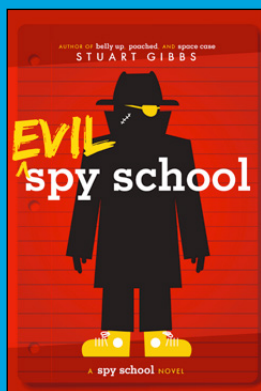


WELCOME TO

spy school



THE SPY SCHOOL SERIES • BY STUART GIBBS



THROWING A SPY SCHOOL
BIRTHDAY PARTY,
AUTHORLESS EVENT,
OR THEMED GET TOGETHER
CAN BE A TON OF FUN!

If your reader dreams of one day going to Spy School, this kit has everything you need to throw the perfect party. In this kit, you will find suggestions for invitations, games, décor, music, food, and more. Feel free to add additional activities or tailor the ones suggested to the size of your group and the available amount of space.



PARTY ACTIVITIES

DECODING

Spies also have to be clever. Test your guests' logic skills by playing a decoding game! Hide a coded message somewhere throughout the party and give guests the decoder key.

Guests must first find the code (it could be written on the bottom of paper plates, on the bathroom mirror, etc.) then use the decoder to figure out what the message is. The message could be the prize awarded to the first five people who solve it or the first of a series of clues participants must solve to win a prize. An example reproducible code is available below. Create copies and trim on the dotted line if desired, or feel free to make up and pass out your own!



SPY SCHOOL DECODER

Find the code hidden somewhere throughout the party, then use this decoder to solve it!

A	B	C	D	E	F	G	H	I	J	K	L	M
$\hat{=}$	\div	Π	λ	\perp	\lrcorner	\sqcap	\sqcup	\cap	\cup	:
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
$\cdot\cdot$	$\cdot\cdot$	\parallel	\therefore	$\not\leq$	$\not\lessgtr$	\square	U	\triangle	\square	\square	\square	\nearrow

CONFIDENTIAL

DRESS CODE

If desired, indicate on invitations how guests should dress. Classic spy clothes include formal wear—perhaps a tuxedo t-shirt—or a fun disguise. Guests should feel free to be creative! You can also supply some easy disguises for guests to wear once they arrive such as fake glasses and noses, moustaches, hats, etc.

GETTING STARTED

Transport readers into their very own spy training academy with the help of some themed decorations. Consider putting yellow CAUTION tape on doors, use white tape to outline a body shape on the floor, and put signs on doors indicating only agents can enter.

With a little creativity, you can also put “security” challenges at entrances, such as a hand scanner (use paint to put a handprint in the middle of the paper where readers would need to “scan” their hand) or an eye scanner (cut toilet paper tubes, paint them black, and affix them to the wall). You could also invent a secret code or knock to enter the party and include instructions in the invitations.

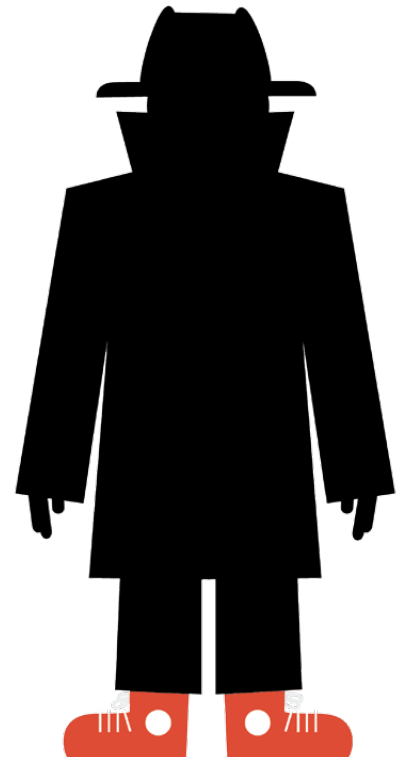
If you have access to a narrow hallway, use red party streamers to create a “laser field” that party-goers would need to maneuver through. This could be played as a group activity during the event or before guests enter the party.

Once guests enter, have them take a photo and supply their fingerprints for an ID badge. If possible, print photos for their IDs or use an instant camera. If this isn't possible, guests could decorate their own ID badges and draw in their picture.

MUSIC

There are tons of great spy-themed songs! Here is a suggested list, that is appropriate for all ages. You can also stream this playlist from Spotify using this link: [Bit.ly/SpySchoolPlaylist](https://bit.ly/SpySchoolPlaylist)

- “Skyfall” by Adele
- “James Bond Theme” by The John Barry Orchestra
- “Writing’s On the Wall” by IU1DC
- “Goldfinger” by Shirley Bassey
- “Golden Eye” by The Hollywood Symphony Orchestra
- “Goldfinger” by The Hollywood Symphony Orchestra
- “The Pink Panther Theme” by Henry Mancini & His Orchestra
- “Secret Agent Man” by Johnny Rivers
- “The Spy” by The Doors
- “Spy” by They Might Be Giants
- “Spies” by Coldplay
- “Who Are You” by The Who
- “Theme from Mission: Impossible” by Adam Clayton and Larry Mullen Jr.
- “Peter Gunn Theme” by The City of Prague Philharmonic Orchestra
- “Theme from Get Smart (cover)” by The Remotes



INVITATIONS

Invite guests to your Spy School party in style! Use the reproducible invitations below to make sure your guests are prepared for their spy party. Cut out on the dotted lines and then glue back to back. These invitations set the mood and mimic the invitation Ben Ripley was given when he was invited to attend the Academy of Espionage in *Spy School*.

