

# Guide: Unit 3 Spies





This unit introduces children to the practice of spying during and after the British Civil Wars. It demonstrates the role played by women as secret agents. It also helps build a picture of the seventeenth-century world.

## **Overview of Resources**

### Introduction

**3** Teachers' Notes Civil-War Spies'

#### Shorter activities

**3.2** Write Like a Spy

Write messages in code and learn how to keep them safe with paper locks. 3.3 Civil War Spies Boardgame Choose your spy and their equipment. Can you reach your destination safely? **3.4** Spy Identity Generator

Send yourself back in time. Become a Royalist spy and create your own spy file.

### Longer 1- 2 lesson activities

**3.5** Royal Rescue

Recruit a spy ring and try to break the King out of prison.



Open letters in your post bag. Can you spot the ones sent by Royalist spies?



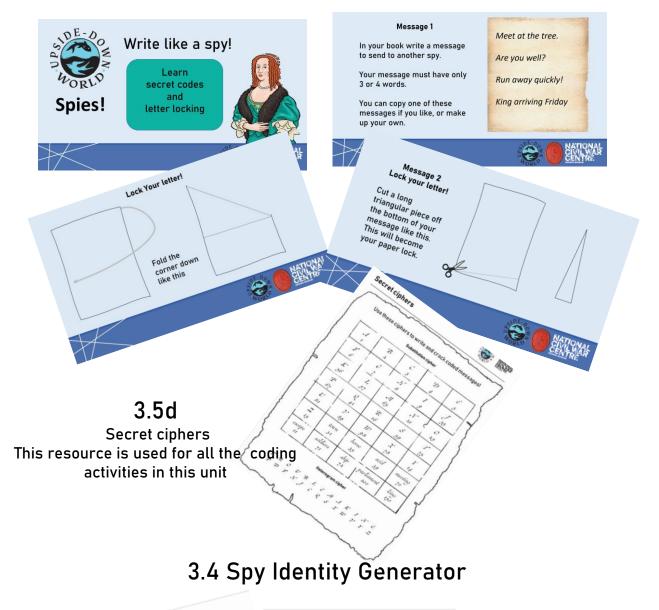
#### National Curriculum Learning Objectives

- learn to construct informed responses that involve thoughtful selection and organisation of relevant historical information.
- understand how our knowledge of the past is constructed from a range of sources



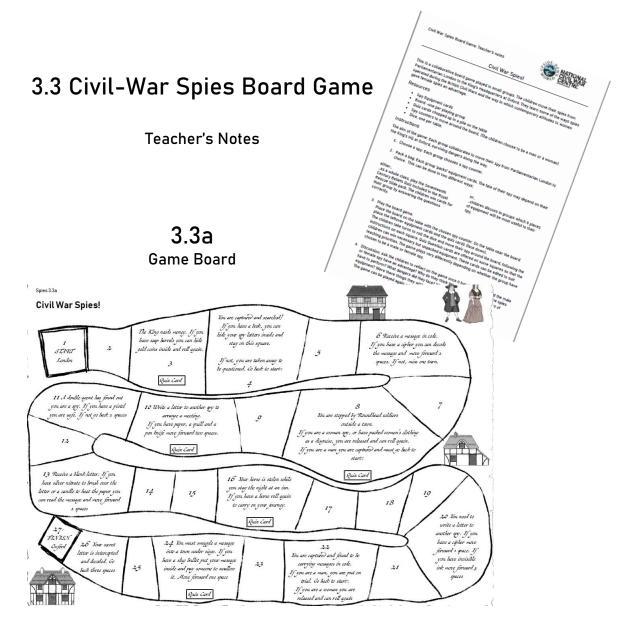
## 3.2 Write like a spy

These slides guide children to write a message in code. Two different methods for letter locking are demonstrated. Children can swap, open and decode messages.





Children choose a seventeenth-century name and draw over the lines on the illustration to create a picture of themselves in civil-war era clothes. A photograph of their face could be stuck on to complete the image!



Children select a spy game piece and some equipment cards. The game plays differently depending on their choices. Extra equipment can be won by answering quiz questions correctly. These can be customised. Children learn that it was easier for women to navigate the seventeenth-century wartime world safely. Therefore women made very effective spies.

### 3.3b Equipment cards

Spies 3.3b CENTRA Spy equipment cards Secret Cipher ASPT 1234 MR0 16 18 5 Soap barrel Quill nd pen knife UIL and silv -0 Horse Slug bullet 

#### **3.3c** Quiz Cards

## 3.3d Game Pieces

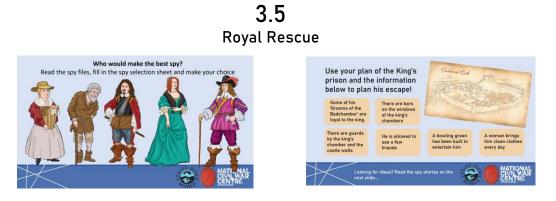
3.3c Civil War Spies! Quiz Cards: cut into cords and place face down on the table.		
What was the name of the King during the British Civil Wars?	Who won the British Civil Wars?	What was the nickname given to the followers of the King during the British Civil Wars?
Charles I	Parliament	Cavaliers
What was the nickname given to parliament during the British Civil Wars?	What was the name of the King's wife?	What is the name for soldiers who fight on horseback?
Roundheads	Queen Henrietta Maria	Cavalry
What was the name of the first battle of the British Civil Wars?	What was the name of King Charles I's father?	In 1660 what was the name of the King who was restored to the throne?
The Battle of Edgehill	James I	Charles II
Who ruled England as Lord Protector after the British Civil Wars?	Name one famous Roundhead who fought during the British Civil Wars	Where did the King set up his court during the British Civil Wars?
Oliver Cromwell	Oliver Cromwell/ Sir Thomas Fairfax	Oxford

Spy Game Pieces

Spies 3.3d







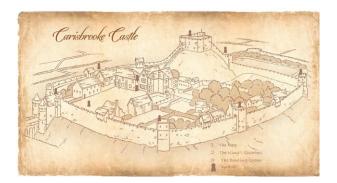
This PowerPoint slide pack introduces spy operations during the civil war, including the use of secret codes. Children plan the King's escape from prison and learn why women made effective spies. This activity is adaptable to include either one or two escape plans as required. The PDFs below support this activity.

#### **3.5a and b** Spy Selection Sheet

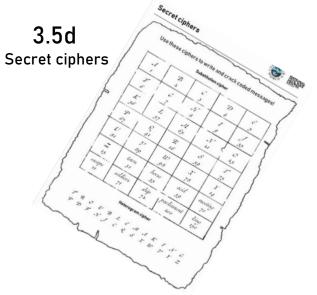


Children choose their spies using the spy files. This resource is provided in both colour and black and white versions.

**3.5c** Carisbrooke Castle plan



Children use this map of Carisbrooke Castle to help them plan the King's escape.



These ciphers can be used to code and decode messages. The substitution cipher is used in this activity.

## 3.6 Parliamentarian Postmaster



This immersive and interactive PowerPoint slide pack demonstrates some of the ways that spies communicated during the Interregnum. Children are recruited as postmasters by Cromwell's spy-master, John Thurloe. Working in groups, they open letters in a post bag, decide whether or not the messages are suspicious and report their findings. Finally, the secrets of the post bag are revealed. This activity can be adapted to suit teacher preference and the needs of particular groups. Each group can be given a different letter to work on or groups can work on a range of letters. Downloadable PDF letters are provided and can these be wrapped. 'Sealing' the letters with red plasticine makes them look real!

## 3.6a-e Postbag letters

