

Dear Educator,

Each child in your classroom is different, and each has a unique skill set that lends itself to the team — your class. When they work together, they are unstoppable!

In Blue Sky Studios' new movie, *Spies in Disguise*, suave spy Lance Sterling and tech genius Walter Beckett are almost exact opposites. They have different skill sets, but if they can learn to work together, they just might save the world. And, with the help of Walter's weird and wonderful gadgets, they will discover different ways to fight crime.

Take your students on an exciting spy-inspired STEM adventure with Lance and Walter with this free program from Blue Sky Studios and the curriculum specialists at Young Minds Inspired (YMI). These engaging, educational activities will help your students discover their own unique and wonderful skill sets as they solve problems and create innovative gadgets, while practicing STEM skills.

Please share this kit with other teachers in grades 3 through 5. Although these materials are protected by copyright, you may make as many copies as you need for educational purposes. Then, be sure to catch *Spies in Disguise* in theaters on December 25!

Return the enclosed reply card or comment online at ymiclassroom.com/feedback-spies to let us know your thoughts on this program. We depend on your feedback to continue providing free educational programs that make a real difference in students' lives.

Sincerely,



Dr. Dominic Kinsley
Editor in Chief
Young Minds Inspired

Blue Sky SPIES IN DISGUISE

TARGET AUDIENCE

Students in grades 3-5 as a supplement to STEM curriculum

PROGRAM OBJECTIVES

- Promote creativity through activities that foster teamwork, individuality, and innovative ways of solving problems
- Inspire student recognition and awareness of the power of teamwork and positivity in solving problems in a constructive way

HOW TO USE THIS PROGRAM

Make copies of this teacher's guide and the three activity sheets. Prepare the materials for each activity in advance. Display the poster so you can use it as a visual aid for the activities. Visit ymiclassroom.com/spies for a standards alignment chart.

ACTIVITY 1

SPIES IN DISGUISE: JOIN THE TEAM!

In this activity, students will discover the value of people's differences as they explore their unique skill sets and work together to design a glider.

Materials needed per team: pencils, activity sheets, one piece of copy paper, a penny, and a paper clip

Ask students to think about what makes a great team. Is it people who are exactly alike, or people who are different? Let them share their ideas. Point out that often, a great team is composed of people who are very different, but who have skill sets that complement each other. For example, in Blue Sky Studios' upcoming movie *Spies in Disguise*, the two main characters are very different. Lance is a suave, sophisticated spy who relies on his quick reflexes, strength, and smooth manner to get the job done. Walter, on the other hand, is a quirky tech genius who relies on his intelligence and his creative, unconventional gadgets. Only together do they have the tools needed to save the day!

Pair students as teams and ask them to name what they think their skills, talents, and strengths are, and how they can use their different skill sets to be a great team, like Lance and Walter. Then, pass out the activity sheet. Tell students to brainstorm how their individual skills would help them if they were a member of Lance and Walter's spy team, and then complete the spy profile in Part 1 of the activity sheet. Once done, have students share their spy profiles. Point out that they all have different skill sets, and their skill sets all contribute to the success of the classroom team!

For Part 2, explain to students that they will work with their partner to solve a problem, just like Lance and Walter do in the movie. Review the directions and then pass out the materials. Once each team has created its glider, line them up and see which glider travels the farthest. Have the teams adjust the position of the penny and then the glider wings and repeat the tests. Discuss students' observations.

At-home extension: Challenge students to identify the special skills each member of their family has that have helped them solve problems in the past and contributed to the family team. If their family was part of the Spies Agency Headquarters, what would they call themselves? Ask each student to create a spy name and logo for their family and bring it back to school to share with the class.

ACTIVITY 2

ENGINEERING IN ACTION!

In this activity, students will use logic and problem-solving skills to help Lance choose the best gadget for the job!

Materials needed: pencils, activity sheets

Tell students that, as official members of the Spies Agency Headquarters, it's time for another challenge! Planning is an important part of every mission. In this challenge, they will help Lance plan which of Walter's gadgets he will need for his mission by solving a logic puzzle. Pass out the activity sheets and review the instructions for Part 1. When students have completed the puzzle, have them share their answers and how they chose the gadgets selected. Then, read the directions for Part 2 and divide students into small groups to create their own scenarios.

Part 1 Answers: 1. Walter's watch, 2. binder bubbles, 3. biodynamic concealment

At-home extension: Ask students to share their amazing problem-solving skills with their families and imagine a gadget that can help solve a challenge that families typically deal with around the house. Maybe a self-filling dishwasher? Have them share their gadget ideas when they return to class.

ACTIVITY 3

TECH TIME!

In this activity, students will use creative-thinking skills and the engineering design process to invent a gadget that will solve a problem.

Materials needed: pencils, activity sheets

Super spy Lance may have smooth moves, but Walter knows that it takes more than that to save the day. In fact, Walter's gadgets can solve problems in uniquely creative ways.

