

week 23:

a tale of a great spy

This program is all about Kim and what he did to become a super spy!

Games:

1. **Circle Game:** Catch Rounder's

Kim was always running around because he knew how important it was to be super fit ...

Games Module: page 12

2. **Quiet Game:** Confounders

Kim was very observant but that came from years and years of practice ...

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3. **Steam Release:** Gather the Clues

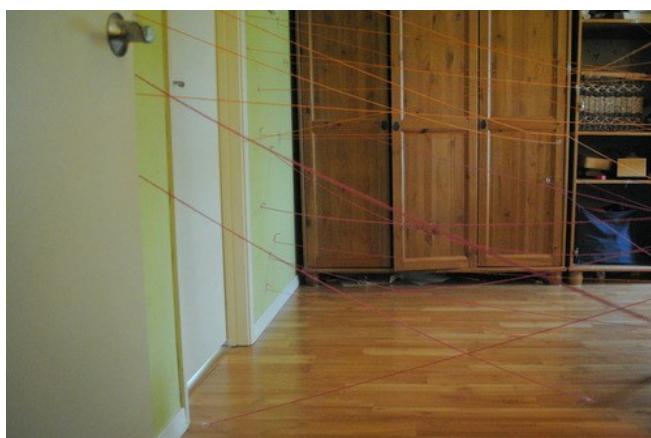
Kim was able to crack the many different codes he came across ...

Write a message on an A4 piece of paper and then cut it up into approximately 15 puzzle pieces. Each Six will have a different colour to look for. The Pack assembles outdoors and the rules of the game are explained. Each Six must collect puzzle pieces in their own colour only and hand them to their Sixer. The leader has scattered all the various pieces of paper over a defined area. The leader blows whistle to start the game. Trainee Spies (Cubs) run about collecting their colour. Spies may only pick up one piece of paper at a time and give it to the Captain of Spies (their Sixer). The spies then put the evidence together and decipher the message. The message can be a clue as to where they need to go for the next activity (e.g. Go to the door of the hall, turn left and take 10 paces and look for Akela under the tree).

4. **Active Game:** Obstacle course

Spies need to be able to dodge any obstacle that gets in their way.

Laser beam challenge. Set up a laser beam course using red streamers or similar. The Cubs need to form a line and take turns trying to get through the area without touching any laser beams. Maybe start with just 3 laser beams in the area and after all the Cubs have gone through, add 1 or 2 more. If you play this outside, use staves or chairs to secure the 'lasers'.



5. **Relay Game:** Messengers

Follows on from the laser beams – spies need to be prepared for anything.

Game Module: page 34

Kim showed us that spies always need to be on top of their game and prepared for anything!

Sense Training:

1. **Kim's Game:** Feel

Spies need to be able to identify objects in the dark as it may be dangerous to turn on the torch.

Hang about 10 articles on a piece of string hung between trees or chairs or anything suitable. Blindfold the Cubs, they move along the string feeling the items. When they have finished, cover or remove the string and get the Cubs to write down what they felt.

2. **Kim's Game:** Sound

If the time of your Pack meeting allows, play stalk the lantern. Alternatively get one Cub to stand at one side of the playing area and line up all the other Cubs opposite him/her. The Cubs are to creep up quietly and try to touch the Cub before they hear anything.

The Story of Kim all about a boy destined to become a great spy ...

Yarn:

The Adventures of Kim

Kim, or to give him his full name, Kimball O'Hara, was the son of a sergeant in an Irish regiment in India. His father and mother died while he was a child and he was left to the care of an aunt.

His playmates were all native boys, so he learned to talk their language and to know their ways. He became great friends with an old wandering priest and travelled with him all over northern India.

One day he chanced to meet his father's old regiment on the march, but in visiting the camp he was arrested on suspicion of being a thief. His birth certificate and other papers were found on him and the regiment, seeing that he had belonged to them, took charge of him and started to educate him. But, whenever he could get away for holidays, Kim dressed himself in Indian clothes and went among the natives as one of them.

After some time he became acquainted with a Mr Lurgan, a dealer in old jewellery and curiosities, who owing to his knowledge of natives, was also a member of the Government Intelligence Department.

This man realised that Kim had such special knowledge of native habits and customs, and saw that he could make a useful agent for Government Intelligence work. He therefore gave Kim lessons at noticing and remembering small details, which is an important point in the training of a Scout.

