








WRITE A BOOK REVIEW OF *A GIRL'S GUIDE TO SPYING*

There are lots of ways to create a book review! You could draw a comic strip, make a poster, or film a book review video on a phone. You could even send your thoughts about the book to Holly as an email (go to her website to find out how to contact her). Or start a book club with friends and use these ideas to help you talk about the book!

Here are some things you might want to include:

-  Start your review off with a quick intro to the story. What kind of book is *A Girl's Guide to Spying*? Who are the main characters and what sort of world are they living in?
-  What was your favourite part of *A Girl's Guide to Spying*? Why did you like that bit? Did you have a favourite character from the book?
-  Did you work out who committed the murder before Phyl, Ruby, Annie and the other Guides? Or was it a mystery until the end?
-  Is this the kind of book you'd usually read? What do you like about mystery stories? Did this book remind you of any other mysteries? If it was your first mystery novel, did it make you want to look for more? Maybe you're feeling inspired to write your own mystery!
-  If you're a Brownie or a Guide, you can use this review as part of your Brownie Book Reviewer or Guide Bookworm badge!

DESIGN YOUR OWN COVER FOR *A GIRL'S GUIDE TO SPYING*

The beautiful cover artwork and lettering is by Thy Bui. Thy has picked out all sorts of details from the story to create the cover, including Phyl, Annie and the fabulous bull terrier Hector! How would you design the cover? You could add lots of characters and details, like Thy has, or illustrate your favourite scene in the book. Perhaps you could put a code or a puzzle on to your cover for readers to solve!

You can draw your
cover here!



CRACKING CIPHERS AND CODES

In *A Girl's Guide to Spying*, Phyl, Annie and their friends discover a cache of secret messages that they have to decipher.

A cipher is a way of transforming each letter of a message. It's a bit different to a code, which needs a code book, or for you to memorise a system that can be really complicated, like Morse.

A cipher uses an algorithm to transform your message. One of the best-known ciphers is the Caesar Shift – where you change the message by moving along the alphabet. The simplest way to do this is a shift of 1, which means A = B, B = C, and so on.

Why not try sending your own cipher messages? You can use a cipher wheel to help! Cut out the two circles on the following page and attach them together with a split pin. Then you can get cracking!

GIRLGUIDING - CODEBREAKING BADGE

If you're a Guide, you can use *A Girl's Guide to Spying* to help with your Codebreaking badge!

The two ciphers that Phyl and her friends solve are the Atbash Cipher - which will help with Challenge 1 of the badge - and the Vigenère Cipher, which would be a great one to showcase for Challenge 2. Or you could use your Caesar Shift wheel – there's a picture of one in the badge book. You could put the real MI5 messenger Guides in your badgework too.



Choose how many letters you want to shift on – and don't forget to tell the person you're sending the message to! Now write out your message in plaintext (the proper term for the original message) and work through it, finding the plaintext letter on the inner wheel and writing down the cipher text from the outer wheel. To make the message more confusing for anyone who shouldn't be reading it, you can break the message up into different word lengths.

To decipher a message, move the inner wheel to the right place, then work through the ciphered message, finding the letters on the outer wheel and writing down the plain text letters from the inner wheel. Good luck.

