

about the symbol zone (recommended for Key Stage 2)

Overview

In the Symbol zone, pupils take on the role of secret agents and complete a number of missions in order to explore and uncover the meanings of some Salvation Army symbols. They also think about why we sometimes use signs and symbols instead of words and have the chance to design a flag which represents their own beliefs or things which are important to them.

Points to note

- Two sets of each Mission pack are provided for this zone, so that pupils are divided into two teams. If you would prefer pupils to work in smaller groups or in pairs then just request extra packs.
- As pupils complete each mission remind them to put all the pieces back in the pack, so that the resources are ready for the next group to visit the zone.
- If possible, try to get into role as much as possible and refer to pupils by their secret agent names.

Setting up the zone

This zone can be set up simply using the resources provided, or you could create even more of a 'secret agent' feel to the zone with a backdrop/scenery/theme music. Check out *The Secret Show* cartoon/website for inspiration for presenting and setting up this zone (www.thesectionshow.com).

Resources provided

- Symbol zone A3 sign
- Display stand for A3 sign (blue)
- Secret agent glasses and trilby-style hat for leader
- 8 x individual identity badges for pupils (additional badges available for larger groups)
- 2 x Mission packs for each of the four missions (extra sets available)
- Crest investigation report sheet (download from USB)
- KS2 symbol zone script (download from USB or check the website for the latest version)

You may also need

- Examples of everyday signs and symbols (eg recycling symbol, road sign)
- Salvation Army flag*, Red Shield and crest (images available from the Resource Hub if any of these symbols don't feature in your worship hall, or you are using the zone at a school)
- Other 'secret agent' props (eg detective-style coat)/backdrop/music
- Flip chart for briefing and reporting back sessions
- A few pieces of blank paper for Mission 1
- Coloured pencils for design a flag activity

Adapting the zone:

- Make the zone shorter:
Pupils can complete three missions, and do the 'design a flag' activity back in the classroom.
- Make the zone longer:
Use all of the four missions and suggested extra activities.
- Whole class session:
Order extra sets of mission packs and divide the class into groups of four to six pupils which work together to complete the missions. You could also get pupils to design their own identity badge on an adhesive label and make up their own secret agent name following Mission 1. A PowerPoint template is included on the USB to help you adapt the activities if necessary.

