



## Curriculum Framework: Spy School By Deborah Wassenberg

*This Spy School theme is a favourite. Everyone gets to be so sneaky! But really, it is an effective tool in teaching children how to be focused on any Mission God gives them, no matter how things look. To choose God, see His promises fulfilled, and walk in victory.*

### Suggested Songs:

- Ask, Seek, Knock (Hillsong Kids)
- As the World Shakes (Hillsong Kids)
- Walk on Water (KPTV version Family Force 5)
- Wake (KPTV version Hillsong Young & Free)

### Set the Scene: Situation Room

Use lettering 'SPY SCHOOL' but Blue Tack it to your wall backwards or upside down. After all, a good spy needs to be able to read documents from any angle! Photocopy fingerprints onto A3 sized paper to stick on the walls or sign in desk. Borrow a hat rack or two and hang up hats, coats and scarves. Just a note of caution: 'Bombs' (in the Balloon Bomb game) and the use of guns (even water pistols in an obstacle course) can upset some parents. You know your families best, so use your discretion. Set up a photo booth with props: hats, glasses, moustaches, beards, trench coats, magnifying glasses and briefcase. Have a leader take photos and text them to family after the service. It's a great way to get families talking about Kid's Church.

### Start: Eyes Only

The week before this series of lessons, I gave the children a PASSWORD they had to use to get into Kid's Church. This is such an easy thing to do and yet it created such an atmosphere of excitement! I issued a new password at the end of each morning so the children could gain entry to the Spy School the following week. The password was a word significant in the Bible story to be taught so children would recognise it during the lesson. Children entering for the first time were handed a piece of paper with the password on it. They were instructed to read it, memorise it, and then hand it back – not eat it! Volunteers, dressed as a spies, were on the door to hear the whispered password. Children were allowed to help their friends enter...after all, spies can talk their way into anywhere!

Password Pre Mission 1: 'Courage'  
Password Pre Mission 2: 'Crimson'  
Password Pre Mission 3: 'Ambush'  
Password Pre Mission 4: 'Mouldy'  
Password Pre Mission 5: 'Hailstones'  
Password Pre Mission 6: '85'

## Bible Stories:

### **Mission 1: Who Goes There?**

The Spies Report (Numbers 13 & 14)

Application: Joshua is a type of Jesus. As kids walk through their Christian life, they are walking in the promise of victory and wealth in Jesus. In Jesus, they are free from sin and death (Romans 8:28), complete (Colossians 2:10), born of God (1 John 5:18), free from fear (Isaiah 54:14), holy (Ephesians 1:4), and can do whatever needs to be done (Philippians 4:13), just to name a few! They need to remember who they are.

### **Mission 2: Behind Enemy Lines!**

Rahab and the Spies (Joshua 2 & 6)

Battle of Jericho

Application: As a reconnaissance mission it was a failure. The spies were nearly caught but God had a greater purpose! God supernaturally brings people together. Joshua was a saviour to Rahab and her family. Jesus is a Saviour for anyone who will trust Him.

### **Mission 3: Cover Up!**

Achan's Sin and Ai Destroyed (Joshua 7 and 8:1-28)

Application: It doesn't matter about the strength of your opponent (Jericho was harder to conquer than Ai). What matters is God's help. We need to choose. We cannot have victory and blessing if we don't obey. Sin and disobedience can get in the way of fellowship with Jesus. Don't cover or hide sin. Confess and ask Jesus to forgive you. Then sin has no power over you anymore.

### **Mission 4: In Disguise!**

The Gibeonite Deception (Joshua 9)

Application: The Gibeonites were crafty. They deceived, gave false evidence and lied. But the real problem was Joshua never sought God about them. He trusted his senses, walking by sight and not by faith. We need to ask God about the things we want to do or we will get into trouble. Even though the Gibeonites were made servants, they were happy to be serving the God of the Israelites. Just like Rahab, they were saved!

### **Mission 5: Stop the Satellite!**

The Sun Stands Still

Joshua 10:27

Application: Joshua doesn't initiate this battle but comes to the aid of an ally. Joshua was keeping his vow to the Gibeonites. God commands Joshua not to fear. Fear takes away our ability to fight. Fear is unbelief (being unwilling to believe God will keep His word). But working with God, Joshua accomplished his mission. Seeing what God did with the hailstones, Joshua asked for a bigger miracle – for the sun to stand still! Once again, partnership with God brings victory. Jesus gave us the victory at the cross.

### **Mission 6: The Oldest Spy!**

Caleb Takes a Mountain (Recap Numbers 13 & 14; Joshua 14:6-15)

Application: Caleb and Joshua measured the giants against God's strength, not the giants against their own. Even though Caleb was 85, he was older, but not weaker. We need to be bold like Caleb and ask God for His promises for our lives. God really likes it!

