

Design a Spy Gadget

All good spies need
gadgets!

To help create yours, you could use the thinking-key BAR – where we take everyday objects and reinvent or redesign them by making them bigger, adding something and replacing or removing something, for example:

a skateboard.

- **Bigger:** Extend the rear of the skateboard, making it much bigger and put some shelves on it for storage.
- **Add:** Add a small rocket motor near the back of the skateboard.
- **Replace/Remove:** Remove the wheels and replace them with a hovercraft engine so that it floats in the air.



Here are some everyday objects you may want to use as a gadget: pen; pair of glasses; wooden spoon; bike; scooter; rucksack



If you have access to the internet, why not watch this short animation called *Pigeon: Impossible*. It's very funny and the spy has a fantastic briefcase as his gadget.

<https://www.youtube.com/watch?v=jEjUAnPc2VA>

Now, get a separate piece of paper and draw a design of your spy gadget.

- Can you label it?
- Can you explain how it works?
- Could you design a poster to advertise it so that other spies will want to buy it?

When you write your story, try and include your gadget.