First, explain how detectives search the scene of a crime to see who has been there, then do the activities.

Activity: Taking Your Own Fingerprints

Approximate Time: 20 minutes

Materials:

- 8 ½" x 11" coloured paper
- 8 ½" x 14" white paper
- Pencil
- Scissors
- Glue
- Ink pads
- Paper towels
- Wet wipes

Instructions:

1. Trace the outline of your left hand on a piece of coloured paper. Trace the outline of your right hand on a different piece of coloured paper.
2. Cut out the handprints (templates) and stick them on a large sheet of white paper.
3. Using clean hands, open an ink pad and take your own fingerprints. Do it systematically and one finger at a time. Press your left pinky on the pad and press it firmly on the correct finger of your template. Wipe your pinky finger on a paper towel or wet wipes. Do the same for all 10 fingers. You will have a perfect set of all 10 fingerprints.
4. Detectives can repeat this at home with family members and friends to start an expansive collection of suspect identification files!

Activity: Taking Your Own Teeth Imprints

Approximate Time: 10 minutes

Teeth imprints are unique in the same way that fingerprints are. Detectives use dental records to identify remains. Children can take teeth imprints, compare them with each other and keep the imprints in their detective kits.

Materials:

- Styrofoam plates
- Scissors

Instructions:

The plates might be round or rectangular, so experiment first with placing them in your own mouth to provide the kids with good directions for the Styrofoam you have to work with. If you have large round plates, cut them in four or more. The rectangles might only need to be cut in half. Experiment with the size.

1. Stack two pieces of Styrofoam and place the narrow end in your mouth. It needs to go far back, but don't gag yourself!
2. Bite down firmly.
3. Label the pieces with your name and "top" or "bottom."
4. Compare with the other detectives! Observe any unique identifiers that make your teeth imprints different from those of the other detectives, including the number of teeth.

Activity: Taking Your Own Shoe Prints

Approximate Time: 15 minutes

This activity will be expanded into a game that involves first making shoe prints, then matching the shoe prints to the person. The making of the shoe prints can be done one day, and the game played on the last day as a party activity.

Materials:

- Paper
- Pencils
- Scissors
- Measuring tapes or rulers

Instructions:

1. Divide children into groups of two.
2. One of the partners puts one foot on one sheet of paper and the other foot on another sheet of paper.
3. The other partner draws around each foot.
4. Change spots and repeat for the second person.
5. Cut out your own shoe prints.
6. Put your secret agent number on the back of one shoe print and put it in your detective kit.
7. Give the second shoe print to the Chief Inspector Librarian. The activity can be ended here and the game played another day, or the two can be combined in one day.
8. When everyone's prints are completed, the Chief Inspector Librarian gives out one shoe print to each detective.
9. Each detective has the task of finding the owner of the shoe print. Use powers of observation and measuring tapes to determine whose shoe prints belong to whom! This should be a timed event.
10. This activity could be made harder by looking at the bottom of the shoes and copying the pattern on the shoe print. Detectives could then line up the suspects and compare their shoe print to the actual shoes. If the group is not too large, this

could be done one at a time, perhaps starting with the youngest detectives to make it last a little!

Note: If your attendees are a mix of ages, you might want to do a more involved version of these activities. See “The Power of Disguise” (for Ages 9–12) on page 75.

Detective School – Week 4

(Target Audience: Ages 6–8 or 9–12)

Secret Messages

There are numerous ways of uncovering messages or finding out what people are up to when they are writing notes! This note making and revealing can take a long time if the detectives are having fun!

Materials:

- Notepads
- Ballpoint pens
- Coloured pencils
- Carbon paper
- White crayons
- White paper

Instructions:

Here are a few ways the children can write or reveal messages.

1. Have detectives write messages in their notepads. They remove that page and then swap notepads with other detectives to reveal their secrets. To uncover the last message on a notepad, gently colour over the blank page with a coloured pencil or crayon, and the impression should reveal itself.
2. To find out what the other detectives are up to, leave a booby-trapped notepad around. Trim a piece of carbon paper slightly smaller than the paper size. Set the carbon paper two sheets behind the top one. After a message has been written on the top sheet, you should find the information left behind. Don't check the message until the writer is out of sight! Note: Be sure the children use pens for this.
3. Write a message on white paper with a wax or a white crayon. Uncover the invisible message by lightly colouring over it with a coloured pencil.
4. If someone is up to something, you could just try spying over their shoulder to see what they are writing—if you do it quietly and skilfully enough you might just get away with it.

