



Mission Possible: Spy a Book!



Celebrations

by Rose Treviño

Kick-off Celebration: Mystery Parade!

Bulletin Board

Join the Mystery Parade!

Create mini-books with titles of children's mysteries. Enlarge clip art characters from the manual and place them on the bulletin board so that they appear to be reading titles of the mini-books. Make construction paper sunglasses and magnifying glasses to use as a border or as a path through your bulletin board. Patterns for sunglasses, magnifying glasses, and minibooks are at the end of this chapter.

Decorations

Tape spyglasses, question marks, and Sherlock Holmes style hats to the end of your bookshelves. Patterns for each of these items are included at the end of this chapter.

Refreshments

Package cookies or other snacks in small brown bags and seal them. Let the children guess what is inside. Place dry ice in a bucket to make the room look smoky and mysterious. (Be sure that the children don't have access to it as it sticks to skin.)

Nametags

Spyglasses & magnifying glass. (Patterns are at the end of the chapter.)

Books to Display and Booktalk

The Canary Caper by Ron Roy.

The Case of the Dumb Bells by Crosby N. Bonsall.

The Case of the Gasping Garbage by Michele Torrey.

The Case of the Stolen Baseball Cards by James Preller.

Clever Quicksolve Whodunit Puzzles: Mini-Mysteries for You to Solve by Jim Sukach.

The Copycat Mystery by Gertrude Chandler Warner.

Lu & Clancy's Crime Science by Louise Dickson.

Don't Be My Valentine: A Classroom Mystery by Joan M. Lexau.

Encyclopedia Brown and the Case of the Slippery Salamander

by Donald J. Sobol.

Henry and Mudge and the Sneaky Crackers by Cynthia Rylant.

The High-Rise Private Eyes: the Case of the Climbing Cat by

Cynthia Rylant.

Inspector Hopper by Doug Cushman.

Marty Frye, Private Eye by Janet Tashjian.

Fingerplays

Where Is Thumbkin?

Where is thumbkin, where is thumbkin?

Here I am, here I am.

How are you this morning? Very well, I thank you.

Run away, run away.

Where is pointer, where is pointer?

Here I am, here I am.

How are you this morning? Very well, I thank you.

Run away, run away.

Where is tall man, where is tall man?

Here I am, here I am.

How are you this morning? Very well, I thank you.

Run away, run away.

Where is ring man, where is ring man?

Here I am, here I am.

How are you this morning? Very well, I thank you.

Run away, run away.

Where is pinkie, where is pinkie?

Here I am, here I am.

How are you this morning? Very well, I thank you.

Run away, run away.

Where is the family, where is the family?

Here we are, here we are.

How are you this morning? Very well, we thank you.

Run away, run away.

Tommy Thumb

Reprinted with permission from the *National Network for Child Care - NNCC*. Labensohn, D. (1986). *Finger Plays And Action Verses For Children*. Ames, IA: Iowa State University.

Tommy Thumb,

Tommy Thumb

Where are you?

Here I am, here I am,

How do you do?

(Repeat the verse and substitute “Tommy Thumb” with “Peter Pointer”, “Toby Tall”, “Ruby Ring”, “Baby Finger”. End with “Finger Family - here we are.”)

Chant & Response Song

My Aunt Came Back

(Tell the children a short tale about your mysterious aunt who traveled all over the world and brought back many mysterious

objects. Then, ask if they would like to know what the mystery items are. After they say yes, tell them to “Repeat these words after me and do what I do.”)

Oh, my aunt came back,
From Holland too,
And she brought with her,
A wooden shoe.

(Action: Stamp your foot on the word ‘shoe’ and keep stamping)

Oh my aunt came back,
From Old Japan,
And she brought with her,
A waving fan.

(Action: Wave a fan and continue to stamp a foot)

Oh my aunt came back,
From Open Plain,
And she brought with her,
A walking cane.

(Action: Hold a cane and move both feet while waving a fan and stamping a foot)

Oh my aunt came back,
From near Kamloops
And she brought with her,
some hula hoops.

(Action: Move your hips like you are spinning a hula hoop, hold the cane, and move both feet while waving a fan and stamping a foot)

Oh my aunt came back,
From near Algiers,
And she brought with her,
some cutting shears.

(Action: Add a cutting motion, move your hips like you are spinning a hula hoop, hold the cane, and move both feet while waving the fan and stamping a foot)

Oh my aunt came back,
From New York fair,
And she brought with her,
a rocking chair.

(Action: Add a rocking motion, keep cutting, move your hips like you are spinning a hula hoop, hold a cane, and move both feet while waving a fan and stamping a foot)

Oh my aunt came back,
From Niagara Falls,
And she brought with her,
some ping pong balls.

(Action: Nod head back and forth, keep rocking, keep cutting, move your hips like you are spinning a hula hoop, hold a cane, and move both feet while waving a fan and stamping a foot)

Oh my aunt came back,
From Timbuktu
And she brought with her,
Some nuts like you!

Who Stole The Cookie From The Cookie Jar?

(Form the children into a circle. Clap twice, slap your legs twice, then clap twice again to form a rhythm pattern. Children repeat this and keep the beat while chanting the verse. If someone skips a beat or forgets the chant, then they need to enter the middle of the circle where they become part of the cookie jar. Repeat the chant until you have inserted each child's name.)

Who stole the cookie from the cookie jar?
(name) stole the cookie from the cookie jar.
Who me? Yes you! Couldn't be! Then who?

We're Going On A Mystery Hunt

(Adapted by Rose Treviño. This is like "Going on a Bear Hunt". The children are seated as they start to slap their hands on their legs in a marching rhythm. Children repeat each line after the librarian.)

We're going on a mystery hunt!
What will we find?
We'll see.
Okay.
Let's go.
We're coming to a stream.
Can't go over it!
Can't go under it!
Got to swim through it!

(Make swimming motions, first freestyle, then the breast stroke, then the back stroke, etc. Shake yourselves dry when you get to the other side.)

We're coming to a bridge.
Can't go under it!
Can't go around it!
Have to march across it!

All right.
Okay.
Let's go.

(Stand up and start marching in place)

We're coming to a cactus patch.
Can't go under it!
Can't jump over it!
Have to walk through it!

All right.
Okay.
Let's go.

(Put your hands out in front and say "ooh aah ooh aah" as if you are being pricked by the cactus.)

We're coming to a forest.
Can't go under it!
Can't go around it!
Have to walk through it!

All right.
Okay.
Let's go.

(Close your eyes and pretend to feel around carefully)

Uh oh...
Something mysterious.
What could it be?
It's a strange creature!
RUN!!

(Pretend to run very fast while slapping on your legs as fast as you can. Run through the forest, go through the cactus patch and don't forget to say ooh aah ooh aah. Now march across the bridge rapidly, run and jump into the stream. Swim across as fast as you can doing as many strokes as you want.)

We made it!

Games and Activities

Mystery Boxes

Cover and decorate about five medium size boxes. Cut an opening large enough for a child to insert a hand. Place a mystery item, such as a sea shell, inside each box. Children put their hands in each box and try to guess what the items are by touching them. Place mystery boxes throughout the children's area or line up a group of them.

Guess Who?

List 10 clues about different book characters on a bulletin board or poster board. Display the books containing these characters scattered beside the clues. Ask your summer readers to solve the mysteries. Here is an example:

This young detective has a mind that works like an encyclopedia. Who is he?

Answer: Encyclopedia Brown.

Where is it?

Pair the children and give each pair three colorful plastic cups and a cotton ball. One child lines up the three cups, puts a cotton ball under one of the cups, and then shuffles the three cups around. The other child guesses which cup has the cotton ball under it. Let each child take a turn shuffling the cups around.

Mystery Parade

Invite summer readers to a mystery parade. Encourage them to dress up as book characters for the event. Play eerie music as they march in and out of the book aisles and through the story time area. End their parade at the circulation desk where a mystery snack awaits them. Along their route, place boxes with big question marks on them. Place a question in each box and stop at each box and let one child read the question. The children must answer it before they proceed. These can be very simple questions such as "What happened to Humpty Dumpty?"

Fingerprints

Contact the police department and invite an officer to speak to the children about fingerprinting. If possible, ask them to fingerprint the entire group of children. If not, here is a simple way to give each child one fingerprint to take home.

