

TOP SECRET

**OPERATION
RED SKY**



Scouts

2nd Exeter (St Michaels)

OPERATION RED SKY

If you are reading this, then you have been shortlisted to participate in a top-secret programme. A highly secret Scout organisation, known as SI6 is looking to find the brightest young minds who have the intellect, logic and skill, to help change the world.

Over the next four weeks you will be required to complete a series of challenges and tasks designed to test if you have what it takes to become a special agent.

In this pack is everything you need to know to start your selection journey for special agent status. Complete your tasks at home and send in your evidence to Scout Intelligence Service HQ via photos or video.

Email your evidence or questions to: (Scout Leader's Email)

***Due to current budget constraints these pages will not self-destruct, please recycle responsibly**

Message from Bowline, head of SI6

Welcome to Special Agent school and congratulations on being picked to take on our selection process. We only invite the top candidates from within Scouting to take on this challenge.

Over the following pages are 60 tasks and challenges for you to choose from. Each worth varying points. Complete the challenges and capture evidence to email in, this may be photos, video, or produced material such as work sheets, posters, or answer sheets.

If you wish to qualify as a Special Agent with SI6 you must earn at least 520 Points.

You have until the end of August to complete the challenges so pace yourself. You don't have to complete them all but try to do as many as you can. Please try to email in evidence for 4 or 5 tasks at a time (i.e. once or twice a week) rather than for every individual task, or all at once at the end.

You have been assigned Special Agent Clovehitch to help mentor you through the selection process. They will pop up from time to time throughout the booklet with some useful tips or you can email them for help at **[Scout Leader's Email]**

Good luck with the selection,

Bowline



Greetings prospective Special Agent. My name is Clovehitch. Bowline has asked me to help guide you through the Agent selection process. I went through the same selection tests, so if you are not sure on anything email me and ask.

Read through the booklet before you start and check out all the challenges. You don't have to complete them all, and they don't have to be done in order. You have all summer so don't rush. I have produced a handy calendar for you below, so you can see how long you have left to complete your tasks. At the end of the booklet is a handy table so you can record your progress.

Don't forget to take photos and videos of everything you do and email them in so that HQ can tick them off. Without the proof, you don't get the points! Not only do the tasks earn you points on your way to qualifying for Special Agent status, they'll help you on your way to earning your Chief Scout Gold Award. Talk about a win-win!


Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
					1 START	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31 FINISH						

SPECIAL AGENT ATTRIBUTES

A good Special Agent is well rounded and excels in all areas. They need to be able to demonstrate practical skills and mental ability. They need to be able to survive and look after themselves, and understand their environment. A Special Agent always plans ahead and has a plan B.

We have split your tasks into 6 different areas, listed below. You must gain at least the following points from each section in order to qualify for Special Agent status.

- 1) Spy Skills - 130 points**
- 2) Spy Knowledge - 65 points**
- 3) Diplomacy - 65 points**
- 4) Survival - 65 points**
- 5) Navigation & Environment - 65 points**
- 6) Planning - 130 points**

	<p>Remember you have until the end of August to complete your tasks and they can be done in any order. Why not complete a couple of tasks from each section each week to keep things varied? Remember to submit your evidence each week.</p>
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SPY SKILLS

A Special Agent never knows what skills they may need to call upon out in the field. This section aims to prepare you for whatever challenges you may encounter.

Task 1: It is important a Special Agent is fit enough to conduct missions.

Take part in a physical activity over the period of 4 weeks. Record your progress.
60 points.

Task 2: An agent needs to stay mentally sharp.

Complete a jigsaw puzzle of at least 100 pieces.
10 points

Task 3: An agent always looks their best.

Learn how to use the washing machine and complete a laundry load.
10 points

Task 4: Clean clothes are a start, but they need to be ironed too.

Iron your uniform shirt and necker
20 points

Task 5: An agent can't be effective on an empty stomach.