See “Invisible Messages” and “Cracking Codes” on pages 93, 105 and 111 for more ideas.

Activity: Your Partner

1. All the detectives we ever see on the television seem to have a partner they can depend on. If you don't have a partner yet, choose one.
2. You may also want a secret way to connect with your partner or an informant (an informant could be a witness with information). There are various ways of doing this. Give the witness and your partner the same playing cards—all of you have a four of diamonds (different card packs are needed for this) or all of you have a Jack (only

- one pack is needed for this). Arrange a meeting and identify each other with your agreed-upon playing card. If the cards are wrong, you'll know you have an impostor!
3. Draw a picture. Tear it in half and give one half to each person. On meeting, they can show their picture, match it up and they'll know that all is well—no espionage here!
 4. Tear a postcard in half. Give one half to the informant. At the arranged time, you will meet up and put the postcard together.
 5. You and your partner can develop secret signals. Casually pressing a finger to your lips means stop talking—you may be getting yourself into trouble! A finger on the ear means listen up! Rest your hand on your chin with a thumbs-up for yes and a thumbs-down for no. A hand around your throat means danger—take care! A finger by your right eye means “look right, partner.” A finger by the left eye means “look left, partner.” Make up your own signs so that only you and your partner are in the know.

Activity: Double Envelope Trick

Materials:

- Two identical manila envelopes
- Scissors
- Glue
- A secret note to send!

Instructions:

1. Cut the front off one envelope, keeping the flap attached. Trim a little bit off the edges.
2. Slide this cutout front into the other identical envelope, lining up the flaps perfectly. The glue sides are not together.
3. Slide your secret message into the envelope and between the two flaps.
4. Glue the two flaps together and seal up the hidden compartment that contains your message.
5. When opened in the regular way, the envelope looks empty. You could put a note in the regular compartment if you like, so it will not look suspicious if it falls into the wrong hands.
6. The true recipient of the envelope should know what to do: rip off the seal and voilà—the message is found.

Detective School – Week 5 (also 9-12) (Target Audience: Ages 6–8, 9–12)

Approximate Time: 60 minutes

Materials:

- 8½" x 14" paper
- Pencils
- Coloured pencils
- Stickers of books, plants, computers (optional)
- These should make the creation of the map much easier for the younger children.

Activity: Crime Map

Instructions:

Each child makes a map of the Children's section of the library, marking the scene of a crime with an "X" on the map. Children decide how to show their partner where the scene of the crime is. Identifiers may include bookshelves, tables or special features. Remind them that another detective must be able to find the "X" next week using this map. It can be very detailed or not so detailed, but it must lead another detective to the "X". In Week 6, each detective will put a disc marked with an "X" in his or her chosen spot. (Chief Inspector Librarian must produce this disc for next week). Another detective will get the map and search for the scene of the crime. The detective will retrieve the disc and bring it to Chief Inspector Librarian. In exchange, the detective will receive next week's activity, party candies.

Instructions for the children:

1. Fold the piece of paper in half width wise (meaning you fold the 8½" edge).
2. Now fold the top half back towards the left edge.
3. On this folded front you will draw your real map.
4. Add a trick part to your map by opening it up and drawing an imaginary section that looks just like part of the real one.
5. When the paper is unfolded it looks like a complete map.
6. When it is folded it is the real map!
7. Choose the scene of the crime and mark it with an "X."
8. Make sure you put your name on your map.
9. Store your map in your kit holder until next week or give it to the Chief Inspector Librarian if that works out better.

Detective School – Week 6

(Target Audience: Ages 6–8, 9–12)

Activity: Message in a Candy

Approximate Time: 10 minutes

This week’s activities are planned as an end of summer party.