Materials

A few sheets of newspaper
Scotch tape
Markers

Package of 3" X 5" unlined index cards
Magnifying glass

Directions

Distribute one index card and one marker to each child. Ask them to write their name on the index card. When finished, ask them to raise their hand and an adult will come by to get their fingerprint. Each child should be given a piece of newspaper. They will rub their finger back and forth on the newspaper. An adult will then take a piece of tape, place it sticky side down on the finger, peel off the tape with the fingerprint on it, and carefully place the tape on the index card to show the print. Let each child examine their fingerprint with the magnifying glass. Depending on the number of participants, you could do one or all ten prints for each child.

Mystery Camping Trip

Set up a large tent in the children's room or storytime room. On the outside of the tent, place a sign that says, "Solve it!" Light the inside with a camping lantern or flashlight. Invite each participant to bring a pillow to sit on inside the tent. Have the group sit closely together and ask them to listen carefully for clues. George Shannon has compiled a series of books with stories to solve. These include the following titles: *Stories to Solve*, *More Stories to Solve*, and *Still More Stories to Solve*. Each book includes folktales from around the world just waiting to be solved. Select a few to read on your mystery camping trip. Let the children will take turns reading stories using the camping lantern or flashlight. Here are a few suggestions for stories.

- ★ "Firefly and the Apes"
- ★ "A Lesson Well Learned"
- ★ "The Tallest Tale"

Craft

Bite Prints

Materials

- One half sheet of typing paper for each child
- One half sheet of carbon paper for each child

Directions

Ask the children if they want to know what a bite print looks like. Then give them a piece of typing paper and a piece of carbon paper. Ask them to fold the typing paper in half and then fold the carbon paper in half. Then, instruct the children to place the folded carbon inside the folded typing paper with the carbon-side touching the inside of the folded paper. Next, instruct each child to place the folded paper between his/her teeth and bite down. When they remove it from their mouths, remove the carbon paper, and examine the typing paper, they will see their bite print. Let them compare theirs to others and look for similarities and differences.

Guest Presenter

Invite a local magician to perform and show the children some of the secrets to the tricks.

Videos

- Maurice Sendak's Little Sherlock Bear*. (34 minutes)
- Scooby Doo's Greatest Mysteries*. (109 minutes)

CD-ROMs

Where in the World is Carmen Sandiego?

Uses clues about world geography, history, and culture to help children track Carmen Sandiego and her gang as they steal some of the world's most famous landmarks and treasures.

Where in Time is Carmen Sandiego?

Carmen and her V.I.L.E. henchmen travel through time as well as around the world, stealing historical treasures. The good guys use a time machine to track them down.

Carmen Sandiego: Junior Detective Edition.

Uses clues about world geography, history, and culture to help children track Carmen Sandiego and her gang as they steal some of the world's most famous landmarks and treasures.

Web Sites

The Boomer Wolf Web Site

www.boomerwolf.com/

Join the Boomer Wolf Detective Agency and help solve a case.

DangerMouse: The Greatest Secret Agent in the World

www.dangermouse.org/index2.html

Join DangerMouse, the Greatest Secret Agent in the World, along with his trusty sidekick Penfold in some secret adventures.

Kick-off Celebration: Spy Games!

Bulletin Board

Spy Games: World Famous Spies

Photocopy pictures of famous spies from library books. Under the pictures, list information like name, country, secret name, etc. Gather as much or as little information as you would like. Encourage your summer readers to find as much information as they can about each of the spies.

Decorations

Decorate an area with the names of famous book character sleuths like Sherlock Holmes, Encyclopedia Brown, Nate the Great, etc. Place books featuring these characters around their names.

Nametags

Secret agent badge and sleuth cap. (Patterns are included at the end of the chapter.)

Books to Display and Booktalk

Codes & Ciphers: Hundreds of Unusual and Secret Ways to Send Messages by Christina Ashton.

Harriet the Spy by Louise Fitzhugh.
Junie B. Jones and Some Sneaky Peeky Spying by Barbara Park.
Nate the Great by Marjorie Weinman Sharmat.
Redcoats and Petticoats by Katherine Kirkpatrick.
The Rosenberg Espionage Case by Francis Moss.
Shadows in the Glasshouse by Megan McDonald.
Spies and Traitors by Stewart Ross.
Spies in the Civil War by Albert A. Nofi.
Spy by Richard Platt.
Spyhole Secrets by Zilpha Keatley Snyder.
Undercover Agents by Paul Thomas.

Activities

Clue Me In

Write a series of 6 to 8 clues that will lead to various books on the shelf in the library. Clue #1 would lead to clue #2 and so forth up to clue #8. Have fun making up clues! Form the children into pairs and give each pair a set of clues. When the children find the books, let them exchange their list of clues with each other. Afterwards, talk about clues. What kinds of clues are easiest and which are more difficult? Older children may want to write their own set of clues!

Ghost Writing

Materials

Milk
White paper
Thin paintbrushes

An iron
Small cups

Directions

Give a sheet of paper and a paintbrush to each child. Pour the milk into small cups. Each child will dip the paintbrush into the milk and begin writing a secret message on a sheet of paper. Wait for the message to dry completely and become invisible. When dry, turn the sheet over and use the hot iron to press the side of paper opposite the side where the milk message was written. The heat from the iron will cause the carbon compounds in the milk to break down and produce carbon, which is black. The children will then be able to read their “ghost writing”.

Invisible Ink

You will need lemon juice, white paper, and flat toothpicks or paint brushes. Follow the same procedures used above for the ghost writing to write secret messages.

Games

I Spy Private Eye

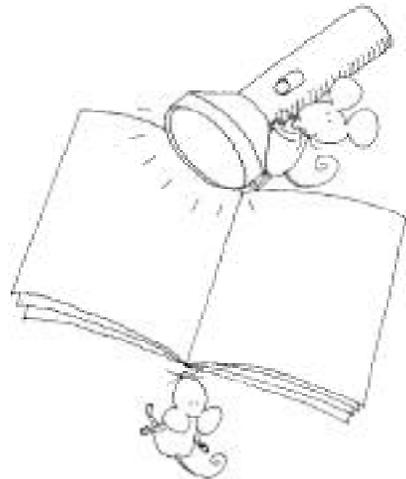
Designate one child as the “private eye”. He/she will sit in the middle of a circle. Each participant seated in the circle will ask a question. The private eye is only allowed to say “tomato”. The first person to make the private eye laugh becomes the next private eye. Here are some examples of questions. “What is the name of a Russian spy?” Answer: “Tomato”. “What is the code name for James Bond?” Answer: “Tomato”.

Who's the Thief?

You will need a small bag of pennies and a blindfold. One player will be the designated detective and will be blindfolded with his/her back to the other participants. The bag of gold (pennies) will be placed under the detective's chair. One participant from the group will steal the pennies. When the blindfold is removed, the detective can ask three yes or no questions to get clues, such as "Was the thief wearing tennis shoes?" or "Was the thief wearing a baseball cap?" The detective then gets three guesses to catch the thief. If the thief is caught then the detective gets another turn. If not, the thief becomes the next detective.

Activity Sheets

Invite the children to solve the "I Spy" Crossword Puzzles, the "Spy Games Word Search", and the "Mission Possible Cryptogram" at the end of this program.



Craft

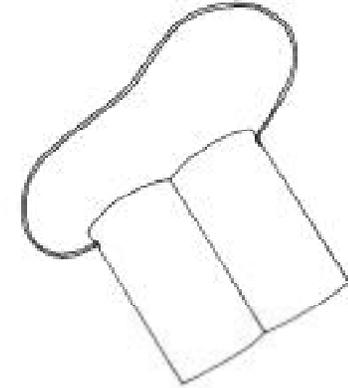
Spyglasses

Materials

- Toilet paper rolls
- Construction paper
- Glue
- Hole punch
- String
- Markers

Directions

Distribute two toilet paper rolls to each child. Let the children cover the rolls with construction paper or decorate them with markers as shown in the illustration. Next, they glue the rolls together, side by side. Punch a hole on each side of the rolls and tie string through the holes so that children may hang their spyglasses over their neck and start spying!



