



Starter Activities

Secret Agents Holiday Club

These suggestions are for activities to be done in Spy Dens as children arrive each day. Choose which ones best suit your group of children.

Day	Activity	Explanation	What is needed?
1	Group Poster	<ul style="list-style-type: none"> Make a Spy Den poster. If you have a large group then make one poster for every 5 children. For younger groups, write the group name and let them decorate the poster. 	<ul style="list-style-type: none"> Large pieces of card / paper, coloured pens, crayons, coloured tissue paper, stickers and glue.
	Decorate name badge and spy folders	<ul style="list-style-type: none"> Fill in names and draw a self portrait. 	<ul style="list-style-type: none"> Folders / A4 envelopes, blank name badges, felt tips and stickers.
2	Secret Agent Group chant and dance	<ul style="list-style-type: none"> Come up with a chant and a dance for your group. 	<ul style="list-style-type: none"> No equipment.
	"Who am I?" game	<ul style="list-style-type: none"> Post it notes on foreheads of famous people. 	<ul style="list-style-type: none"> List of celebrities – think about current cartoons, popular films, super heroes, nursery rhymes, book characters. Post it notes and pens
3	Secret Agent in disguise	<ul style="list-style-type: none"> Have a leader or child lie on the paper. Draw around them. Add clothes and Spy disguises. 	<ul style="list-style-type: none"> Roll of paper, marker pen, clothing and fancy dress / spy costume items.
	Parachute games	<ul style="list-style-type: none"> Children stand around the parachute and hold it tight. Call out names of children and they must swap places by running under the parachute when it is lifted up. Try to roll the ball around the perimeter of the parachute. 	<ul style="list-style-type: none"> Small parachute / large flat sheet and a lightweight / foam ball.
4	Code breakers	<ul style="list-style-type: none"> Use the code to work out the hidden messages. Have some coded messages for children to work out. Get them to write their own messages in code. 	<ul style="list-style-type: none"> Create a code e.g. jumble up the alphabet / symbols for letters / make a code wheel (template examples online). Copies of the code, coded messages and blank paper.
	Pin the glasses on the spy	<ul style="list-style-type: none"> Played in the same way as 'pin the tail on the donkey.' 	<ul style="list-style-type: none"> Drawing of a spy on large card, blindfolds, picture of spy glasses and Blu-tack.



Revision Quiz Questions

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Day 1

No quiz (nothing to revise!)

Day 2

1. What did everyone *think* Jesus was going to do for the paralysed man?
2. What was the first thing Jesus did instead?
3. *This is a hard one:* Why were some people so upset at what Jesus said?
4. If you had been in the room and saw all this — how Jesus helped the paralysed man... What do you think you would have said to your friend afterwards?

Day 3

1. Why was the woman from Nain so sad?
2. What did Jesus do to raise the dead boy? *Did he use medicine? Or did he touch him in a certain place, in a special way? Or ...?*
3. What did Jesus say to the dead boy?
4. What makes you certain that Jesus is the King of the World?

Day 4

1. Remember Zacchaeus? What was his job?
2. Why were the crowd so angry that Jesus chose to go to his house?
3. *This is a hard one:* Jesus said that he came to seek and to save the lost, like Zacchaeus. Zacchaeus didn't seem lost. He knew where he was. He knew how to get home. In what way was Zacchaeus lost?
4. If you had been in the crowd, you saw Jesus go to Zach's house, then you heard how Jesus changed Zacchaeus' life; how do you think you would have felt?