Materials:

- Small pieces of paper
- Pencils
- Scissors
- Tape
- Candies in individual wrappers
- Small bags

Instructions:

1. Chief Inspector Librarian needs to assemble a loot bag before the party. Put a few candies or other goodies in a small bag.
2. Detectives will assemble one candy with a secret message in it for their partner. Make sure hands are washed before the children do this!
3. The objective is to hide a message in one of the candies and set it up so that only the intended person gets it.
4. Children choose a candy for the person to receive the secret message and unwrap it. They write their message (or even a joke or a fortune) on a small piece of paper and place it on the candy paper without the edges showing. Put the candy back on top and wrap it up so it looks like it has never been tampered with.
5. With two-sided tape (or a loop of tape), stick this special candy halfway down the inside of a small bag.
6. Put a few more candies in the bag to make it like a little present or loot bag. Give it to Chief Inspector Librarian.
7. Detectives can designate their candy for a specific person or not. The special message will stay in the bag as detectives eat their way around it.

Activity: Shoe Print Game

Do the “Shoe Print” game from week 3 if you didn’t play it yet. Even if you played it before, the game can be played again.

Activity: Crime Map Game

Detectives are going to look for the scene of the crime from last week’s Crime Maps. Chief Inspector Librarian distributes discs with an “X” on them. Detectives must go out to the Children’s area and put their disc in the chosen spot. Maybe one or two at a time can be doing this to try to keep it a secret. When all discs have been properly placed, the Chief Inspector Librarian can distribute the maps and have a hunt for the scene of the crime—

probably a timed event of five minutes. When the detectives find their disc, they bring it to the Chief and exchange it for the little candy loot bag.

Party Time

Have a few treats or just the little loot bag of candy. Put on some background music. Have the kids choose books to take home. Read them a chapter of your favourite detective story. Take a group photo. Everyone knows each other by now—Enjoy!

Detective School Weekly Essentials

(Target Audience: Ages 6–8 or 9–12)

Having set activities that you do every week will make your group more cohesive. Here are a few suggestions.

Detective Roll Calls

After the first week (when detective ID has been created), have a weekly roll call where children call out their detective name.

Learn and Sing the “Official Detective Anthem”(Sung to the tune of “London Bridge”)

Good detectives search for clues, search for clues, search for clues
Good detectives search for clues,
And they find them!
Secrets, puzzles, mysteries too, mysteries too, mysteries too
 Secrets, puzzles, mysteries too,
 Finding answers!
Questions answered, mysteries solved, mysteries solved, mysteries solved
Questions answered, mysteries solved,
NEXT CASE PLEASE!

Develop Observation and Memory Skills

Each week, play a game that helps to improve the observation skills needed by all detectives. Here are some examples:

1) Killer Froggy

Instructions:

The children sit on the ground in a circle (facing each other). One child is chosen to be the detective and asked to leave the room. The children in the circle are told the rules of the game. They are to close their eyes while the leader walks around the circle and taps someone’s shoulder. That person becomes the Killer Froggy. But no one knows who the Froggy is at first. The children open their eyes and the detective comes back in and starts walking around the circle. The Killer Froggy sticks out its tongue at random people around the circle, trying not to be noticed by the detective. If the frog sticks its tongue out at you, you just sit forward with your head in your arms. The detective gets three tries to guess the Killer Froggy. If the detective succeeds, someone else is chosen for the next round. If not, then that person is the detective again. It’s okay if other players know who the Killer Froggy is.

2) The Master

Instructions:

This is another circle game with a detective who must determine which child is “the Master.” While the detective is out of the room, the leader picks the Master. The Master will make a gesture and all the other players will immediately do the same thing. (Different gestures could include clapping hands, scratching your face, sticking out your tongue, scratching underarms, etc.) The detective is called back into the room and starts circling the group, trying to guess which child is the Master. The Master can also change the gesture when the detective isn’t looking. When the detective has guessed correctly, he or she sits back down in the circle and another Master and detective are chosen.