Guest Presenters

Contact the police department and invite an officer do a presentation about criminology, spies, and espionage. Tell them that the audience will be interested in knowing how their police department aids the FBI and the CIA.

Videos

Harriet the Spy. (102 minutes)

Spy Kids. (88 minutes)

Web Sites

CIA's Homepage for Kids

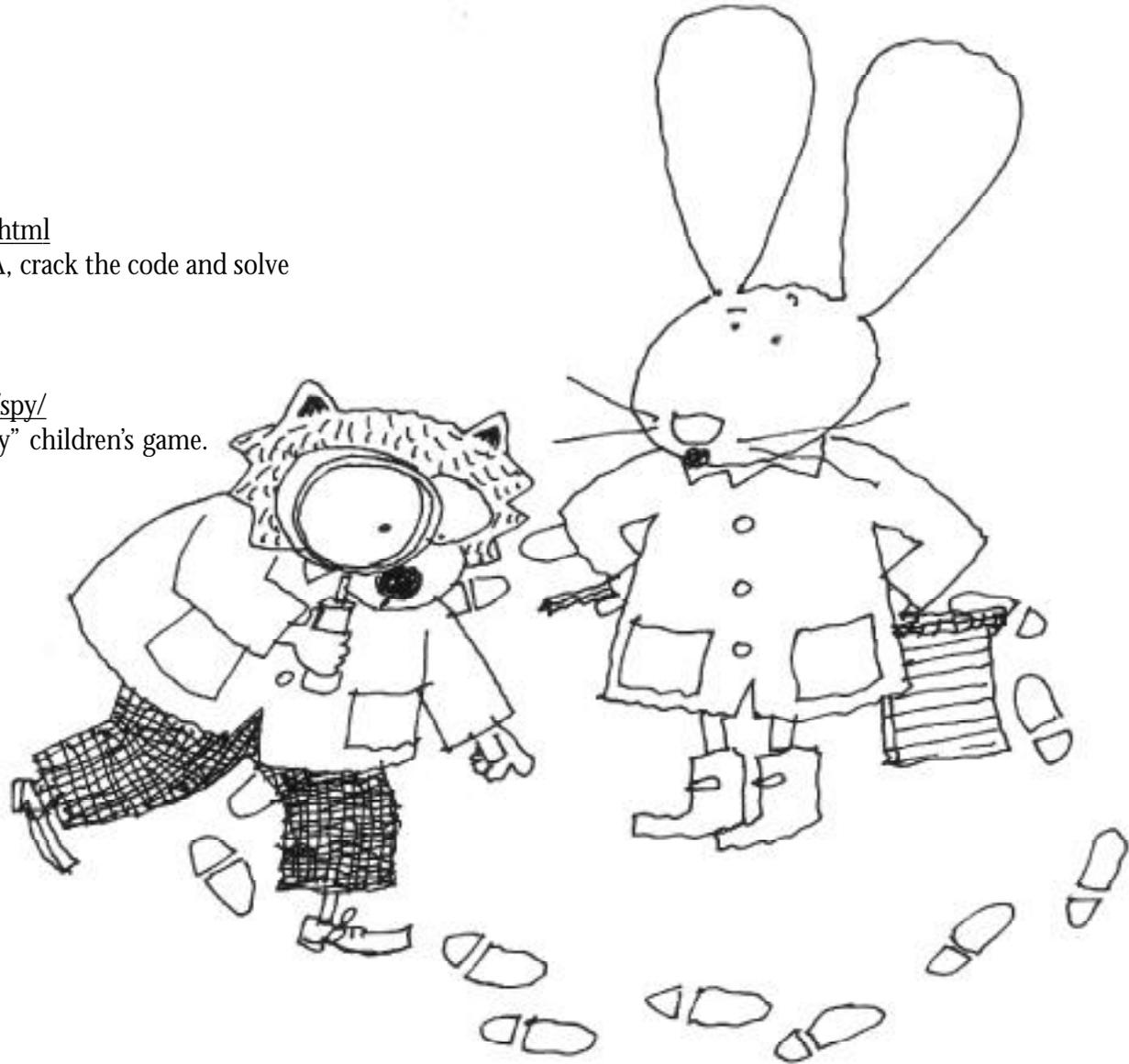
www.cia.gov/cia/ciakids/index.html

Go on a virtual tour of the CIA, crack the code and solve puzzles at this site.

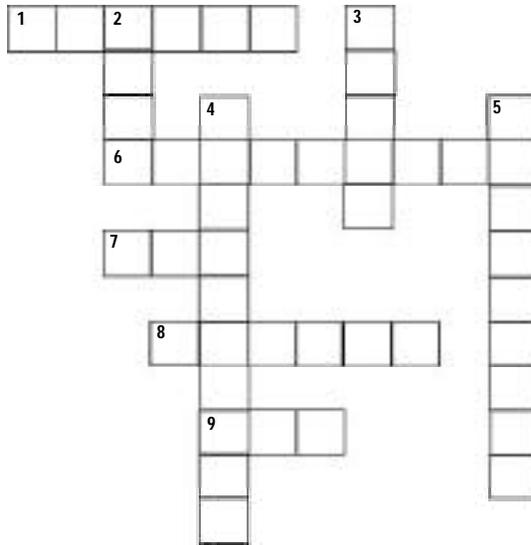
I Spy

www.geocities.com/~spanoudi/spy/

This site is based on the "I Spy" children's game.



I Spy - Crossword Puzzle



Across

1. You should not share this with others
6. A secret mission to fulfill
7. Plant this and listen to every move
8. Freezes moments in time
9. Watches your every move

Down

2. Secret signal
3. CIA or FBI secret service
4. You can see behind you when you wear them
5. You can send messages with this

I Spy - Crossword Puzzle Answer Key

Across

1. You should not share this with others (SECRET)
6. A secret mission to fulfill (ESPIONAGE)
7. Plant this and listen to every move (BUG)
8. Freezes moments in time (CAMERA)
9. Watches your every move (SPY)

Down

2. Secret signal (CODE)
3. CIA or FBI secret service (AGENT)
4. You can see behind you when you wear them (SPY-GLASSES)
5. You can send messages with this (TELEPHONE)



End of Program Celebration: Spy a Celebration!

Bulletin Board

Spy a Good Book!

Put the caption, "Spy a Good Book!" on the bulletin board in large letters. At the end of this chapter are patterns for a spy-glass, a magnifying glass, and a mini-book. Duplicate and distribute copies of mini-book patterns to the children and let them use a marker to write the title of a favorite book or the title of the very first book they remember reading. After they have had a chance to decorate or color their mini-book, place it on the bulletin board. Copy and cut out the spyglass and magnifying glass patterns and place them throughout the bulletin board, or use them to make a border. The bulletin board may also include the staff's favorite books.

Display

Spy Stuff

Use the book, *Lu and Clancy's Spy Stuff* by Adrienne Mason as the main display book or select another similar title. Surround the book with items that are considered "spy stuff" like a magnifying glass, a spy hat, binoculars, etc. If you have magazines with pictures of spy stuff, cut out the pictures and mount them on poster board to use as part of the display.

Nametags

Camera & binoculars. (Patterns are included at the end of the chapter.)

Books to Display and Booktalk

The Amazing Life of Moe Berg: Catcher, Scholar, Spy by Tricia Andryszewski.

Baby Einstein: See and Spy Shapes by Julie Aigner-Clark.

Commander Toad and the Intergalactic Spy by Jane Yolen.

Crime-Solving Science Projects: Forensic Science Experiments by Kenneth G. Rainis.

Criminal Investigation by Chris Woodford.

Case Closed: The Real Scoop on Detective Work by Milton Meltzer.

Espionage and Treason by John Ziff.

The Federal Bureau of Investigation by Dynise Balcavage.

Forensic Science: Evidence, Clues and Investigation by Andrea Campbell.

I Spy in the Jungle by Damon Burnard.

I Spy Little Letters by Jean Marzollo.

I Spy Treasure Hunt: A Book of Picture Riddles by Jean Marzollo.

Lu and Clancy's Spy Stuff by Adrienne Mason.

Owen Foote, Super Spy by Martha Weston.

Police Detective by Tracey Boraas.

