

# ACTIVITY 3

# TECH TIME!

In this challenge, your team must help Walter design a new gadget for Lance. Think about the problems Lance might face as a spy. How can you help Lance succeed? Use the questions below to help you get started.



**ASK:** What is a problem Lance might face in his work as a spy? (For example, does he have to decode a message, find something that is missing, or assume a disguise?)

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**IMAGINE:** How can you solve that problem?

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**PLAN:** With your team, discuss plans for a gadget that can help Lance solve that problem. (Think like Walter — solve problems using your creativity!) Describe your plan here:

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**CREATE:** Sketch your gadget in the space below. Label the parts of the gadget. On the back of this sheet, write a brief description about how each part works.

**COMMUNICATE:** On a separate piece of paper, or using a digital tool such as PowerPoint, describe the problem Lance may face as a spy, and how your gadget will work to solve it.



# JOIN LANCE AND WALTER AS THEY TEAM UP ON AN EPIC MISSION IN SPIES IN DISGUISE!