Prepare a meal of at least 2 courses for your family, by yourself or with adult supervision if needed.
40 points

Task 6: Out in the field there is no one else to clean up after you.

Do the washing up after a meal
10 points

Task 7: You won't always have time for a full meal and sometimes you might need a snack on the go.

Bake something such as; a cake, biscuits, cookies, brownies, flapjacks, etc
30 points

Task 8: An agent can't work in the dark

Change a light bulb
5 points

OPERATION RED SKY

Task 9: You'll need excellent recall in the field

Learn a monologue of at least 100 words. Recite it to camera whilst blindfolded.
30 points

Task 10: There are some vital knots you may need to aid you on a mission.

Complete as many of the following knots as you can:
(visit www.animatedknots.com/scouting-knots for tutorials)

Knot	Points
Reef knot	2
Bowline	5
Sheet bend	2
Shoelace	2
Figure of Eight	3
Figure of Eight on a bight	3

Knot	Points
Fisherman's Knot	5
Timber hitch	4
Round turn & two half hitches	4
Sheepshank	5
Italian hitch (munter hitch)	3
Clove hitch	2

Task 11: A Special agent values cleanliness.

Clean a toilet, hob, or oven.
10 points

Task 12: The life of a Special Agent isn't all fast cars.

Fix a flat tyre or a dropped chain on a bicycle.
5 points



SPY KNOWLEDGE

It's all well and good be armed with lots of Spy Skills but the best agents know which skills to use and when. How well do you understand spy craft?

Task 1: An Agent lives by the Scout code.

In the word search at appendix 1 find the 10 words linked to the Scout Law
5 points

Its important Agents stay fit and healthy in the field.

Task 2: An agent needs a balanced diet. Complete the diet sheet at appendix 2
5 points

Task 3: Complete the drug and alcohol worksheet at appendix 3
5 points

Task 4: Part of staying healthy is keeping clean. Make a video or poster on how to stay hygienic on camp
15 points

Task 5: An effective agent knows that it takes a team to get the job done

Draw a picture based on your patrol. Write about three different teams you have been a part of, how you worked together to achieve a goal and what your role was.
10 points

Communication is key when operating in the field

Task 6: Solve the code at appendix 4
15 points

Task 7: Create your own code and send us a message
20 points

Task 8: Produce a poster on good radio procedure

<http://www.jamaicaham.org/downloads/Radio%20Voice%20Procedure.pdf>

10 points

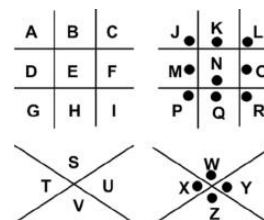
Task 9: Make a video of you reciting the phonetic alphabet while blindfolded
20 points

Task 10: A well laid out site makes any mission much easier

Draw a well laid out campsite and explain your reasoning. Include; Marquee/Mess Tent, 2x Patrol Tents, 2x Dining Shelter, 2x Fire Area, A gateway, A washing line
15 points

Task 11: Learn how other agents operate

Watch any spy themed movie
5 points



SURVIVAL

Even the plans of the best Special Agents sometimes go awry. When they do, you'll need to know how to survive in the field without any backup.

Task 1: A special agent may be required to spend many nights undercover. Do you have what it takes:

Build a survival sleeping area in your house or garden using recyclable materials or your surrounding nature and spend at least 1-night sleeping in it.

15 points

Task 2: From time to time mission may go wrong, especially on the water

Demonstrate you know the method to execute the reach, throw, row, and go techniques in life saving.

<https://preppingtosurvive.com/2011/09/15/water-rescues-reach-throw-row-go/>

15 points

Task 3: Sometimes things can go wrong on land too!