Secret Agents: Life As a Professional Spy by Claudia B. Manley.

Solving Crimes: Pioneers of Forensic Science by Ron Fridell.

The Spy on Third Base by Matt Christopher.

Refreshments

Make mystery cupcakes with an unexpected “mystery ingredient” such as a jellybean, a gumdrop, a tootsie roll, etc. Ask kids to guess what is in their cupcake. Add food coloring to various drinks and serve purple milk, blue lemonade, and/or red water.

Music

Play soundtracks from the Austin Powers movies.

Songs

Where, Oh Where Has My Little Dog Gone

Where, oh where has my little dog gone?
Oh where, oh where can he be?
With his ears cut short and his tail cut long,
Oh where, oh where can he be?

Here We Go Round the Mystery Trail

(Sing to Here We Go Round the Mulberry Bush.)

Here we go round the mystery trail, mystery trail, mystery trail,
Here we go round the mystery trail, so early in the morning.

This is the way we wear our hats, wear our hats, wear our hats,
This is the way we wear our hats, while we walk on our mystery trail.

This is the way we hold our spy glass, hold our spy glass, hold our spy glass,

This is the way we hold our spy glass, as we walk on our mystery trail.

This is the way we search for clues, search for clues, search for clues,
This is the way we search for clues, as we walk on our mystery trail.

This is the way we close the case, close the case, close the case,
This is the way we close the case, cause a mystery we have solved!

Found a Peanut

(Sing to the tune of “Clementine”. After singing this song, give each child a handful of shelled peanuts. Set a basket a few feet away and let the children toss the peanuts into the basket. Fill a large jar with peanuts and let them guess how many are in the jar. The winner gets to keep the jar of peanuts.)

Found a peanut, found a peanut, found a peanut just now,
Just now I found a peanut, found a peanut just now.

Cracked it open, cracked it open, cracked it open just now,
Just now I cracked it open, cracked it open just now.

It was rotten, it was rotten, it was rotten just now,
Just now it was rotten, it was rotten just now.

Ate it anyway, ate it anyway, ate it anyway just now,
Just now I ate it anyway, ate it anyway just now.

Got a stomachache, got a stomachache, got a stomachache just now,
Just now I got a stomachache, got a stomachache just now.

Called the doctor, called the doctor, called the doctor just now,
Just now I called the doctor, called the doctor just now.

Penicillin, penicillin, penicillin just now,
Just now I took penicillin, penicillin just now.

Operation, operation, operation just now,
Just now an operation, an operation just now.

Died anyway, died anyway, died anyway just now,
Just now I died anyway, died anyway just now.

Went to heaven, went to heaven, went to heaven just now,
Just now I went to heaven, went to heaven just now.

Wouldn't take me, wouldn't take me, wouldn't take me just now,
Just now Heaven wouldn't take me, wouldn't take me just now.

Went the other way, went the other way, went the other way just now,
Just now I went the other way, went the other way just now.

Didn't want me, didn't want me, didn't want me just now,
Just now they didn't want me, didn't want me just now.

Was a dream, was a dream, was a dream just now,
Just now it was a dream, was a dream, just now.

Then I woke up, then I woke up, then I woke up just now,
Just now I woke up, I woke up just now.

Found a peanut, found a peanut, found a peanut just now,
Just now I found a peanut, found a peanut just now.

Games and Activities

Catch a Mystery Fishing Booth

Make a fishing booth out of a large box decorated with a water scene. Make a fishing pole out of bamboo. Tie string to one end and attach a clothes pin to the other end. Ask local stores for donations of toys and books. One adult stands in the front calling out "toddler boy or girl", "preschool boy or girl", etc. One or two adults are behind the booth attaching the "fish" to the pole. Kids of all ages can fish for prizes.

Beanie Baby Mystery Toss

Gather three buckets decorated with question marks, several beanie babies or bean bags, masking tape, and stickers. Make a line on the ground with the masking tape. Line up the buckets, each a little farther away from the line than the other. Let each child toss several beanie babies into the buckets. Give each child a sticker for playing, whether they get the beanie babies into a bucket or not.

Newspaper Mystery Sculpture

Make a stack of rolled newspaper in advance by rolling full sheets of newspaper from one corner diagonally to the other corner as tightly as possible. Secure them with tape. Let the kids use these newspaper rolls to build sculptures. What will they

be? It will be a mystery! A suggestion is to divide the group into two teams with each team working independently of the other. When both teams are finished, each will have three tries at guessing what the other has built.

Mystery Face Painting

Gather washable face paints, very thin brushes, a palette, and a mirror. Paint whiskers, exaggerated eyebrows, hearts, etc., on the children's faces. Ask them to guess what has been painted on their faces. Then, let the children look in the mirror.

Mystery Book Walk

This is like a cake walk but instead of winning a cake, children win a mystery book. You will need masking tape, a CD player and musical CD, cards with numbers written on them, and mystery books to give away. A good choice for music is the theme from *Spy Kids Motion Picture Soundtrack*. Use masking tape to make a path for the book walk and lines between the sections. Tape a number to each section. Also place each of the numbers into a box. The children begin by standing in a numbered section. When the music starts playing, they stroll around the book walk. When the music stops, they must stop moving. Have one of them pull a number from a box. The child standing in that numbered section gets a book as a prize.

Catch the Spy

This is like the game of "Red Light Green Light". Select one child to be the "spy". Line up all other children behind a masking tape line. The spy will be facing away from the participants. Spy says "green light" and the children start to walk towards the spy. Spy says "red light" and the children must stop. If a child continues to walk when spy says "red light", then

that child is out. The first child to reach the spy becomes the new spy.

Assignment: Secret Message Relay Race

Divide participants into two teams. Give the first child on each team a spoon and a ping-pong ball. A secret message must be delivered. The first team to successfully deliver the message accomplishes their mission. The ping-pong ball is the secret message. The child must reach the masking tape marker on the other side of the room, walk back to the line, and hand the spoon with the ping-pong ball to the next child. If a child drops the ball, he/she must pick it up and count to ten before proceeding. The first team of children to complete the secret assignment wins.

Stolen Goods

The children are on a mission. They must recover a bag of stolen goods and get it to a secret chamber without using their hands. To do this, they walk from a designated spot holding a blown balloon (bag of stolen goods) between their knees and then drop the balloon in a bucket or basket (secret chamber). Give each child a balloon as a prize.

Craft

Create a Spy Profile

Each participant should bring a photograph, like a school picture, for this project.

Materials

Card stock

White paper
Markers
Stapler

Directions

Distribute a sheet of card stock, size 8" X 5" and ask the children to fold it in half. They should have a passport size cover. Distribute two sheets of white paper, 8" X 5" to each participant and ask them to fold these in half. These will fit inside the cover. Next, staple the middle to give the appearance of a small booklet. Each participant will decorate their cover any way they want, tape their photo on the inside cover, and write their name and age on page 1. They will then place one fingerprint on page 2, make up a secret code for page 3, make up a secret code name and write it on page 4. Their spy profile is complete. They may include additional sheets of paper for other items like lip prints, etc.

Audio Recordings

Austin Powers: Spy Who Shagged Me: Music from the Motion

Picture by Various Artists.

Hey Ludwig: Classical Piano Solos for Playful Times by R. Louchard.

Singable Songs for the Very Young by Raffi.

Spy Kids Motion Picture Soundtrack by Various Artists.

Video

Arthur's Mystery Files (18 minutes)

End of Summer Celebration: Mission Accomplished!

Bulletin Board

Make Tracks -- Mission Accomplished!

Draw a rainbow and on or near it write "Mission Accomplished!" Cut out footprints using the pattern provided. Invite participants to write the title of their favorite book or book character on the footprints. Make a winding path of footprints from a corner of the bulletin board, over the rainbow, to a pot of books at the end of the rainbow.

Displays

Tape a long banner made of butcher paper to the floor. Let the kids trace their hands using markers of all colors and write their first names and "a secret message" inside their hand with invisible ink. (The recipe for invisible ink is in the "Kick-Off Celebration: Spy Games!" program.) When the banner is covered with handprints, iron it to reveal the names and secret messages. Display the banner in the library or give it to a local sponsor who contributed to the reading program.

Nametags

Key & lock. (Patterns included at the end of the chapter.)