3) **Fill the Bag**

Materials:

- 2 pencils
- 2 sheets of paper
- 4 plastic bags
- 30–40 small objects

Instructions:

Divide children into two teams. They sit behind each other in two long lines, one line per team. Give the last person in each line a pencil, a piece of paper and a plastic bag. Give the first person in each line a plastic bag filled with 15–20 small objects (toothbrushes, soap, candy, flashlight, shoe, toothpick, spoon, etc.). When the leader yells go, the first person in each line takes one item at a time out of the bag and passes it to the next person in line and so on until it is passed to the last person. Items must be passed overhead! The first task is to see which team can fill the bag at the end of the line the fastest. Once the bags are full, the persons at the end of the line must put the bag aside and ask their team to tell them what items are in the bag. The team that wins is the one that remembers the most objects.

4) **What Happened?**

Materials:

Items such as:

- A photograph
- Ticket stubs
- Keys
- An address on an envelope
- A restaurant serviette, etc.

Instructions:

A large group of children may be divided into smaller teams for this game. The children are told that a crime has been committed. They are given five or six objects and told that they were the only clues left behind. The children together decide the nature of the crime, why it was committed, who was involved, etc. They have to come up with a reasonable story that links together the clues. What kind of interesting stories can they come up with?

Once Upon a Crime

(Target Audience: Ages 6–8 or 9–12)

Secret potions and magic spells create mystery and intrigue, and play a major role in fairy tales. Read some of these well-known tales to the children and, depending on the age group, talk about potions and spells and conduct some simple experiments with the children. Additional crafts can be done with the younger age group instead of a more in-depth discussion of potions and spells.

Here are some suggested fairy tales:

The Frog Prince

Sleeping Beauty

Snow White by the Brothers Grimm

The Sisters Grimm: The Fairy-Tale Detectives by Michael Buckley

The Book of Wizard Craft by Janice Eaton Kilby

Witches and Magic Makers by Douglas Hill

Fizzing Potion

Materials:

- Glass jar or drinking glass
- White vinegar
- Platter or tray
- Food colouring of your choice
- 15 ml (1 tablespoon) of baking soda in a bowl or jar

Instructions:

1. Fill the jar or glass half full with vinegar and place it on the tray or platter.
2. Add some drops of food colouring saying: "I command you to bubble!"
3. Place one hand over the spoonful of baking soda and sprinkle it into the vinegar. Shazaam! A cascade of fizz will erupt.

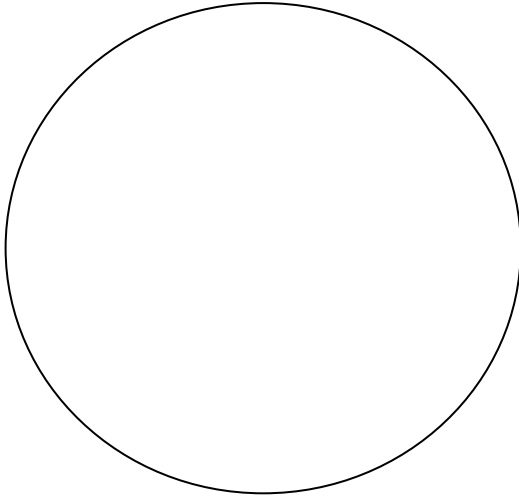
Additional Activities and Discussion for the 9–12 Age Group

Use the book *Witches and Magic Makers* (listed above) to discuss more elaborate potions and magic spells, especially pages 34–35.

Door Hanger

(Target Audience: Ages 6–8)

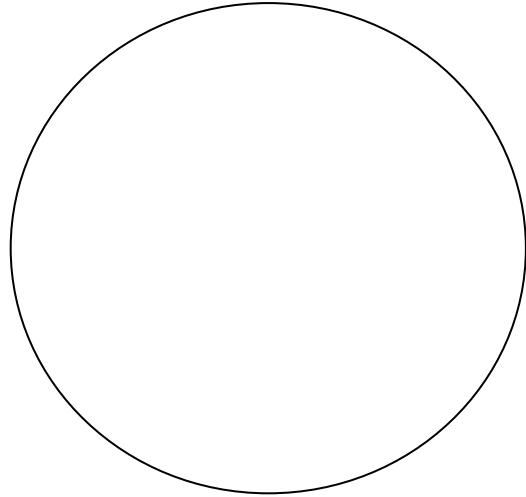
Print out, colour, cut and fold!