Make a poster of some of the international distress signals you might use to call for help

10 points

Task 4: Microwaves can be hard to find on a mission

Make a meal using only a fire or BBQ

10 points

Task 5: A responsible agent would never leave a fire without putting it out first

Demonstrate you know how to put out different types of fires e.g. solids, liquids, gas, metals, and electrical

10 points

Task 6: Sometimes it is necessary for an agent to make a quick getaway

Draw a plan of your house, label places fires may start and plot some escape routes

10 points

Task 7: You'll need to know some first aid in the field

Record yourself using items from around the home to demonstrate how to control a bleed, and clean and dress the wound

30 points

Task 8: Sometimes an agent needs to go unnoticed

Create a disguise for yourself


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15 points

Task 9: One use for your disguise may be to infiltrate secure areas

Create an ID badge using your disguise

20 points

	<p>Build and sleep in your shelter for challenge 1 outside and it will also count towards your Outdoors Challenge Award.</p>
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NAVIGATION & ENVIRONMENT

A good Special Agent knows how to get around the world, but they also look after it too.

Task 1: An agent can't always rely on GPS, one of the most important tools in his arsenal is a compass.

Draw and label a 16 point compass
5 points

Task 2: A compass is a great tool but only in the hands of someone who knows how to use it

Explain the difference between true north and magnetic north. Draw a map of anywhere you like with both north indicated on it.
10 points

Task 3: A good agent is always aware of the surroundings

Make a map 1km² from your house and mark all the important places and places of interest on it, such as police stations, supermarkets, Doctor's surgery, etc
10 points

Task 4: Local knowledge is important, but so is an understanding of national geography

Draw a map of the UK and label the national parks
30 points

Task 5: An agent can't operate on an empty stomach

Draw a map showing how to get to your local supermarket avoiding the main roads
10 points

Task 6: The Scout Intelligence Service expects their agents to respect the surroundings:

Create a poster about the Countryside Code
10 points

Task 7: You'll need to be able to dispose of your waste responsibly as an agent

Research the need for recycling and develop or explain the recycling system in your household. Take charge of the recycling for a fortnight.
15 points

Task 8: Water is a valuable asset in the field.

OPERATION RED SKY

Draw a poster on the water cycle, explaining the following terms; precipitation, run off, ground water, water table, evaporation, transpiration.
10 points

Task 9: It's important not to waste water when on missions

Learn about why water conservation is important. List different ways to conserve water and tell us about some of the ways you have conserved water at home.
10 points

Task 10: Weather can affect the success of a mission

Complete the weather chart at appendix 5 for a period of 2 weeks
5 points

Task 11:

Draw a diagram explaining photosynthesis
20 points

Task 12:

Build a bird feeder out of recyclable materials and show evidence of it in active use
20 points



DIPLOMACY

A Special Agent needs a good cultural understanding in order to blend into any situation or culture

Task 1: SI6 expects all agents to have a good knowledge on the history of Scouting

Find out about our founder and answer the following questions

- 1) Who is the founder of Scouting?
- 2) When and where was he born
- 3) Where did this man study?
- 4) Name one of his hobbies?
- 5) What nickname did he receive while in Africa?
- 6) What does this nickname mean?
- 7) Which siege was this man a part of?
- 8) When did he start Scouting?
- 9) When did he die?
- 10) Where did he die?

1 point per correct answer

Task 2: An effective team system is vital on a mission

Research "The Patrol System"; explain the Patrol system, why is it important and what makes a good patrol?

<http://www.thedump.scoutscan.com/patrolsystem.pdf>

20 points

Task 3: Scouting takes place in 216 countries around the world

Find out about Scouting in another country and produce a presentation on them. What do they have in common with us and what do they do differently?

15 points

Task 4: With all those countries it takes a lot of organising

Find out about the World Organisation of the Scout Movement (WOSM) and the different Scout zones and regions.

15 points

Task 5: Time to find out about how another agent might operate

Read a spy themed book and write a short review

5 points

Task 6: All agents have role models

Write about someone who has inspired you

20 points

OPERATION RED SKY

Task 7: It's important an agent knows how to research where they are going prior to any mission

Produce a poster about another country

10 points

Task 8: The Scout Intelligence Service needs a flag.