Refreshments

Serve fortune cookies. Label the bowl “Secret Message Cookies”. Serve lemonade with blue food color and label it “Mystery Drink”.

Books to Display & Booktalk

Detective Bob and the Great Ape Escape by David Harrison.

Detective Dinosaur by James Skofield.

Detective Donut and the Wild Goose Chase by Bruce Whatley.

Detective Mole by Robert Quackenbush.

I Spy, Year Round Challenger: A Book of Picture Riddles by Jean Marzollo.

I Was a Third Grade Spy by Mary Jane Auch.

Spying on Dracula by Mary Labatt.

Spying on Miss Müller by Eve Bunting.

Music

Play the theme music to the movie, *Mission Impossible*.

Fingerplay

Tippy Tippy Tiptoe

(Adapted from an English rhyme by Rose Treviño.)

Tippy, tippy tiptoe,
There they go,

Ten brave detectives

Walking in a row. *(march your fingers on your lap)*

They walk to the left.

(fingers to the left)

They walk to the right.

(fingers to the right)

Then forward.

(forward)

Then backward.

(backward)

Tippy, tippy tiptoe,

There they go,

Ten brave detectives

Walking in a row. *(march your fingers on your lap)*

Songs

Spying on a Baby Bumble Bee

(Adapted by Rose Treviño.)

I'm spying on a baby bumble bee.

Won't my mama be so proud of me.

I'm spying on a baby bumble bee.

But look – he's spying on me!

I'm spying on a baby crocodile

I'm just spying for a little while

I'm spying on a baby crocodile

Oh no – he just swam a mile.

I'm spying on a fuzzy little bear

Fuzzy wuzzy, he just doesn't care

I'm spying on a fuzzy little bear

He's looking back – yes, he really does care.

I'm spying on a baby bumble bee.
Won't my mama be so proud of me.
I'm spying on a baby bumble bee.
But look – he's spying on me!

Ten on a Case (Adapted by Rose Treviño.)

There were ten on a case
And the sergeant said, "Get moving, get moving."
So one started moving and went out the door.

There were nine on a case
And the sergeant said, "Get moving, get moving."
So one started moving and went out the door.

There were eight on a case
And the sergeant said, "Get moving, get moving."
So one started moving and went out the door.

There were seven...
There were six...
There were five...
There were four...
There were three...
There were two...

There was one on a case
Who shouted out loud, "I solved it! I solved it!"

Activities

Shadow Play: What Am I?

Select about a dozen items and project their images onto the wall using an opaque projector in a darkened room. Ask the children to guess what they are.

Shadow Fun

Also using an opaque projector in a darkened room, show children how to create animal shadows. Here are a few to get you started!

- ★ Butterfly: Link your thumbs together and wave your hands back and forth in front of the light.
- ★ Rabbit: Bring your thumb together with your pinkie and ring finger to form an eye. Your other two fingers will be bunny ears.
- ★ Crocodile: Put your fingers together and cup your palms, one over the other. Open and close from the tips of your fingers to make an open mouth movement.

Scene of the Crime

Give the children these instructions: "You are Detective Wright and you are on a mission. You have your crime detection kit with you. Inside your kit is everything you need to solve the crime. Check your kit carefully and make sure you have the right stuff before you get to the scene of the crime. Mark an 'X' next to every item you should have." Then, give the children copies of the "Mission Possible Word Search" and the "Mission Possible Maze".

Crime-Detection Kit Check List

- | | |
|--------------------------|-------------------------|
| _____ Arrow | _____ Magnifying glass |
| _____ Blotter paper | _____ Mat |
| _____ Bone | _____ Measuring cup |
| _____ Camera | _____ Microphone |
| _____ Contact lenses | _____ Microscope |
| _____ Cotton | _____ Microscope slides |
| _____ Dominoes | _____ Ninhydrin powder |
| _____ Earplugs | _____ Paper |
| _____ Extension cord | _____ Pencils |
| _____ Feather | _____ Soap |
| _____ Forceps | _____ Stick |
| _____ Graduated cylinder | _____ Superglue |
| _____ Highlighters | _____ Talcum powder |
| _____ Lotion | _____ Tape |

Materials for Crime-Detection Kit

- | | |
|--|---------------------------------|
| Magnifying glass | Superglue |
| Microscope and glass | Microscope slides (optional) |
| Forceps | Paper |
| A feather or cotton | Several sheets of blotter paper |
| Talcum powder | Wide plastic sticky tape |
| Soft pencils | Camera (optional) |
| Ninhydrin powder (available in school laboratories or science supply houses) | |
| Graduated cylinder or measuring cup with metric units | |

This list is from *Crime Lab 101: Experimenting with Crime Detection* by Robert Gardner.

"Mission Accomplished" Word Search

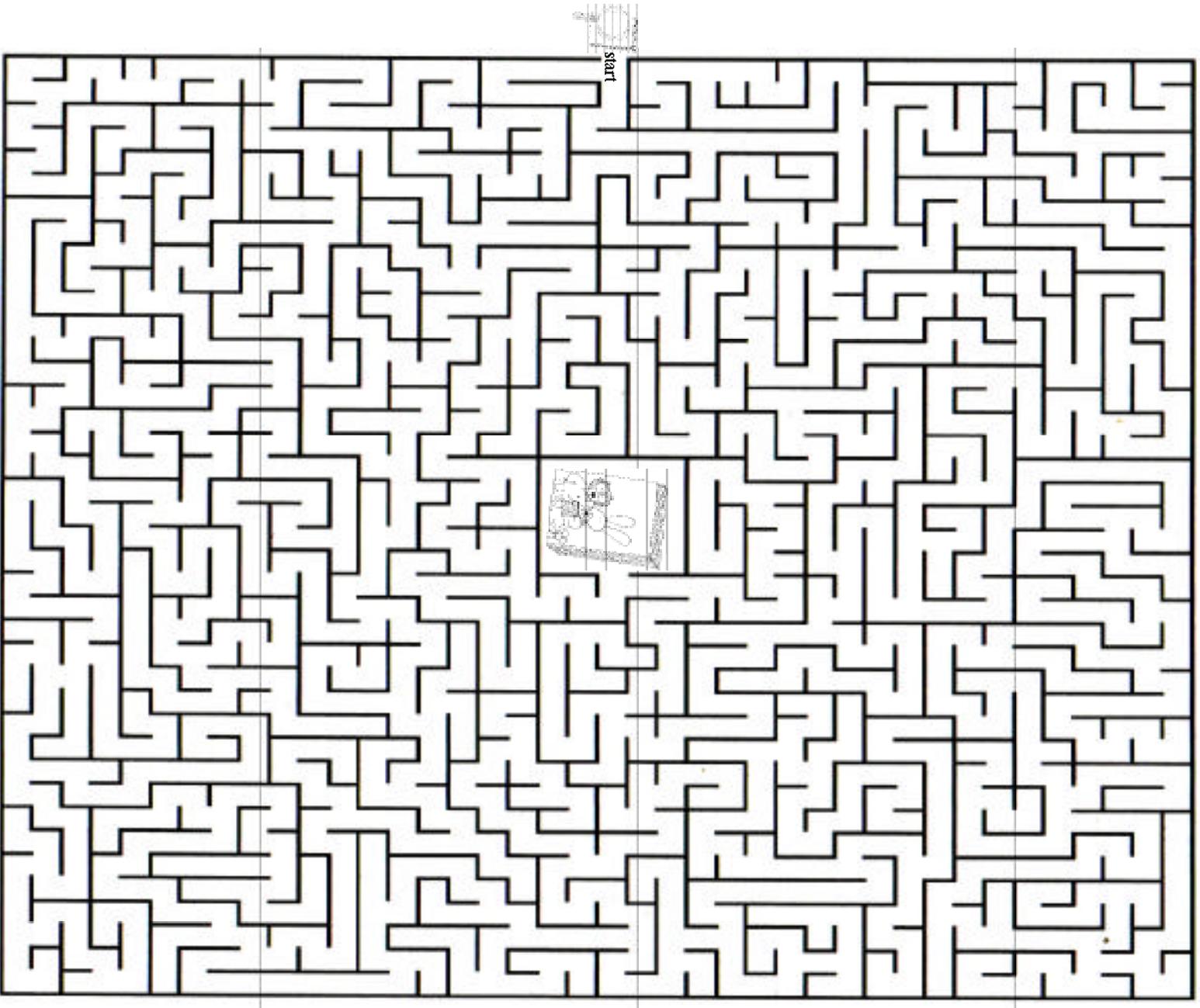
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F E S P R O T C E P S N I S Y
A O V B O O K K X F E W E P S
U S R I A X Z W P O N D S I W
W C G E T C L U E S O X F K S
X P U T N C N R R C D W I Q R
D E W R L S E O I A E M N J Z
G O Y T R J I T M P T C G X I
Q L A B Q T D C E F E R E Z X
S E C R E T S L N D C I R D F
A K H X Z Y N W T G T M P O S
M I C R O S C O P E O E R S E
D E N P S F G X F P R C I Y V
L H N P Y O X O E V E J N P K
A R E M A C G U N P Z K T S Z
J R F K X S D P S L B S S G S
    