Do you
know the
**Secret
Password?**



If not,
go directly
to jail!



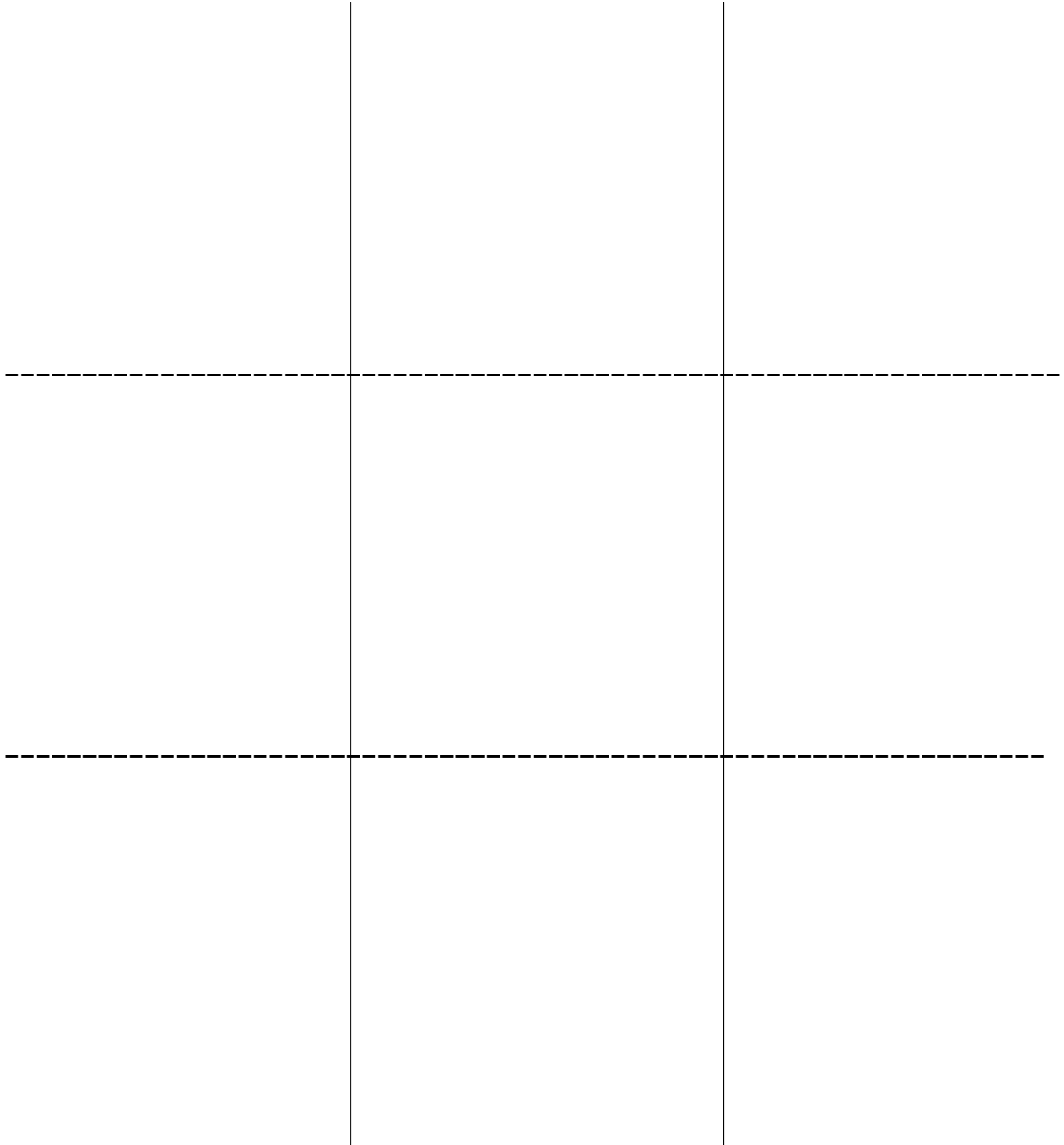
**Authorized
Personnel
Only**



**PROCEED
WITH
CAUTION**

Agent 009

Tic Tac Toe



Cut out the fingerprints and footprints for playing pieces.