Design a flag for the SIS and tell us about your design and what it represents

10 points

Task 9: It is no good having a flag if you haven't got a flagpole

Pioneer a flagpole, it must be free standing.

0-2 meters tall - 10 points

2+ meters tall – 20 points

PLANNING

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A Special Agent is always prepared. Able to research and plan for any mission.

Task 1: An agent always makes efficient use of their time

Make a schedule for your week and keep to it. It may include things like; schoolwork, music practice, sports practice, leisure time, and Op Red Sky tasks! Did you manage to stick to it? How did it change over the course of the week?

40 points

Task 2: Proper planning is key to a successful mission

Think about an activity or mission you might like to do with your patrol and produce a plan. You must include; a timeline, transport, catering arrangements, activities, and budget.

40 points

Task 3: No one wants to go hungry on a mission

Plan a menu for a 3-day camp for a patrol of 6. You will need to include Friday supper, Saturday breakfast, lunch and dinner, and Sunday breakfast and lunch. As well as any snacks or refreshments you may wish to provide during the day.

20 points

Task 4: It's important an agent doesn't blow their budget in one meal!

Draw up a shopping list and a budget for the above menu. How much would food cost you per person for the weekend?

30 points

Task 5: You've planned and budgeted, now it's time to cook it

Choose one of your meals and prepare it for your family.

20 points

Task 6: When on a mission you may be required to hike for several miles at a time

Make a poster with your rucksack in the middle and show all the things you would pack from an overnight hike and where you would pack them in the bag.

20 points

Task 7: Planning for failure

Despite the best plans, if something can go wrong, it often will! Explain what you would do if you had an accident on a mission, how you would call for help, and what information you might need to give them.

10 points

Appendix 1:

WORDSEARCH

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D	G	F	Q	H	O	N	O	U	R	M	D	I	L	M
T	Q	C	B	N	G	R	D	L	M	E	F	D	A	B
A	C	E	N	L	I	O	P	O	F	X	C	W	Z	A
I	O	E	P	A	B	G	F	Y	E	A	M	D	W	L
Q	J	E	P	R	V	J	U	A	T	Y	M	I	L	L
C	D	F	Q	S	E	A	D	L	V	N	G	I	F	Y
O	E	P	Y	T	E	C	A	C	V	W	N	M	L	E
A	C	R	N	E	A	R	N	L	R	D	V	Y	L	Y
L	C	O	N	S	I	D	E	R	A	T	E	A	T	N
R	U	M	V	P	A	F	C	R	U	L	E	U	L	E
A	N	I	M	A	T	F	R	I	E	N	D	L	Y	E
B	E	S	T	E	C	F	C	B	O	O	V	N	E	T
T	D	E	T	S	U	R	T	V	F	D	H	K	M	L
W	J	R	Y	A	N	L	O	W	E	B	E	A	F	T
Y	L	O	U	N	F	C	O	U	R	A	G	E	A	Y