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- | | |
|------------|--------------|
| CAMERA | FORCEPS |
| CLUES | FINGERPRINTS |
| CODES | FORENSIC |
| CRIME | INSPECTOR |
| DETECTIVE | LAB |
| DETECTOR | MICROSCOPE |
| EXPERIMENT | SECRETS |
| | SPY |

Mission Possible Maze

Okay Inspector, find your way through the maze to get to the center of things.



Games

Inspector Says

This is a “Simon Says” game with one child playing the part of Inspector. Participants must follow the orders of the inspector only if the word “Inspector” says is used in the command. The last one remaining becomes the new Inspector.

Here are some suggestions:

Inspector says tie your shoe

Inspector says hop on one foot

Crawl on the floor (If a child does this, he/she is out.)

Picture Area

Contact a local motorcycle dealership or someone you know who owns a motorcycle. Invite them to bring their cycle to the library and take the children’s pictures standing alongside it. Bring sunglasses and a biker jacket for the children to wear for their picture. Invite the child to hold a large sign with the words, **Mission Accomplished!**, as the picture is taken. Do not encourage them to get on the motorcycle and be sure that there is plenty of supervision. If you use a digital camera, display the pictures on the library web site, with parental permission.

In What Order Did This Happen?

Here’s a chance for kids to practice their sleuthing skills! Make up two identical sets of index cards with motions such as the ones below written on them.

Hopped in on one foot

Grabbed a sheet of paper

Touched someone’s head

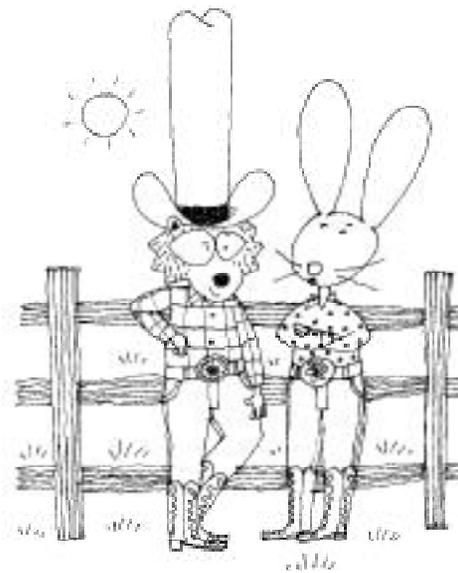
Sneezed three times

Twirled around in a circle

Dropped a ball on the floor

Ran out waving

Ask a volunteer or staff member or volunteer to learn the motions and practice performing them in sequence. When the children are seated, welcome them to the library. Divide the children into teams and introduce the program by saying that their sleuthing skills will be tested and that they should pay very careful attention to everything that happens. After the welcome and introduction, the volunteer will hop into the room and perform the sequence of actions and then leave the room. Distribute a mixed-up set of cards to each team and ask them to discuss what happened and put the cards in the order in which the volunteer or staff member performed them. Make several sets of cards and repeat the game, or let each team have fun making up a set of action cards and performing them for the other teams to put into sequence.



Craft

Spy Hat

Materials

Spy hat pattern
Paper
Crayons
Markers
Scissors

Directions

Precut the spy hat and hat band patterns provided at the end of this chapter. Give one pattern to each child to color. Attach the hat to a strip of paper and tape or staple to fit each child's head.

Guest Presenter

Contact the band director at a local middle or high school and invite the band perform or rehearse at the library. Ask if they could play the theme song to the movie *Mission Impossible* or another spy movie or television program.

Audio Recording

Mission: Impossible – Music from the Original Motion Picture
Score by Danny Elfman.

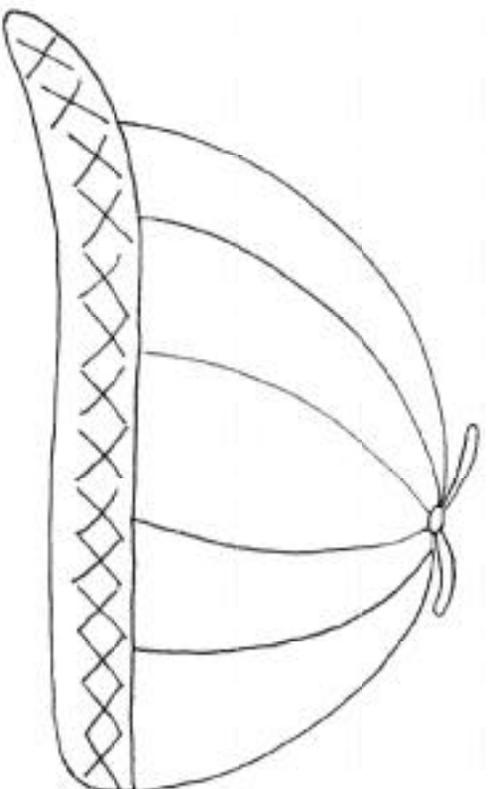
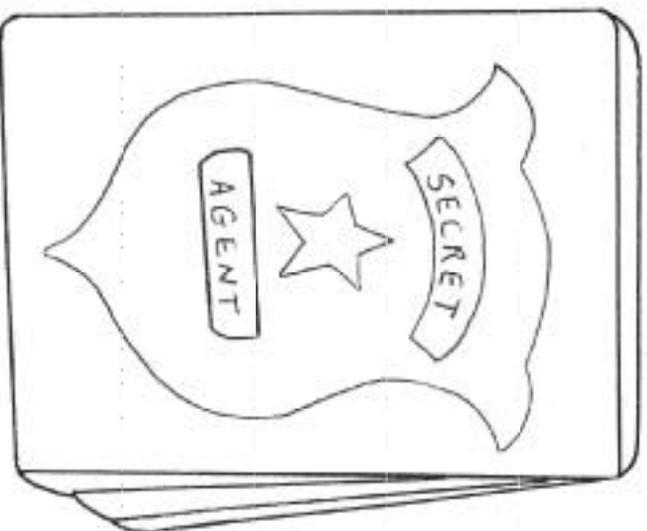
Videos

For the Love of Benji. (85 minutes)