Tell the students that, like Walter, they will design a gadget that will save the day! Pass out the activity sheet and go over the guidelines. Have students work in small groups to complete the activity. Consider having the students prepare their presentations using a digital tool such as PowerPoint. Once done, have the teams share their gadgets and scenarios.

At-home extension: Now that students have created unique gadgets, invite them to go home, find an ordinary gadget such as a wire whisk, a hairbrush, or other small household tool, and imagine a new way to use that gadget. Encourage them to think outside of the box. Have students write a description of their gadget and how it can solve a problem in a new way, and then share the write-ups with the class.

RESOURCES

ymiclassroom.com/spies
family.foxmovies.com/movies/spies-in-disguise

ACTIVITY 1

SPIES IN DISGUISE: JOIN THE TEAM!

Lance and Walter are part of the Spies Agency Headquarters. They work together to solve problems. Complete the activity below to show them how you could help their team.

TOP SECRET

PART 1: What makes you unique? What are your skills and talents? Fill out the spy profile below. Tell how your unique skills will help Lance and Walter save the day!

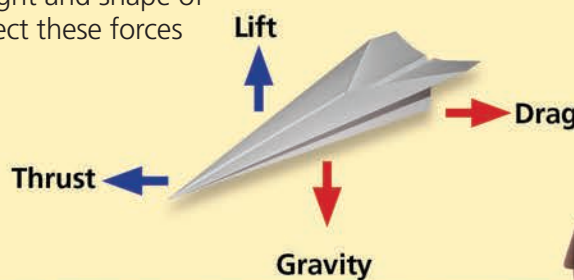
Name:

Skills: Describe your personality and talents. Are you calm in a crisis?
Do you have a talent for numbers? Are you inventive? Are you good with gadgets?

Describe how your skills can help Lance and Walter:

PART 2: Now, put your skills to work! Imagine that you must engineer a way to send a crypto-disc to Spies Agency Headquarters. In the movie *Spies in Disguise*, Lance uses a gliding suit to skillfully snatch a briefcase and deliver it back to headquarters. That gives you the idea to solve your problem with a paper glider. Working with your teammates, use the materials your teacher gives you to design a paper glider that will fly a penny (your substitute crypto-disc) from one end of the classroom to the other. You can slip the penny into the slit on the top of the glider and secure it with a paper clip underneath. Try different positions for the penny and different wing shapes to complete your mission!

Did you know? Paper gliders fly farthest when the four forces acting on them are balanced. These forces are thrust, lift, drag, and gravity. *Thrust* is the glider's forward motion – your push-off. *Lift* occurs when air moves more quickly over the top of the wings than the bottom. *Drag* occurs when air “pushes” against the glider. *Gravity* pulls a glider towards the ground. Changing the weight and shape of a glider – especially the wings – will affect these forces and change the way a glider flies.



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

ENGINEERING IN ACTION!

For Lance and Walter, problem-solving and unique gadgets are part of the job. Use your sleuthing skills and gadget genius to complete this spy challenge.

PART 1: Lance needs your help! The super spy must choose which of Walter's amazing gadgets will best help him as he embarks on his latest mission to recover a stolen microchip. Read the description of each gadget and check out the pictures below. Then read each situation below to figure out which gadget Lance should choose to get him past each obstacle. Each gadget is used once.

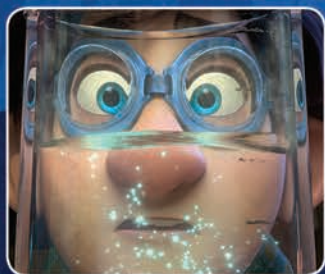
Gadgets:

- Biodynamic concealment – a serum that transforms Lance into a pigeon so he can hide in plain sight!
- Inflatable hug – a personal protection device that inflates into an airtight ball and wraps around you to keep you safe
- Walter's watch – a supercomputer with a hologram screen used for calculating and communicating in the field
- Binder bubbles – a bubble blaster that blasts bubbles that hold things together and can contain explosions



Situation	Gadget
1. Lance has to check a 3D diagram to plan how he will get into the building.	
2. Next, Lance must break open the safe without causing any other damage.	
3. Finally, Lance must carry the microchip back to headquarters without getting caught before time runs out.	

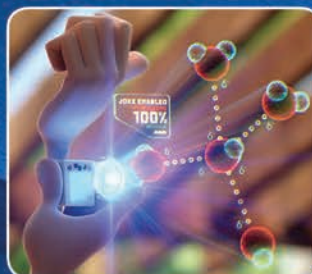
PART 2: With your team, choose one or more of Walter's gadgets. Then, using the descriptions above, come up with a scenario in which Lance would use the gadget(s) to complete his mission. Summarize your scenario on the other side of the paper.



BIODYNAMIC CONCEALMENT



INFLATABLE HUG



WALTER'S WATCH



BINDER BUBBLES

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?)

IMAGINE: How can you solve that problem?

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:

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*!

WILL SMITH

TOM HOLLAND



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