

Apogee Program Session 1

Course Title: Get Smart! Intelligence Organizations

Course Description

From ancient China to modern America, human societies have developed intelligence networks to protect domestic secrets and protect themselves against threats. During the American Civil War, Elizabeth Van Lew developed a code used to send information to Union officers in hollowed-out eggs, and in the 1980's Romania used "spy kids" as government informants. Cryptography and code breaking, remote sensing and surveillance are all a part of the intelligence game. Students in this course explore the unique history, math and science behind intelligence gathering, researching spies and missions and developing their own plans, codes and gadgets to experience the world of espionage.

Essential Questions

- How does one become and perform the duties of a real life spy?
- What are the world's intelligence agencies and how do they function?

Outcomes

Upon successful completion of this course, students will:

- What will the students know?
 - Students will know the history of espionage and espionage technology.
 - Students will know the stories of individual spies.
 - Students will know the workings of current intelligence agencies.
 - Students will know careers in the intelligence field.
- What will the students understand?
 - Students will understand what it means to be a spy.
 - Students will know what one needs to do in order to be a spy / work in the field of intelligence.
 - Students will understand and be able to identify what spies use to complete their tasks.
 - Students will know and be able to analyze current issues in espionage.
- What will the students be able to do?
 - Students will be able to construct ciphers and codes.
 - Students will be able to build a Morse Transmitter.
 - Students will be able to build an Intruder Alarm.
 - Students will be able to complete group and individual projects.
 - Students will be able to participate in debates.
 - Students will be able to create and defend an alias.
 - Students will be able to analyze fictional "spy" characters.
 - Students will be able to write their own spy story.

Instructional Strategies

The instructional strategies that will be utilized in the course to differentiate instruction include pre-testing to enable compacting, tiered assignments, and acceleration to occur in the classroom. Students who demonstrate that they do not require instruction move on to more advanced activities while others receive instruction. Flexible grouping will also be utilized to ensure that students receive the opportunity to work with other students of varying abilities and interests. Students will have numerous opportunities to partake in direct observation, participation in activities, and reflect upon their experiences.

Resources and Materials

Books

- Balliet, Blue, *Chasing Vermeer*, 2005, 1st Ed., ISBN 9780439799270.
- Balliet, Blue, *The Wright 3*, 2007, 1st Ed., ISBN 9780439693684.
- Balliet, Blue, *The Calder Game*, 2008, 1st Ed., ISBN 9780439852081.
- Blake, Spencer, *Spyology*, 2008, 1st Ed., ISBN 9780763640484.
- Central Intelligence Agency, *The CIA World Factbook 2010*, 2009, 1st Ed., ISBN 9781602397279.
- Graham, Brad, *101 Spy Gadgets for the Evil Genius*, 2006, 1st Ed., 9780071468947.
- Higgins, Jack, *Sure Fire*, 2008, 1st Ed., ISBN 9780142412138
- Janeczko, Paul B., *Top Secret: A Handbook of Codes, Ciphers, and Secret Writing*, 2004, 1st Ed., ISBN 0439875609.
- Newcomb, Rain, *The Master Spy Handbook*, 1st Ed., ISBN 9781600592898
- Owen, David, *Hidden Secrets*, 2002, 1st Ed., ISBN 1-55297-564-9.
- Platt, Richard, *Eyewitness Spy*, 2009, 1st Ed., ISBN 9780756650346.
- Wallace, Robert, *The Official CIA Manual of Trickery and Deception*, 1st Ed., ISBN 9780061725906.
- Waters, T.J., *Class 11: My Story Inside the CIA's First Post-9/11 Spy Class*, 2007, 1st Ed., ISBN 0452288711.

Web sites

- Podcast Website: <http://www.spymuseum.org/>

Other Media

- *Declassified: The Inside Story of American Espionage Agencies* (The History Channel), 2000.
- *Double Agent* (Artisan Home Entertainment), 2006.
- *Heir to an Execution: A Granddaughter's Story* (HBO), 2004.
- *Spies: Risk, Danger, and Double Lives* (The History Channel), 2008.
- *The Impossible Spy* (Janson Media), 2006.

Materials

- Flash Drive

Student Assessment

- **Pre-Assessment**
The pre-assessment utilized during the first day of the course is comprised of both multiple choice and open-ended questions.
- **Documentation of Learning**
Student progress will be assessed through daily writing activities such as journaling and quizzes and daily activities such as code/cipher creation. Student progress will also be assessed through their more formal assignments, which include, but are not limited to, the Individual Spy Research, Create Your Own Secret Identity document and defense, Current Agencies Group Research Project, Book Activities, Spy Stories, and an Intelligence Agency Career Report.
- **Post-Assessment**
The post-assessment utilized during the final days of the course is comprised of both multiple choice and open-ended questions.

Schedule

*Subject to change.

*Assignments are due on date listed.