## Memory Verses:

### **Mission 1: Joshua 1:9**

'Be strong and courageous. Do not be afraid or discouraged. For the Lord your God will be with you wherever you go.'

**Spy Treasure Hunt:** Hide words to the Memory Verse around the room, or outside, and give the children a sheet of clues (words or photographs) so they can find the hidden words and fill them in on the sheet. When everyone has completed their Mission, meet back at HQ, and read the Memory Verse aloud.

### **Mission 2: Zechariah 4:6**

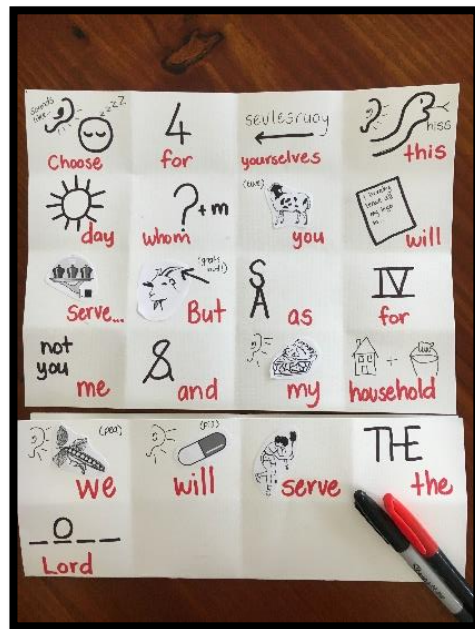
'It's not by might, nor by power, but by my Spirit says the Lord.'

**Invisible Ink:** Write the Memory Verse out on butcher's paper using a white crayon or a candle. Ask volunteers to hold the paper up and choose children to use watercolour paints, or watered down acrylic paint, to reveal the message. You can use spray bottles or paint brushes. Don't forget your drop sheet! Or tape the butcher's paper to a wall or fence outdoors.

### **Mission 3: Joshua 24:15**

'Choose for yourselves this day whom you will serve...But as for me and my household, we will serve the Lord.'

**Decode:** On a big sheet of butcher's paper, draw the Memory Verse in word and picture clues, for the children to decipher. The leader, with a different coloured marker, talks through the clues with the children and writes the correct word underneath so everyone can recite it together when every clue is solved. Here's an example:



**Mission 4: Proverbs 8:14**

‘Counsel is mine and sound wisdom, I am understanding, power is mine.’

**Box Letters:** <https://www.youtube.com/watch?v=crOdZoHqW-8>

Watch the Box Letter Alphabet Tutorial by Susan Wright. Using this method of writing the Memory Verse in front of the children amazes them and not all of them can see it straight away. Use a white board if you have one.

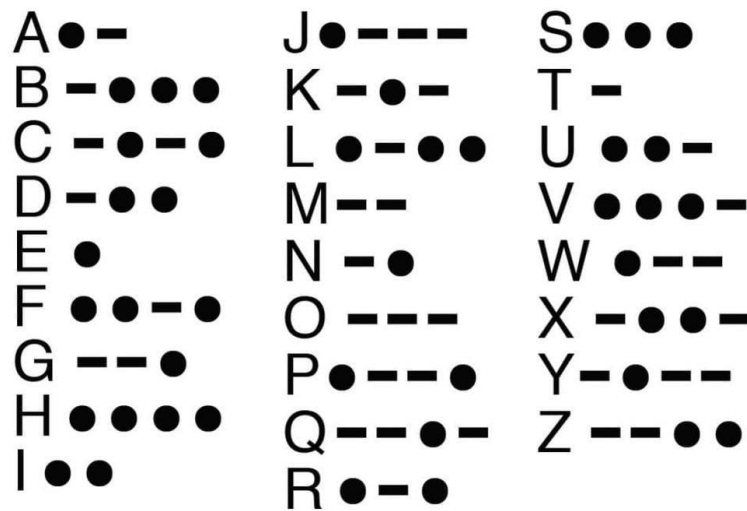


**Mission 5: Deuteronomy 20:4**

‘For the Lord your God is He who goes with you to fight for you against your enemies, to give you the victory.’

**Morse Code:** Divide children into teams and give each team a Morse Code decipher, pen and paper. The leader stands in front of the children with the Memory Verse in Morse Code and a torch. Dim the lights and flash one word per team. Repeat. If the team can’t work it out, flash the signal to the next team. If you need to speed things up, have two leaders with two torches,

one per team. Remember, a dot is short, and a dash is longer. (Our upper primary aged boys thought this was great!)