CONFIDENTIAL

To be **hand-delivered ONLY** to:



TOP SECRET



spy school

DEAR _____,

It is my great privilege to accept you to the Academy of Espionage of the Central Intelligence Agency, effective _____.
(Date of party)

Please report to _____

(Location of party)

at _____
(Time)

DESTROY THESE DOCUMENTS IMMEDIATELY AFTER READING.

RSVP/additional instructions _____

FOOD

Spies need to keep up their energy, so snacks like candy, trail mix, and granola are perfect. Spies also need to be comfortable at fancy events, so a buffet table including hor d'oeuvres would be perfect, too! You could also create themed snacks such as cookies designed to look like fingerprints, magnifying glasses, or fake mustaches.

DRINKS

Spies are constantly on the move, so supply guests with energy drinks, water, or lemonade to make sure they stay hydrated!

PARTY FAVORS

If supplying party favors, lay them out on a table surrounded by caution tape. You can incorporate these prizes into game play, if desired. For example, set clues in manila envelopes that guests need to solve, ultimately leading to the table. As guests solve the clues, remove a layer of caution tape.

Party favor bags can include a wide variety of themed gifts including a notebook and pen, magnifying glass, disguises, and copies of *Spy School* by Stuart Gibbs! You can print out the Top Secret Stamps below on sticker paper, then cut out on the dotted lines to create fun stickers as favors or to decorate the party bags.



SPY NAME GENERATOR

Use the below guide to have attendees choose their secret spy name. Print out copies and cut the cards on the dotted lines to be posted around the party, or use the guide to determine guests' spy names before they arrive and include them on their ID badges.

WHAT'S YOUR SPY CODE NAME?

Choose the first letter of your first name, and the month of your birthday from the list below to generate your Spy Code Name:



A: Golden

B: Red

C: Rogue

D: Alpha

E: Iron

F: Secret

G: Hot

H: Green

I: The

J: Wild

K: Silver

L: Slick

M: Big

N: Deadly

O: Flash

P: Black

Q: Cold

R: Wild

S: Dark

T: Blue

U: Stone

V: Lone

W: Sly

X: Sterling

Y: Ultimate

Z: Rocket

January: Danger

February: Spider

March: Lightning

April: Ghost

May: Ninja

June: Wolf

July: Storm

August: Scorpion

September: Cobra

October: Shadow

November: Jaguar

December: Lightning

If more than one agent has the same code name, the agent may choose one of the following and add it to their spy name:

Fighter; Star; Beast; Night; Champion

KEEP UP THE DISGUISE

This game is a variation of the popular game *Celebrity*, in which participants are given the name of a popular character, celebrity, or historical figure. Before your spy party begins, write down the name of popular figures guests will know. Be sure to include at least as many names as there will be attendees to make sure each participant can play. It would be helpful to include a few extras, just in case players don't know one or two of the names.

Each name should be written on a piece of paper and sealed in an envelope marked **CONFIDENTIAL**. Each player chooses an envelope, opens it, and sees what their alias is. The player must pretend to be that person. Players then ask each other yes or no questions until another player is able to accurately guess who they are. The player who remains in character the longest without others being able to guess who he or she is (while accurately answering yes or no questions as his or her alias) is the winner!

PHYSICAL TRAINING

Spies need to be agile and ready for anything! Have your guests go through a very basic training course including jumping jacks, lifting up their legs one at a time, making circles with their arms, and other very basic stretches.

OBSTACLE COURSE

Set up a basic obstacle course if there is a large enough area available. Prizes could be given to the guest who completes the course the fastest or to all who participate. Activities could include a balance beam, relay race, army crawl, jumping over a low barrier, stepping through hoops on the ground, etc.

SOLVE THE CLUES

Once guests are in peak physical condition, it's time to test their logic skills. Prior to the event, place clues inside manila envelopes or helium balloons and hide them around the party. Clues could be anything from riddles to very basic math equations, leading guests from one location to another. For example: "When it's time to leave for school / this is where I tie my shoes." Guests will then figure out the clue, go to wherever the host keeps shoes (a mudroom, perhaps), and find the second clue. This could be a great game to play just before the party ends. The final clue could lead to the table of party favors or another prize.

For an additional challenge, guests could be split into two teams, and the first team to solve their riddle could get an additional prize.



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