

Top Secret



TOP SECRET DOSSIER

**CLASSIFIED
DOCUMENTS**



Welcome to the FFFBI Academy.
Sit up straight! Shoulders back! Chest out!

Great! Now that you're totally uncomfortable, we can begin.

This Dossier will help you solve some of the challenges you will face.
Here's what you will find in this packet:

1. TRAINING CHECKLIST
2. All worksheets for the Schedule Maker game
3. All worksheets for the BRIEFING challenge
4. All worksheets for the Donut Disturb game
5. Graduation Certificate

And because of budget cuts, here are some things you will NOT find in this packet:

- My world-famous RECIPE for egg salad
- Believable EXCUSES for lost homework
- Weather-beaten MAP to the underwater city of Atlantis

As an Academy Cadet, you have been assigned a secret name. It is actually so secret that even we at the FFFBI do not know it. Nor will we ever use it or ask you for it. It exists only in your brain, and, if you wish, in that little box below.

Good luck,

My Secret Name is:



TRAINING CHECKLIST

Here's what to expect

Today, you'll take on the following FFFBI Academy Games.

For some of them, you'll need the special information inside this dossier.

Check each one off as you complete it.

STEP INTO THE TRIPLE F!

A movie about the FFFBI hosted by our Deputy Director. There'll be questions, so try to stay awake.

ORIENTATION

Meet your fellow agents. Listen carefully – these animals love to talk.

WRIST'S OFFICE

Uncover clues in Agent Wrist's noisy office. It's messy in there too, but that's her problem, not yours.

MONITOR LIZARD

Watch carefully and you'll discover hidden messages on the FFFBI's secret TV screens.

SCHEDULE MAKER

Even more interesting than it sounds, you'll help plan a week's worth of missions right here.

**DOSSIER
NEEDED**

BRIEFING

This is a tricky test. Match agents to missions using the skills listed in this dossier. Take your time: you'll need it.

**DOSSIER
NEEDED**

DONUT DISTURB

Crack the safe where the donuts are without setting off the alarm. Think you can do it? I doubt it.

**DOSSIER
NEEDED**



Need more help?

When you see me, Click on me for help and tips.



SPY PLANNER

ROUND 1

SPYING

- given out Monday
- due by end of day Friday
- will take 10 homework boxes

CODES

- given out Monday
- due by end of day Friday
- will take 10 homework boxes

SECRET TOOLS

- 1 homework box required every night

UNDER COVER

- given out Monday
- due by end of day Friday
- will take 5 homework boxes



SPY PLANNER

ROUND 2

SPYING

- given out Monday
- due Friday morning
- will take 10 homework boxes

CODES

- given out Thursday
- due by end of day Friday
- will take 6 homework boxes

SECRET TOOLS

- 1 homework box required every night

UNDER COVER

- given out Tuesday
- due Thursday morning
- will take 8 homework boxes

CRIME SCENE

- 1 homework box you can schedule anywhere



SPY PLANNER

ROUND 3

SPYING

- given out Monday
- due Wednesday morning
- will take 5 homework boxes

CODES

- given out Monday
- due Wednesday morning
- will take 2 homework boxes

SECRET TOOLS

- 2 homework boxes required every night

UNDER COVER

- given out Tuesday
- due by end of day Friday
- will take 8 homework boxes

CRIME SCENE

- 1 homework box you can schedule anywhere

STAKE OUT

- must happen 5:00pm-7:00pm Thursday
- will take 4 homework boxes



SPY PLANNER

ROUND 4

SPYING

- assigned Wednesday
- due Friday morning
- will take 2 homework boxes

CODES

- assigned Monday
- due Wednesday morning
- will take 2 homework boxes

SECRET TOOLS

- 1 homework box required every night

UNDER COVER

- assigned Monday
- due by end of day Friday
- will take 8 homework boxes

CRIME SCENE

- 1 homework box you can schedule anywhere

STAKE OUT

- must happen 6:00pm-8:00pm Wednesday
- will take 4 homework boxes

READING

- 6 homework boxes needed for Report to be handed in Friday morning
- assigned Monday
- Reading to be complete before beginning Report

REPORT

- Reading to be complete before beginning Report
- due Friday morning
- will take 2 homework boxes