Kim's Training

Lurgan began by showing Kim a tray full of different kinds of precious stones. He let him look at it for a minute, then covered it with a cloth, and asked him to state how many stones and what sorts were there. At first Kim could only remember a few and could not describe them very accurately, but with a little practice he soon was able to remember all of them quite well. And the same applied for many other kinds of articles which were shown to him in the same way.

At last, after much other training, Kim was made a member of the Secret Service and was given a secret sign, namely, a locket or badge to wear around his neck and a certain sentence, which, if said in a special way, meant he was one of the Service.

Kim in Secret Service

Once when Kim was travelling in the train he met a native who was rather badly cut about the head and arms. He explained to the other passengers that he had fallen from a cart when driving to the station. But Kim, like a good Scout, noticed that the cuts were sharp and not grazes such as you would get by falling from a cart, and so Kim did not believe him.

While the man was tying a bandage over his head, Kim noticed that he was wearing a locket like his own, so Kim showed him his. Immediately the man brought into the conversation some of the secret words, and Kim answered with the proper ones in reply. Then the stranger got into a corner with Kim and explained to him that he was carrying out Secret Service work and had been found out. He was being hunted by some enemies who had nearly killed him. They probably knew he was in the train and would therefore telegraph down the line to their friends that he was coming. He wanted to get his message to a certain police officer without being caught by the enemy, but he did not know how to do it if they were already warned of his coming. Kim hit upon the solution.

In India there are a number of holy beggars who travel around the country. They are considered very holy and people always help them with food and money. They wear next to no clothing, smear themselves with ashes and paint certain marks on their faces. So Kim set about disguising the man as a beggar. He made a mixture of flour and ashes, which he took from the bowl of a pipe. He undressed his friend and smeared the mixture all over him. He also smeared the man's wounds so that they did not show. Finally, with the aid of a little paint-box he carried, he painted the proper face marks on the man's forehead, brushed his hair down to look wild and shaggy like that of a beggar and covered it with dust, so that the man's own mother would not have known him.

Soon afterwards they arrived at a big station. Here, on the platform they found the police officer to whom the report was to be made. The imitation beggar pushed up against the officer and got scolded by him in English. The beggar replied with a string of native abuse into which he mixed the secret words. The police officer at once realized from the secret words that this beggar was an agent. He pretended to arrest him and marched him off to the police station where he could talk to him quietly and receive his report.

Later Kim became acquainted with another agent of the Department – an educated native – and was able to give him great assistance in capturing two officers acting as spies.

(Acknowledgement: Scouting for Boys)

As a spy, Kim had many tricks up his sleeve ...

Craft/Activity:

1. **Activity:** Secret Compartment

For full instructions and step by step pictures: <http://www.instructables.com/id/Match-Box-Secret-Compartment/>

To make a secret compartment out of a match box you will need a match box, some cardboard, a marker and a pair of scissors. This is very easy to make and it will keep your valuables safe! First take out all of the matches in the match box and then trace the bottom of the match box with your marker onto the card board. Make sure you are tracing only the bottom or the cardboard will not fit snug in the matchbox. Next cut out the shape you just traced on your cardboard. Place the slip of cardboard you just cut out inside your matchbox above your money, or your valuables. You can put something like buttons or beans on the top of the cardboard slip if you want to but it is not necessary. And there you have it, your secret compartment to keep your valuables safe. No one will ever guess! Decorate the box so it looks like an ornament.

2. **Handcraft:** Door sign

Cubs should make a sign for their bedroom doors – either out of cardboard or dough or similar. They need to make a hand print with the words “Scan to enter” displayed. Examples:



Singing/Play Acting:

1. **Singing:** The Spy went over the mountain

Singing Module: page 37. Substitute “Baloo” for “Kim”

2. **Playacting:** Story of Kim

In Sixes, get the Cubs to act out the story of Kim – or certain parts. If you do certain parts of the story allocate portions of the story to each Six. Get them to act out their section in sequence with the story.

Advancement covered:

Silver Wolf:

Healthy Mind: Know the story of Kim and Kim’s Game. (**Yarn and Kim’s Game**)

Gold Wolf”

Healthy Mind: Revise the story of Kim and Kim’s Game. (**Yarn and Kim’s Game**)