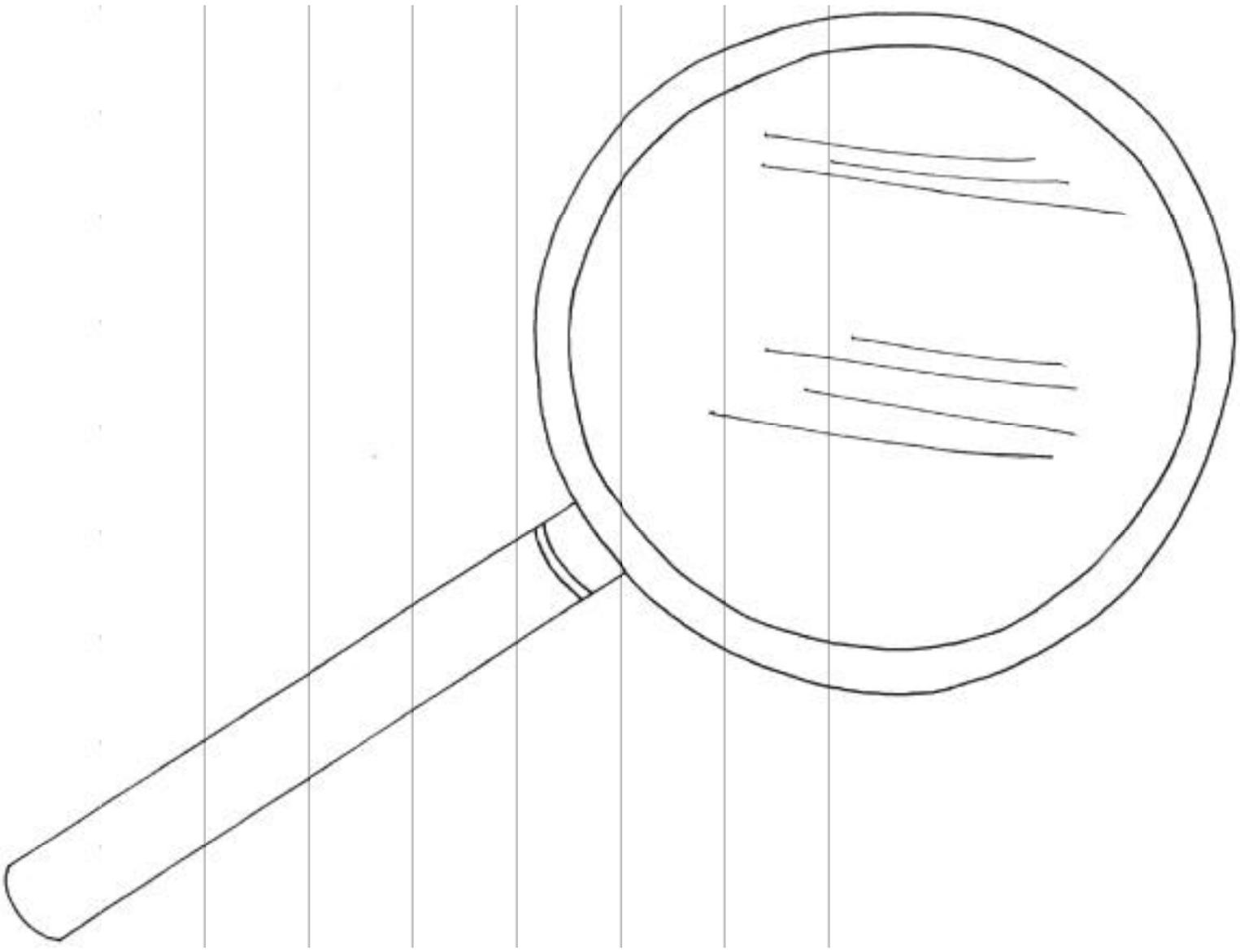
Recess: School's Out. (84 minutes)



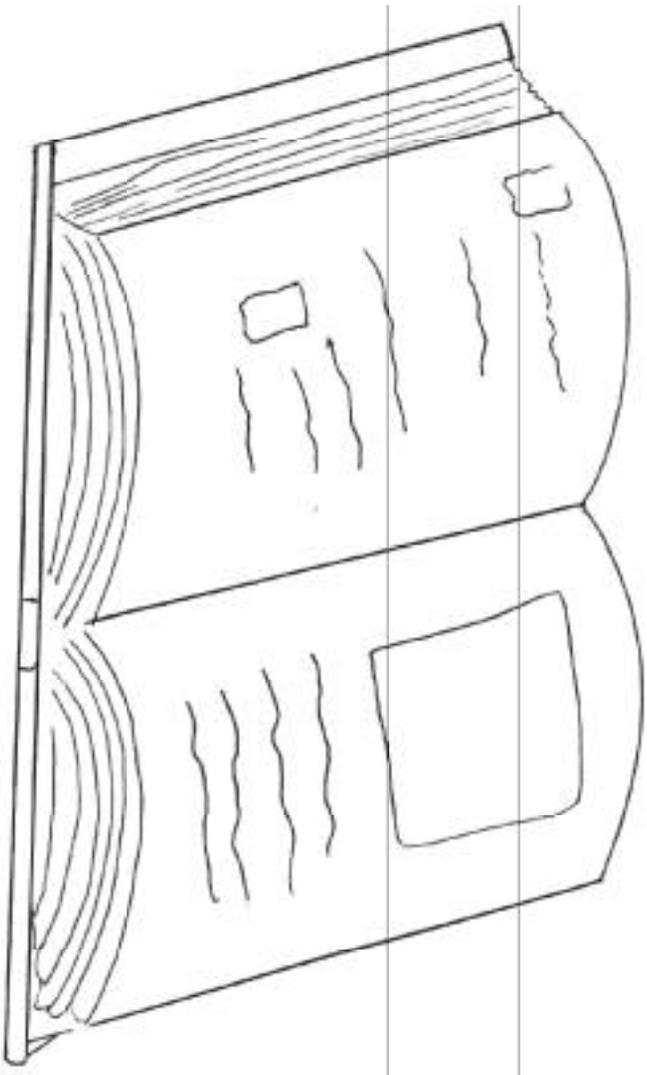
SPY GAMES --- Secret Agent Badge and Sleuth Cap



