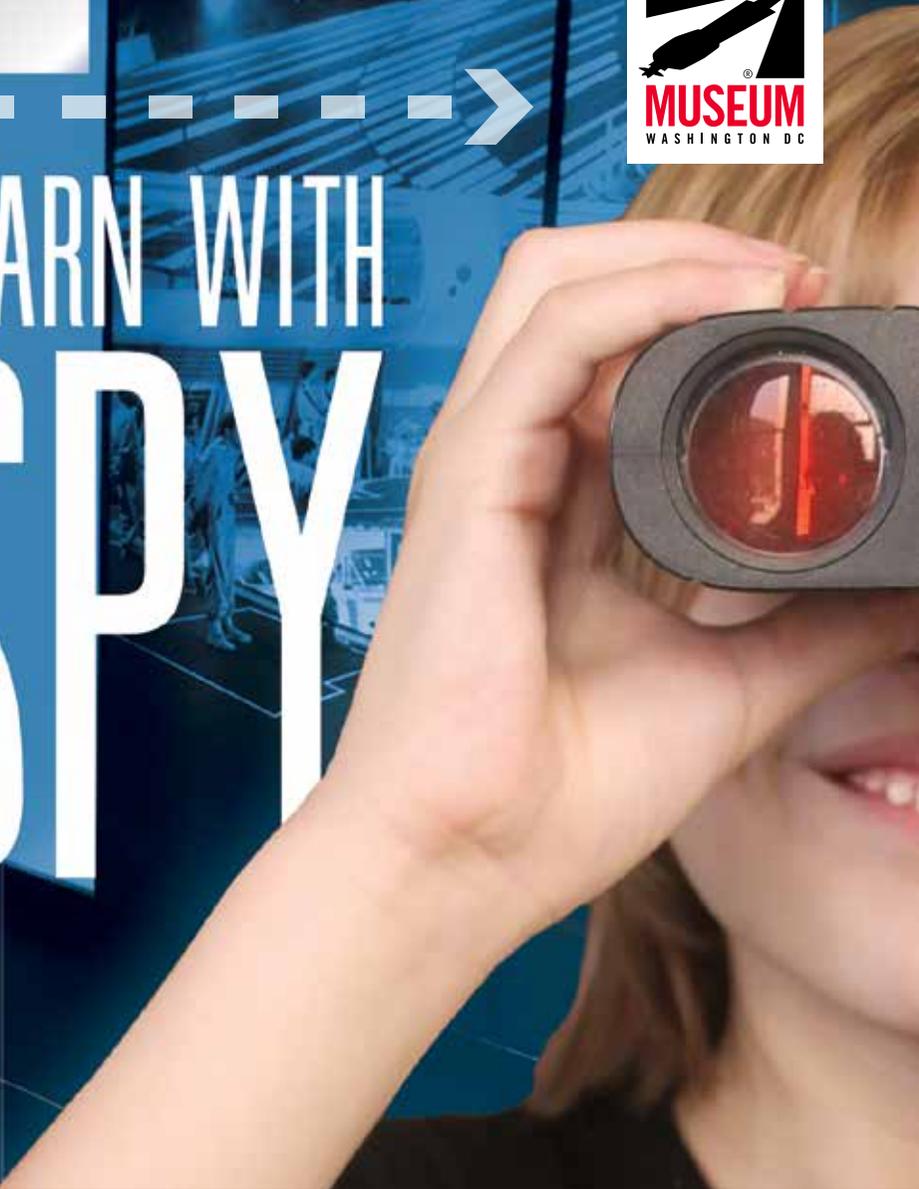


**NEW  
PROGRAMS  
INSIDE!**

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# LEARN WITH SPY



**EDUCATOR & STUDENT  
PROGRAMS**

# WHY SPY?



Enter the shadow-world of spying where all is not what it seems and where your students will discover a new way of thinking about the world in which they live. The International Spy Museum (SPY) is committed to educating students and educators about espionage in an engaging way and to providing a context that fosters understanding of its important role in and impact on current and historic events. The Museum provides unique resources for educators and students that are both inter- and multi-disciplinary.

## THE MUSEUM EXPERIENCE

Memorize your cover identity and get ready to explore the Museum's **School for Spies** gallery in which over 200 spy gadgets can be discovered. From the buttonhole camera to the lipstick pistol, students will be amazed by the real world of espionage and the science and technology of spy gadgetry. Students can also test their spy skills at interactive stations that explore disguise, surveillance, observation, and analysis.

