

# SHARPEN YOUR SPY SENSES:

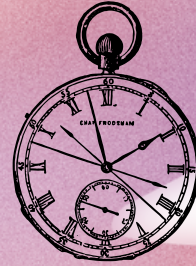
In the clandestine world of espionage, memory reigns supreme. Unlike the convenience of note-taking in other professions, a single scrap of paper can expose a spy's identity and jeopardize their mission. This is why spies meticulously commit to memory every intricate detail, from their meticulously crafted cover story (name, birthplace, history) to the nuances of their mission objectives and critical intelligence.

## PART 1: ANYWHERE

Stuck waiting with your kid? Any time you have a few minutes practice using these memory games:

1) Out of your purse or from your surroundings pick 5-10 objects that you can easily pick up in your hand

2) Line up the objects



### GAME 1

give a moment (count to 20) to remember the objects (not the order)

hide one or two objects and see if child can remember

Repeat a few times, then let child remove objects

This time, ask child to memorize the order

take a picture with your phone

rearrange objects

Give child enough time to rearrange the objects back to original order

show the photo

Repeat a few times, then let child rearrange objects

### GAME 2

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This activity, inspired by "Kim's Game" from Rudyard Kipling's classic novel, serves as a training ground for your inner spy. Just like Kim, hone your memory and sharpen your senses, for in the shadows, survival often hinges on what you can recall, not what you can carry.



## PART 2: AT HOME

### Rainy Day?

- 1) Find a suitcase or large bag that is easy to peer into
- 2) Find 25-35 small/medium objects
- 3) on one side of the room mark a line (with rope or painter's tape)
- 4) Place suitcase on the other side of the room.
- 5) Kids run to the suitcase and with a 10 count, peer in to try to remember as many things as they can.
- 6) Whoever remembers all the items wins!

Alternative - use paper or a blackboard to write what you remember

Alternative - use a timer and try to get down to one minute for 20 items!

## PART 3: MEMORY PALACE

A memory palace is first built by imagining the most familiar place you know. Ask your child about the place they choose. The more they say about the memory palace the better the recall will be



If you need them to remember a phone number, for example,

- 1: T, D (think of a thumb or a door)
- 2: N (think of a neck or a nut)
- 3: M, W (think of a mouth or a wave)
- 4: R (think of a rake or a race)
- 5: L (think of a ladder or a leaf)
- 6: J, SH, CH (think of a jet or a shoe or a chain)
- 7: K, G, C (think of a key or a gun or a cup)
- 8: F, V (think of a fan or a vase)
- 9: P, B (think of a pipe or a ball)
- 0: S, Z (think of a sun or a zebra)

Using this major system create a story with the objects that represent the numbers you want to remember. Include the placing inside the memory palace.

Repeat the story and placing inside the palace until you can remember it well