



Activity plan

7+ age

National curriculum objectives:

- To be able to work in a team to achieve your mission objectives.
- To be able to plan, use and adapt strategies for small group activities.

Activity theme:

We're asking local schools to push their creativity to the extremes and think of thrilling ways to raise money for our life saving service.

In order to get in the spirit of things we want to get the children thinking about the life saving work of our crew and some of the skills needed to carry out our vital work.

Our mission is saving lives. Your mission, should you choose to accept it, is to plot the secret map to find our injured special agent.

Resources needed:

- The 4 Secret Maps
- Blank grids for each team
- Pencils and crayons

Risk Assessment:

- Check the floor is clear of obstacles, slippery surfaces etc.
- Is the room big enough for purpose?
- Check children are wearing appropriate clothing.

Setting up the activity:

- Make sure there is adequate room for groups of children to talk and move around.



Timing	Detailed Activity Planning	Additional Notes
0-2 mins	<p>1) Tell the children (Secret Agents) their <u>cooperation</u> skills are going to be tested as they go on a mission to find an injured special agent. Ask the children what cooperation means. Explain that it is really important for the crew to work well together, ask the children why they think this is important?</p>	<p>Cooperation means working well together in order to complete a task effectively.</p>
	<p>2) Ask the agents what skills the crew would need in order to work well together (cooperate) when they are looking after a patient. Listening, speaking, observation (seeing what other people are doing), trust, etc.</p>	<p>Check the children understand what cooperation entails.</p>
0-3 mins	<p>3) Tell the agents again they are going to complete a mission, which will test all of those skills - their cooperation skills.</p>	<p>You may want to allow the 'spy' to make notes, or not.</p> <p>They are not allowed to draw the map.</p>
	<p>4) Explain the mission. The agents will be split up into groups of 4, explain they will choose group member to be a spy. Explain spy. The spy will have the task of going out of the classroom to where there is a Secret Map. They are the only ones who will be allowed to see the map, the other members of the group must stay at Headquarters (in the classroom).</p> <p>The spy will look at the map carefully as they will only be allowed to see it 6 times. Therefore they will have to memorise (check the children understand) the map. Their mission is to then direct the rest of the group and explain what they have seen so that the team can make their own map. Everything must be the same- size, colour etc as the structure the spy has seen. At the end they will compare maps to see if they got it right. Give the children an example - if the map had a flower in the centre square with red petals - what colour petals should their flower have?</p> <p>The spy is not allowed to help with the design i.e. they cannot touch any of the pens/pencils. All of their instructions should be told verbally. The other members of the team are allowed to question them.</p>	



0-1 mins	5) Check the agents understand the mission, ask: How many people are allowed to look at the map? How many times the spy is allowed to go and look at the map? What must the map they create look like? Should it be the same colour? Etc	If the children are having difficulty bring in a map and demonstrate.
0-1 mins	6) Ask the agents how are they going to choose who their spy should be? Suggest the person they need may need a good memory, or be able to communicate clearly and be a good team leader etc.	Ask what skills the spy will need?
0-2 mins	7) Split the agents into groups of four.	
0-2 mins	8) Once the agents are into groups tell them they have 2 minutes to discuss who the spy should be. Explain they should choose fairly.	Go around the classroom and listen.
0-1 mins	9) Stop the agents and ask each spy in the group to raise their hands. Make a list of the spies so you can tally how many times they visit the map. Nominate a number (or codename) for each group- this number will coincide with the map.	
0-1 mins	10) Remind the agents of the rules - their spy is allowed to visit the structure 6 times and must remember all the details (if they can make notes remind them). When the spy comes back they are to describe the map and instruct the rest of the group on the design. <u>Remind them you are looking for a team who work well together. listen and trust each other.</u>	

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