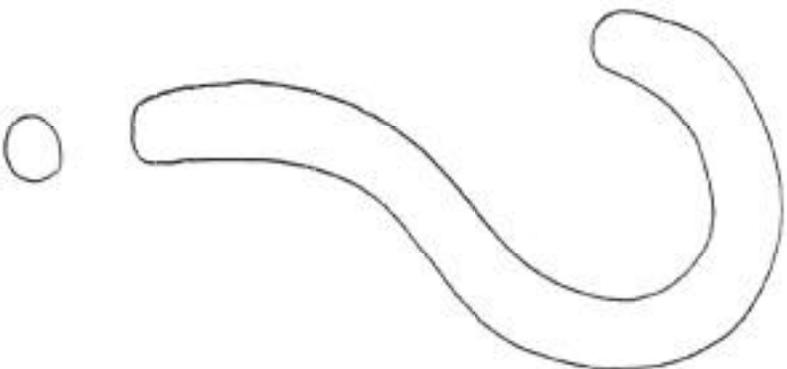
MYSTERY PARADE --- Bulletin Board



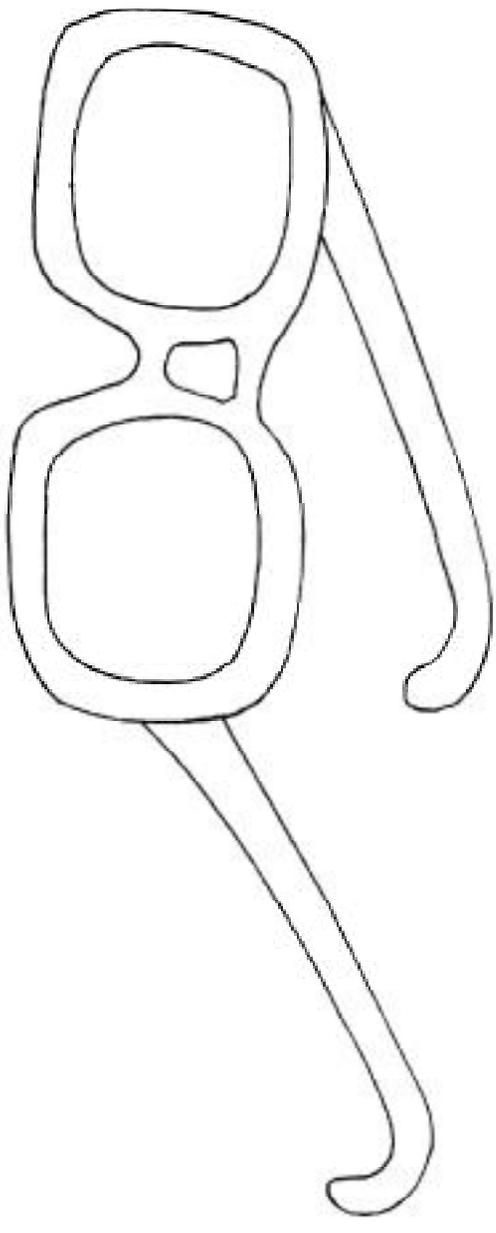
MYSTERY PARADE --- Bulletin Board



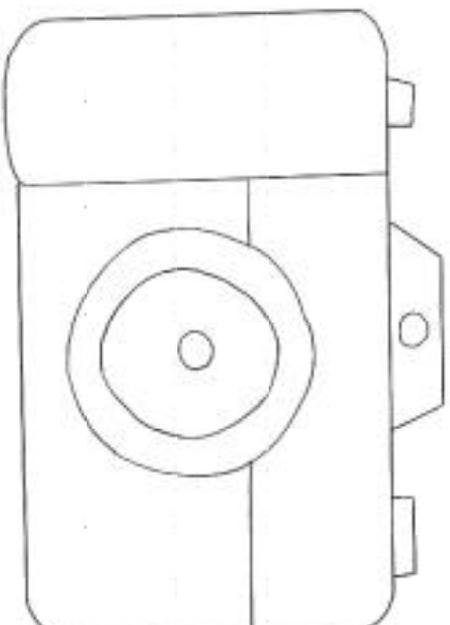
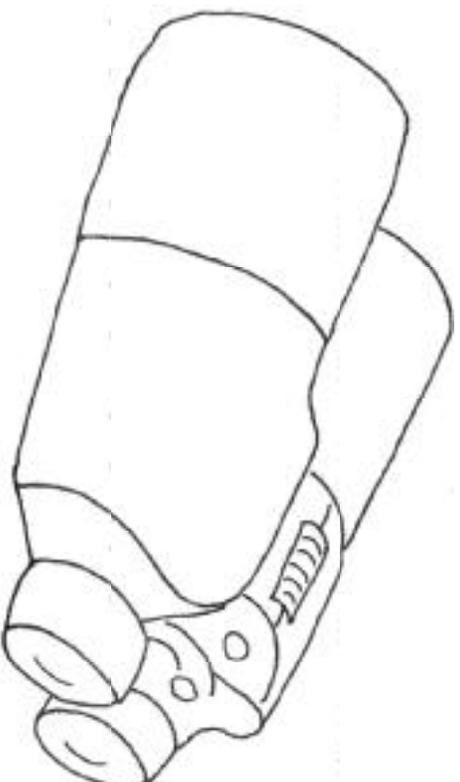
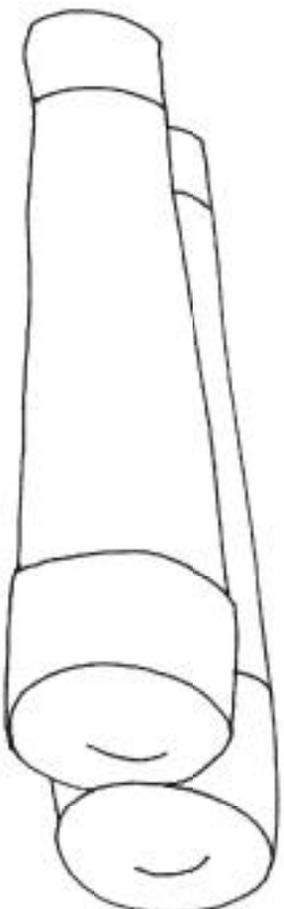
Decorations



MYSTERY PARADE --- Bulletin Board



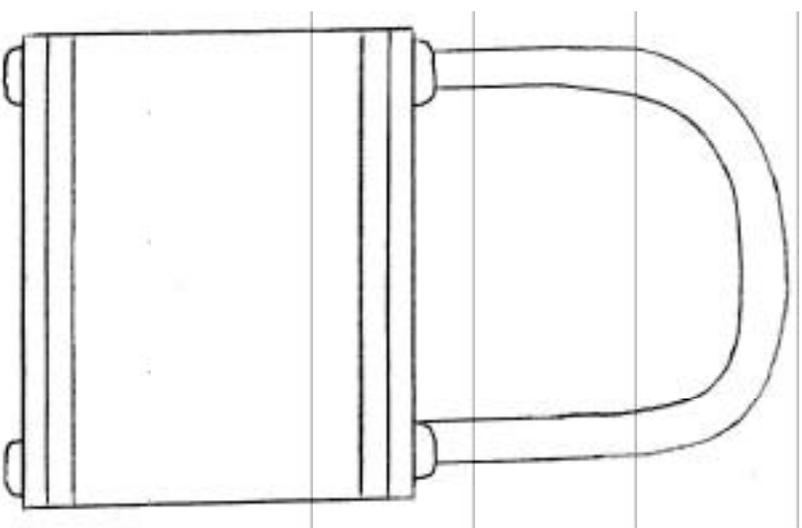
MYSTERY PARADE --- Nametags



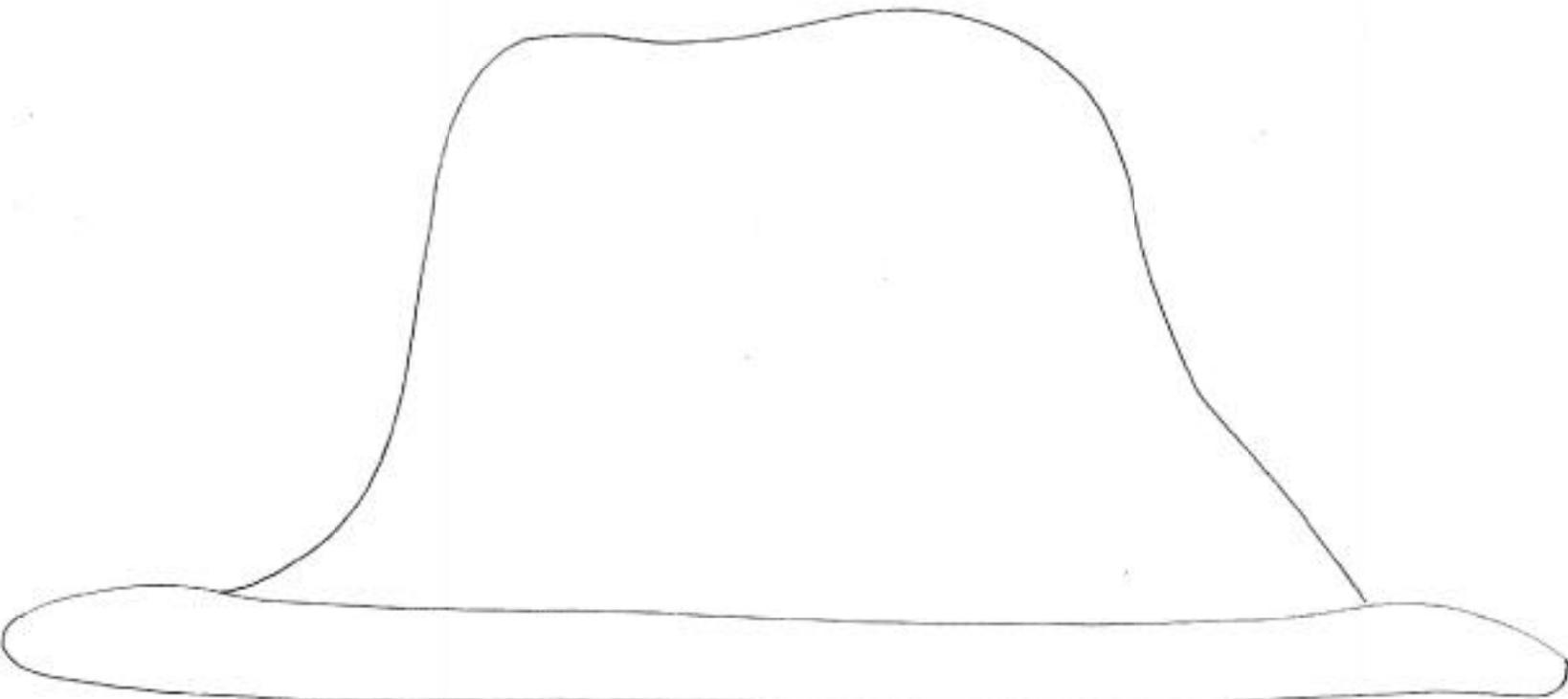
MYSTERY ACCOMPLISHED --- Footprints



MYSTERY PARADE --- Nametags



MYSTERY PARADE --- Spy Hat



band -- cut 2