**TRUSTED
FRIENDLY
COURAGE
CONSIDERATE
PROMISE**

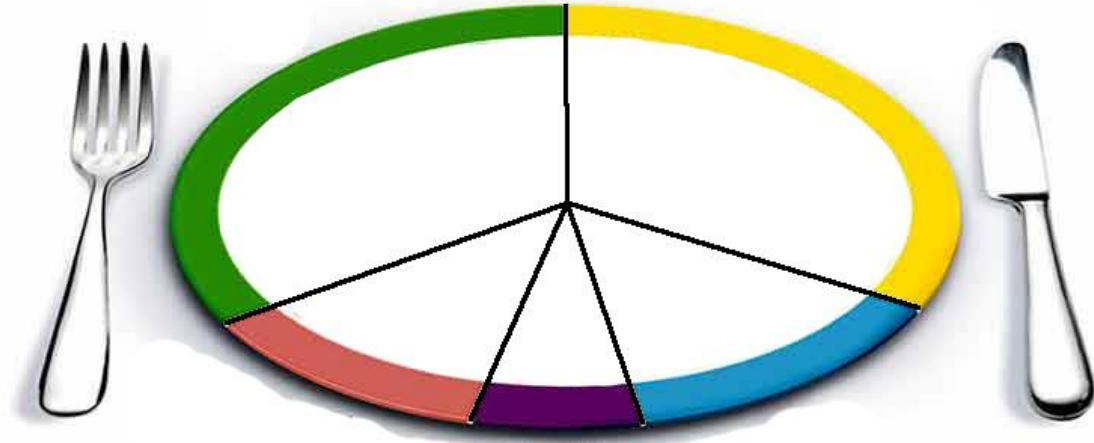
**LOYAL
FAMILY
RESPECT
HONOUR
DUTY**

Appendix 2:

DIET WORKSHEET

The eatwell plate

Use the eatwell plate to help you get the balance right. It shows how much of what you eat should come from each food group.



Label and draw what should go in each sector. List some examples below;

- Green: _____
- Yellow: _____
- Blue: _____
- Purple: _____
- Pink: _____

How many hours sleep a day is healthy? _____

Why is getting enough sleep important?

Appendix 3:

DRUGS, ALCOHOL & TOBACCO

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1. Complete the following quiz, using the following drugs;

Alcohol, Caffeine, Cannabis, Cocaine, Ecstasy, Glue, Aerosols, Heroin, Insulin, LSD, Nicotine, Paracetamol, Poppers, Steroids, Valium, Ventolin.

1. Many people use me socially although I am addictive if taken too much. I impair your thinking and often cause people to become violent.	
2. Many people cannot wake up in the morning without me	
3. I am often seen as a party drug. Usually sniffed, I cause people to become very energetic but can also cause anxiety, paranoia and over confidence	
4. People who have diabetes may inject themselves with me everyday	
5. Doctors may prescribe me to their patients to calm them down. But I can be addictive if used too often	
6. I'm highly addictive and it is against the law to sell me to people under the age of 18, although most people who use me start in their teens.	
7. I am found in most houses. Some children have suffocated and died from sniffing me	
8. I am prescribed by a doctor. Lots of children take me to school with them	
9. I am found in most houses. Some children have dies squirting me down their throats.	
10. Some athletes think I am good, but I cause anger issues and other problems	
11. I am sometimes smoked but usually injected. I am very addictive and numb the senses	
12. I am the illegal drug used most often	
13. I can make people see and hear things in very strange ways	
14. I can be bought in many shops and a lot of people use me, but I cause liver damage if you take too many	
15. I am a gold coloured liquid	
16. I am most commonly used by young people at raves. I am often cut with other products making me very dangerous as you don't know what is in me	

2. How many units are in each of the following drinks?

A pint of low strength beer/cider (4% or <) _____

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A pint of high strength beer/cider (5%) _____
A standard glass of wine (125ml) _____
A large glass of wine (250ml) _____
A single shot of spirit (25ml; whisky, vodka, etc) _____
A bottle of alcopop (275ml; WKD, Reef, etc) _____

