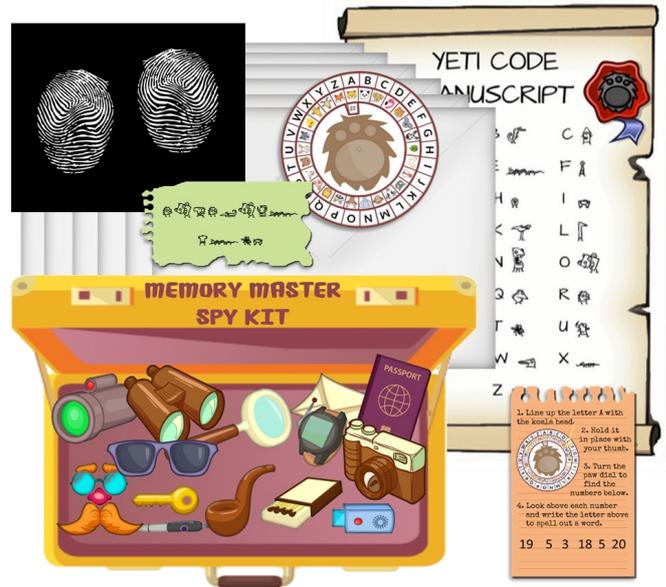


AGENT Y'S ENVELOPE CHALLENGE



INSTRUCTIONS FOR ENVELOPE ACTIVITIES

CHALLENGE ONE

Make string telephones.



- Punch a hole in the bottom of two paper cups and cut a length of string.
- Stretch string between them and thread through the holes, knotting to secure.
- All nine messages need to be passed between you correctly to move onto the envelope challenge together.

Keep the string taut!

CHALLENGE TWO

Use the secret yeti code to work out the password.

Everyone should have cracked the code to move on to the next envelope.



CHALLENGE THREE



- Cut 5 short lengths of Sellotape each and stick ready to the edge of a table.
- Lightly dust the finger tips of one hand in turn with flour, tapping off the excess. Lift the fingerprint onto the sticky side of the Sellotape by pressing down on it.
- Stick fingerprinted Sellotape onto black card.

CHALLENGE FOUR

- Take two minutes to memorise what's inside Agent Y's briefcase.
- Take turns to remove an object for a participant with their eyes closed.
- Participant should guess what's missing, then repeat until everyone has had a turn.

Do you get better the more you play?



CHALLENGE FIVE



Use the decoder to work out the secret message.

We would advise taking extra time to become familiar with this resource before using with your young person.

RESOURCE LIST

CHALLENGE ONE

- One large envelope (marked with Challenge One)
- Mission instructions and a set of cut out message cards.
- **ADDITIONALLY:** 2 x polystyrene/paper cups.
- 1 X Long piece of String.

CHALLENGE TWO

- One large envelope marked with 'Challenge Two'.
- Mission instructions.
- Green message and yeti manuscript.

CHALLENGE THREE

- One large envelope marked with 'Challenge Three'.
- Mission instructions and 1 x piece of black card per person.
- **ADDITIONALLY:** Sellotape
- Small amount of flour in a tub and paintbrush.

CHALLENGE FOUR

- One large envelope marked with 'Challenge Four'.
- Mission instructions.
- 'Memory Master Spy Kits (board and pieces pre-cut and laminated for durability).

CHALLENGE FIVE

- One large envelope marked with 'Challenge Five'.
- Mission instructions
- One decoder per group.
- Pen and paper.