In themed exhibition galleries, students explore over 2,000 years of the **Secret History of History**, from spies of ancient times through the Cold War and into the 21st Century.

Finally, students examine the impact James Bond has had on public perception of the real world of intelligence in the Museum's exhibition **Exquisitely Evil: 50 Years of Bond Villains**. Discover how each villain provides a window into the real world threats and fears of recent history.



***This continues to be one of the strongest, most dynamic, and memorable field trips!***

6th & 7th Grade Teacher  
Harrisonburg, VA



# STUDENT WORKSHOPS

SPY provides dynamic workshops that meet national curriculum and Common Core Standards. Each workshop encourages active learning and includes a pre-visit packet and classroom resources. SPY Student Workshops can be experienced 3 ways:



## ON-SITE WORKSHOPS AT SPY:

Enhance your field trip with a hands-on workshop in our private classroom. Combined with the exploration of the Museum's galleries (or not), workshops take the on-site visit to the next level!

**TO BOOK:** Go to [spymuseum.org/request-onsite-workshop](https://spymuseum.org/request-onsite-workshop) to fill out a request form.

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**NEW**



## OFF-SITE WORKSHOPS:

SPY educators will travel to your school to teach one or more of our hands-on student workshops. Program booking is based on staff availability and can only occur on weekdays. Off-site student workshops are available to the local DC area. Any site farther than 100 miles outside of DC is subject to additional fees depending on the distance.

**TO BOOK:** Go to [spymuseum.org/request-offsite-workshop](https://spymuseum.org/request-offsite-workshop) to fill out a request form.

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## VIRTUAL FIELD TRIPS:

Not local? SPY can connect with schools or groups across the world using interactive videoconferencing technology! Don't have videoconferencing equipment? Do not worry, all you need to connect with us is a laptop with a webcam and a projector.

**TO BOOK:** Go to [spymuseum.org/requestVFT](https://spymuseum.org/requestVFT) to fill out a request form.



# STUDENT WORKSHOP MATRIX

WORKSHOPS										
Cuban Missile Crisis	●	●		●	●		●	●	●	●
Operation Code Cracker					●	●	●	●	●	●
Spy Science			●		●		●	●	●	●
Operation Spy		●	●	●			●		●	
Spy's Eye View	●	●		●				●	●	●
Secret History	●	●	●	●	●	●	●	●	●	●
Red, White & Spy		●		●		●	●		●	●
Spy School 101		●	●	●			●	●		●
Forensics			●		●		●		●	

 Cold War

 US History/Government

 Science & Technology

 World History

 Math

 English Language Arts

 Decision Making / Conflict Resolution

 Virtual Field Trip

 On-site  Off-site



## MINUTE BY MINUTE: CUBAN MISSILE CRISIS SIMULATION

Grades 7+ | 10-50 students | 60 min.



This classroom simulation places students in the role of CIA intelligence analysts in October 1962. By analyzing declassified primary documents and U-2 photographs, students advise President Kennedy of the “ground truth” at each stage of the Crisis.

## OPERATION CODE CRACKER

Grades 4-7 | 10-50 students | 45 min.



There’s a mole in the operation. Black Ops has collected evidence from a suspect’s apartment. Can students decipher secret messages to reveal important intel? Supporting critical thinking, analysis, and problem solving skills, this workshop demonstrates how codes and ciphers function in the shadow-world of espionage.

## SPY SCIENCE: OPERATION STEM

Grades 4-7 | 10-50 students | 45 min.



A field agent is in trouble and needs help. Students play the role of supporting an agent on a mission. First, with basic electronics, everyday objects, and some creativity, students are challenged to create a signaling device. Then they must decrypt a secret message and finally, devise an exfiltration plan using geospatial analysis.

## RED, WHITE AND SPY: SECRETS OF THE AMERICAN REVOLUTION

Grades 4-7 | 10-40 students | 45 min.



Reporting to General George Washington, students will travel back in time to the summer of 1781. The mission: craft a deception operation to divert the British attack on the incoming French fleet. Their methods: covert communication, invisible ink, and codes and ciphers. Integrating primary documents into the mission, students will assist General Washington while America’s success in the War hangs in the balance!



**NEW**

## **FORENSICS OF ESPIONAGE**

Grades 7+ | 10-40 students | 60 min.



Students become forensic scientists in this case-based scenario workshop. Using real FBI forensic equipment and tools, students will examine evidence, make recommendations, and use the scientific method to attempt to determine the identity of a double agent.

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## **THE SPY'S EYE VIEW**

Grades 9+ | 10-50 students | 30 min.