3. What is the weekly recommended allowance for

Men _____ units a week
Women _____ units a week

4. How many units can you drink and still be safe to drive

Men _____ units
Women _____ units

5. How long should you wait after drinking before driving

_____ hour(s) per _____ unit(s) of alcohol

6. Which of these isn't an effect of alcohol? (Circle the right answer)

Addiction Loss of Self Control Memory Loss Makes you wise/clever

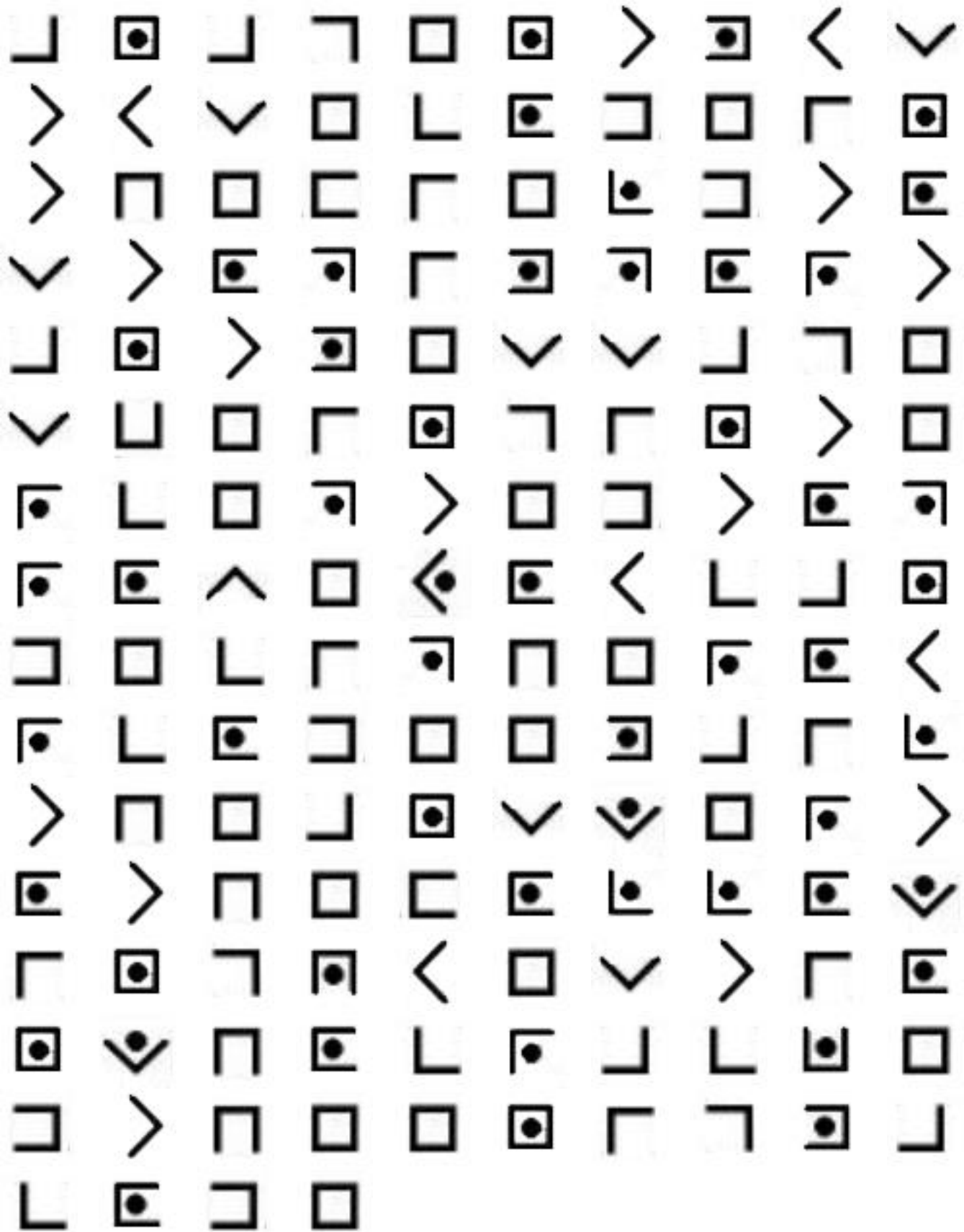
7. These are some of the chemicals present in cigarettes. Draw a line matching the chemical with what it is used for

Acetone	•	• Preservative for dead bodies
Ammonia	•	• Nail polish remover
Arsenic	•	• Diesel exhaust fumes
Benzopyrene	•	• Toilet Cleaner
DDT and Dieldrin	•	• Rat poison
Formaldehyde	•	• Insecticides
Titanium	•	• Poison used in gas chambers
Hydrogen Cyanide	•	• Rocket Fuel
Methanol	•	• Metal used to make aeroplanes

8. If someone smoke 20 cigarettes a day for a year, how much would it cost them?

£ _____
Appendix 4

CODE BREAKING



WEATHER LOG

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Record your daily observations at the same time each day. Stand in the same spot to record the wind and weather type so the observations can be compared. Use the table below to record the data. This table has enough fields to cover a two-week period.