### Mission 6: Revision

Memorial Stones (inspired by Joshua 4): Cut or tear large 'stones' from paper and cover in contact. If you have outdoor space with a path, use chalk to draw stones on it, or use real stones in your landscape. Number the stones. Divide children into groups. As children step on the stones, ask them questions about the Bible stories and Memory Verses you've learned about during Spy School. Use the questions below. You might like to use one stone per story and ask multiple questions when children stand on it. Alternatively, you could add stones to a 'Spy Training School Obstacle Course' where every correct answer receives a point. However you choose to set it out, encourage every child, and use volunteers to help them remember. It's meant to be fun not a turn off.

- How many spies did Moses send out?
- How long were the spies gone?
- What are some things the spies were told to find?
- What were the good things the spies reported?
- What insect did some of the spies compare themselves to?
- What did the children of Israel do when they heard the report?
- What two spies wanted to take possession of the land?
- How many spies went to Jericho?
- What was the name of the lady who hid the spies?
- What did the spies hide under?
- What did Rahab hang out of her window?
- Through her faith, who was saved that day?
- Why couldn't Israel defeat Ai?
- Who disobeyed God's command?

- How many Israelite soldiers died?
- What was the battle plan God gave Joshua?
- How many kings wanted to fight Joshua?
- What weather did God use to destroy the enemies of Israel?
- What stood still in the sky?
- Who was the spy who gave a good report with Joshua?
- How old was Caleb back then?
- Who sent Caleb and Joshua out?
- How did Caleb follow the Lord?
- How old was Caleb when he took his mountain?

## Games:

**Balloon Bombs:** Inflate black balloons then create a 'fuse' for them by taping a piece of orange or red colored tissue paper to the end of a white pipe cleaner and sticking it inside the knot where you have tied the balloon. Put them all together in a room and have the children pop them as fast as possible. Play this game with the 'Mission Impossible' soundtrack. (This game is also suitable as a Memory Verse if you hide the words inside some of the balloons.)

**Guard Dog:** One child sits with their eyes closed and their back turned to the rest of the group. Put an object behind them that they are protecting. Then a chosen spy tries to sneak up as quietly as possible to grab the item. The Guard Dog has one chance to spin around and catch them. (They can't repeatedly turn around to try and catch the spy.)

**Memory Game:** A spy enters with a suitcase of important items. All other spies sit in a circle and are allowed 20 seconds to memorise its contents and a further 20 seconds to write it down. (You can add items from the Mission e.g. crimson rope.)

**Quick Answer Game:** A leader asks one of the children a question BUT the child must answer in 1 to 2 seconds, **incorrectly!** (Make the questions easy at first.) No hesitation, stumbling or changing the answer is allowed. This spy skill trains spies to think on their feet and not give away important information! Questions could include: What is your name? Where do you live? How old are you? Do you have any brothers? How many toes do you have? What month is this? How many months in a year? What letter comes after A? What is 2 + 2? What number comes after 10?

**Spy Relay Race:** You will need a collection of costumes, props, hats, sunglasses, moustaches, etc. Divide children into two teams, and divide costumes up into two different suitcases or bags. Have the teams line up one side of the playing area and have the suitcases waiting at the other end. On 'go' one player from each team must race to the suitcase, take out a three costume items (hat, sunglasses, and a fake moustache) and put them on. Then they race back to their team and take off all the items and pass them to the next player.

That player then puts on all of the items and races back to the suitcase and switches them all out for a new disguise combination. This continues until the last player has changed costumes and made it back to the team.

**String Laser Maze:** use red string or wool to create a maze between walls in a hallway or furniture. The children need to work their way through the 'laser' beams without touching the string and setting off the alarms!

**Headbands:** Buy a headband from a cheap shop. Make cards that show different occupations. Choose a child to wear the headband and tuck a card in the front of it. The child wearing the headband has to guess their occupation by asking questions of the other children. However, the children answering can only reply YES or NO.

**Obstacle Course:** Use your play equipment, hoops and cones to create a course. You might like to incorporate the string laser maze. Add a nuclear reactor that is shut down by throwing a ball through or into it.

**I Spy:** No equipment required so this old favourite is great while waiting for parents to collect children or any other time you have time to fill. 'I spy with my spy eye...'

## Craft:

*Look for examples and templates on the internet.*

Masks

Binoculars (for younger children)

Disguises (moustaches on paddlepop sticks)

Spy ID with fingerprints and code name

Periscope

## Codes:

Cypher Wheel

Block Cypher

Every Second Letter Code

Pig Pen Code