Students discover the secret world of spying in a private briefing with a former intelligence professional. In this 30-minute program, students learn about life in the intelligence community, how intelligence is collected and analyzed, and its role in American government. Students also have an opportunity to “interrogate” the speaker.

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## **THE SECRET HISTORY OF HISTORY**

Grades 9+ | 10-50 students | 30 min.



This is an opportunity to have your students dig deeper into the *secret history of history*. In this completely customizable program, students and educators are invited to share their projects with the Museum's experts. Discovering the critical role of intelligence enables students to gain a deeper understanding of decisions, outcomes, and actions that have often changed the course of history.

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## **OPERATION SPY: STUDENT ADVENTURE**

Grades 7+ | 10-45 participants | 90 min.



Do your students have what it takes to be a spy? In an action-packed hour, students travel to the fictional foreign country of Khandar (in a fully themed environment) where they play the role of US intelligence officers on a high-stakes mission. An interactive classroom debrief will provide insight into the real world of intelligence.



## SPY SCHOOL 101: A VIRTUAL FIELDTRIP TO THE SPY MUSEUM

Grades 4+ | 10-50 students | 45 min.



Explore the shadow-world of espionage through the stories, artifacts, and tradecraft that only the Spy Museum can uncover. Students will learn about the *secret history of history* and participate in various activities that will answer the question: Could you be a spy?

## SPY ASSEMBLY AT YOUR SCHOOL

Grades 4+ | 20-200 students | 45 min.



We can take the Museum on the road and offer your students an experience in which they learn about the *secret history of history* and test their spy skills. SPY educators will come to school and lead a one-of-a-kind interactive program featuring hands-on activities, demonstrations, and more!

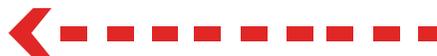
***Our students had a great experience. They're still talking about it!***

5th Grade Teacher  
Glen Burnie, MD

**QUESTIONS?**

Contact [educators@spymuseum.org](mailto:educators@spymuseum.org) OR 202.654.0933

**SPY MUSEUM.ORG**





## EDUCATOR RESOURCES AND PROFESSIONAL DEVELOPMENT



The Museum provides **FREE** classroom lessons, resources, and activities that support traditional curriculum. Ranging in subjects, lesson plans include primary documents and step-by-step instructions for implementing activities in your classroom. Check them out at [spymuseum.org](http://spymuseum.org).

The ***Spy for a Day Guide*** is intended for use by educators who are preparing for a visit to the Museum. It provides classroom activities, on-site worksheets, and post-visit extension activities and ideas. Curriculum standards met by a visit to the Museum are listed. Download your **FREE** copy at [spymuseum.org/studentguide](http://spymuseum.org/studentguide).



Professional Development Workshops are available to educators of all grades and subject areas and can be custom-designed to meet your district's curriculum needs. Ranging from two hours to two days, these workshops can take place at the Museum, at your school, or by videoconference. For more information, call **202.654.0933**.

### JOIN THE CONVERSATION

Stay updated on newly declassified resources, special educator events, and secret intel.

 /SpyEducators  @SpyMuseumEd  /IntlSpyMuseum



## PLANNING YOUR VISIT TO SPY



### RESERVATIONS

The Museum offers special rates for school groups of 10+, as well as for local and Title 1 schools.

Fill out and submit the *Field Trip Request Form* at [spymuseum.org/fieldtrips](http://spymuseum.org/fieldtrips) and a member of our team will contact you within two business days. To speak with a member of our team, please call **202.654.0943**.

### CHAPERONE-TO-STUDENT RATIO

The Museum requires one chaperone for every 10 students. The required chaperones **must** be present with the students at all times within the Museum (including during workshops). Unchaperoned or misbehaving students are subject to being escorted out of the Museum and may not be allowed admission in the future.

### LUNCH

Based on availability, groups who have booked a workshop can bring bag lunches and eat them in the Museum Classroom. This must be arranged during the reservation process. The Museum is not responsible for transporting or storing lunches during the visit.

### PAYMENT AND CANCELLATION POLICY

**Full payment must be received 14 days prior to your visit or your reservation will be cancelled.** Groups can receive a full refund if they cancel up to 14 days prior to their arrival date. The Museum is unable to issue a refund to groups that cancel within 14 days of arrival, unless a visit is cancelled due to the Museum or the group's site being closed due to inclement weather or a state of emergency.

**QUESTIONS?**

**Contact [fieldtrips@spymuseum.org](mailto:fieldtrips@spymuseum.org) OR 202.654.0943**