Date & Time	Weather	Temperature	Rainfall	Wind Direction	Wind Force
Week 1					
Week 2					

- Weather should be described in words such as; Sunny, Bright, Rain, Drizzle, Snow, Hail, Fog, Fine, Cloudy, Partly Cloudy, Thunderstorm
- To measure wind force, use the Beaufort scale as a guide. To measure the wind direction use a compass to determine which way is north and then estimate which direction the wind is blowing from.
- Temperature can be measured using a thermometer. If the Scout can't access this equipment then a figure may be taken from the local paper or TV news programmes.
- Rainfall: Why not try making your own rainfall gauge

PROGRESS SHEET

	Task	Points	Completed	Submitted
Spy Skills				
1	Take part in physical activity for 4 weeks & record progress	60		
2	Complete a jigsaw of at least 100 pieces	10		
3	Learn how to use the washing machine	10		
4	Iron shirt and necker	20		
5	Prepare a meal of at least 2 courses	40		
6	Do the washing up after a meal	10		
7	Bake something	30		
8	Change a light bulb	5		
9	Learn a monologue	30		
10	Knots	30		
11	Clean toilet/hob/oven	10		
12	Fix flat tyre/chain	5		
Spy Knowledge				
1	Complete the word search (appendix 1)	5		
2	Complete diet sheet (appendix 2)	5		
3	Complete alcohol, drug & tobacco worksheet (appendix 3)	5		
4	How to stay hygienic on camp	15		
5	Draw and write about your patrol	10		
6	Solve the code (appendix 4)	15		
7	Create your own code and send a message	20		
8	Poster on radio procedure	10		
9	Learn the phonetic alphabet	20		
10	Draw and label a well laid out campsite	15		
11	Watch a spy movie	5		
Survival				
1	Build and spend a night under a shelter	15		
2	Demonstrate you know life saving techniques	15		
3	Poster on international distress signals	10		
4	Make a meal over a fire or BBQ	10		
5	Show you know how to put different fire types out	10		
6	Draw plan of house with escape routes	10		
7	Control bleeding, clean and dress the wound	30		
8	Create a disguise for yourself	15		
9	Create an ID badge	20		
Navigation & Environment				
1	Draw a compass rose	5		
2	Explain the difference between magnetic and true north	10		
3	Draw and label a 1km ² map around your house	10		
4	Draw map of UK and label national parks	30		
5	Map to supermarket avoiding the main roads	10		
6	Make a poster on the countryside code	10		
7	Create or explain the recycling system in your house	15		
8	Draw a poster on the water cycle	10		
9	Explain how you conserve water at home	10		
10	Complete weather chart	5		
11	Draw diagram on photosynthesis	20		
12	Build a bird feeder	20		

	Task	Points	Completed	Submitted
Diplomacy				
1	History of Scouting quiz	10		

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2	Research the patrol system	20		
3	Learn about Scouting in another country	15		
4	Learn about WOSM and the different Scouting regions	15		
5	Read a spy book	5		
6	Write about someone who has inspired you	20		
7	Produce a poster about another country	10		
8	Design a flag	10		
9	Pioneer a flagpole	20		
Planning				
1	Make a schedule for the week	40		
2	Produce a plan for an activity	40		
3	Plan a 3 day menu	20		
4	Draw up shopping list and budget for your menu	30		
5	Prepare one of the meals from your menu	20		
6	Make a poster on how to pack a bag for a hike	20		
7	Explain what you would do in an emergency	10		