Date	Topic(s)	In-class Activities	Assignments/Assessments
Monday, June 27	Spy Equipment	<ol style="list-style-type: none"> 1) Intro Lecture/Activities 2) Goal Setting 3) Team Building 4) Pre-Test 5) <i>Class 11</i> Activity 6) Make Periscopes 7) Spy Gear Writing 8) "Spy Technology" DVD 	<i>Class 11: My Story Inside the CIA's First Post-9/11 Spy Class</i> Introduction, Preface, and Pages 1-36
Tuesday, June 28	Spies in History, Ciphers	<ol style="list-style-type: none"> 1) Literature Circles 2) Spy Research (CPU Lab) / "Farcebook" Pages 3) "Traitors Within" DVD (John Walker) 4) Caesar Ciphers Activity 5) License Plate Game 	Pages 36-79
Wednesday, June 29	Aliases	<ol style="list-style-type: none"> 1) Literature Circles Day #2 2) Complete and/or Share Spy "Farcebook" Pages 3) "Traitors Within" DVD (Chapters 5-6) 4) Create Your Own Secret Identity (Alias) Assignment 5) <i>Guest Speaker/Teacher Brian LaDuca on Acting</i> 	Pages 79-121
Thursday, June 30	Codes, Deadrops	<ol style="list-style-type: none"> 1) Literature Circles Day #3 2) Book Codes, Pig Latin 3) St. Cyr Slide Activity 4) Dead Drop Practice and Signposts Activity 5) <i>The Impossible Spy</i> Background Info 6) Type Alias (CPU Lab) 	Pages 121-158
Friday, July 1	Interrogation	<ol style="list-style-type: none"> 1) Book Activity 7) Watch <i>The Impossible Spy</i> DVD – Part 1 2) Alias Practice 3) Create Interrogation Questions 4) Interrogations Day #1 	<i>Sure Fire</i> Pages 1-50

Date	Topic(s)	In-class Activities	Assignments/Assessments
Monday, July 4	Current Intelligence Agencies	<ol style="list-style-type: none"> 1) Book Activity 2) Watch <i>The Impossible Spy</i> DVD – Part 2 3) Interrogations Day #2 4) Current Agencies Group Research Project (CPU Lab) 5) Tailing Activity 	Pages 50-100
Tuesday, July 5	Ciphers, Agencies, Alarms	<ol style="list-style-type: none"> 1) Book Activity 2) Watch <i>The Impossible Spy</i> DVD – Part 3 3) Rosicrucian and Date Shift Ciphers Activities 4) Agencies Power Point Group Work Day #2 (CPU Lab) 5) Build Intruder Alarms 	Pages 100-150
Wednesday, July 6	Forensic Science	<ol style="list-style-type: none"> 1) <i>Evanston Police Department Crime Unit</i> 2) Book Activity 3) Spy Hunt 4) Crossword Code 5) Disguised Camera Activity 	Pages 150-200
Thursday, July 7	German U-boats	<ol style="list-style-type: none"> 1) <i>Museum of Science and Industry Field Trip</i> 	Pages 200-256
Friday, July 8	Creative Spy Story Writing, Spy Activities	<ol style="list-style-type: none"> 1) Book Activity 2) Power Point Presentations 3) Buried Message Activity 4) Rendezvous Activity 5) Creative Spy Story Writing Lesson / Plan 	<u>Chasing Vermeer Series</u> Pages 1-50
Monday, July 11	Intelligence Agency Careers	<ol style="list-style-type: none"> 1) Book Activity 2) Intelligence Agency Career Report Day #1 <ul style="list-style-type: none"> ■ Research ■ Write Report (CPU Lab) 3) Puzzling Pentominoes Activities / Game 4) Spy Story Writing 5) Instant Telescope Project 6) Russian Spy Story 	Pages 50-100
Tuesday, July 12	Codes/Ciphers Spy Hunt	<ol style="list-style-type: none"> 1) Book Activity 2) Student Created Spy Hunt Mission Project 3) Intelligence Agency Career Report Day #2 (CPU Lab) 4) Flashlight Morse Code Activity 	Pages 100-150

Date	Topic(s)	In-class Activities	Assignments/Assessments
Wednesday, July 13	Morse Code Transmitters	<ol style="list-style-type: none"> 1) Book Activity 2) Newspaper Punch Code 3) Complete Spy Hunt Project 4) Build Morse Code Transmitter 	Pages 150-200
Thursday, July 14	Codes/Ciphers Spy Hunt	<ol style="list-style-type: none"> 1) Book Activity 2) Post Test 3) Spy Hunt Mission 4) Student Created Spy Stories (CPU Lab) 5) Wet Pencil Writing Activity 	Pages 200-250
Friday, July 15	Codes/Ciphers Spy Hunt	<ol style="list-style-type: none"> 1) Line Graph Ciphers 2) Pentomino Game 3) Spy Hunt w/parents 	Pages 250-300

CTD Statement on Third-Party Web Sites

Instructors are required to thoroughly review any third-party web sites they intend to use in their courses for inappropriate content. However, because web content continuously changes, CTD disclaims any responsibility for any of the content contained on third-party web sites used in course materials. If you become aware of anything that may be inappropriate, please notify CTD staff immediately.