SPY PLANNER

ROUND 5

SPYING

- assigned Monday
- due Thursday morning
- will take 3 homework boxes

CODES

- assigned Monday
- due Friday morning
- will take 2 homework boxes

SECRET TOOLS

- 1 homework box required every night

UNDER COVER

- assigned Monday
- due by end of day Friday
- will take 7 homework boxes

CRIME SCENE

- must happen 6:00pm-7:30pm Friday
- will take 3 homework boxes

STAKE OUT

- must happen 6:00pm-7:30pm Tuesday
- will take 3 homework boxes

READING

- 5 homework boxes needed for Report to be handed in Thursday morning
- assigned Tuesday
- Reading to be complete before beginning Report

REPORT

- Reading to be complete before beginning Report
- due Thursday morning
- will take 2 homework boxes



BRIEFING ROOM

DIRECTIONS: Drag Agents to the squares where you think they should go. Each Agent here needs to be assigned to two missions, based on that Agent's skills. Your job is to place each Agent on our grid between the two missions that use their skills. Everything you need is on the printed sheet for each round.

For example, if the sheet says a mission requires someone who speaks French:

1. Place one of the French-speaking Agents next to that mission on the grid.
2. Check if that Agent brings at least one other skill to the other mission his or her square touches.
3. If not, then try a different Agent in that square.

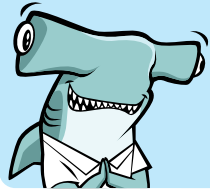
When you've properly placed all the Agents, ALL skills needed for ALL the missions will be met. Then and only then will you pass this level.





BRIEFING GREEN ROUND

AGENTS



Agent Solomon

SKILLS:
Engines
Ghosts
Glass
Grapes



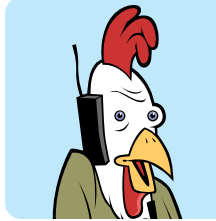
Agent Glitch

SKILLS:
Skiing
Forgery
Gum
Computers



Agent McGurk

SKILLS:
Hiking
Driving
Trash
Hair



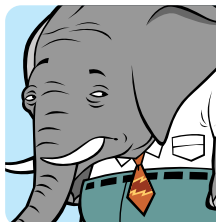
Agent Wrist

SKILLS:
Engines
Slurping
Forensics
Games



Agent Elbow

SKILLS:
Slurping
Games
Geography
German



Agent Nelson

SKILLS:
Forgery
French
Gadgets
Ghosts



Agent LeMoo

SKILLS:
Hiking
Diamonds
Disguises
Skiing

MISSIONS

Operation Longnose

needs agents with these skills:
Hiking • Diamonds
Engines • Slurping

Operation Hugs & Kisses

needs agents with these skills:
Disguises • Forgery
Gadgets • Hair

Operation Brainstorm

needs agents with these skills:
Driving • Trash
Geography • German

Operation Sunstorm

needs agents with these skills:
Forensics • Games
Ghosts • Glass

Operation Mullet

needs agents with these skills:
French • Grapes
Gum • Computers

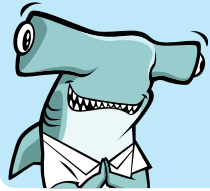
Operation Lightbulb

needs agents with these skills:
Slurping • Games
Forgery • Skiing



BRIEFING BLUE ROUND

AGENTS



Agent Solomon

SKILLS:

Gum
Numbers
Biology
Snacks



Agent Glitch

SKILLS:

Accounting
Buildings
Boats
Decoding



Agent McGurk

SKILLS:

Dancing
Bugging
Burping
Caves



Agent Wrist

SKILLS:

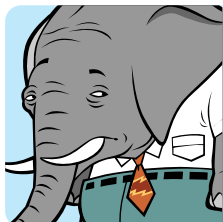
Caves
Phones
Cheese
Bugging



Agent Elbow

SKILLS:

Snacks
Cameras
Castles
Tidiness



Agent Nelson

SKILLS:

Accounting
Alarms
Singing
Biology



Agent LeMoo

SKILLS:

Tidiness
Wrestling
Climbing
Dancing

MISSIONS

Operation Gumboots

needs agents with these skills:

**Accounting • Alarms
Dancing • Bugging**

Operation Sandwich

needs agents with these skills:

**Singing • Castles
Snacks • Decoding**

Operation Choclove

needs agents with these skills:

**Buildings • Boats
Phones • Cheese**

Operation Mango Juice

needs agents with these skills:

**Burping • Caves
Tidiness • Wrestling**

Operation Microbe

needs agents with these skills:

**Cameras • Climbing
Gum • Numbers**

Operation Paintbrush

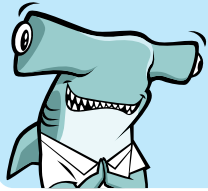
needs agents with these skills:

**Bugging • Caves
Snacks • Biology**



BRIEFING **YELLOW ROUND**

AGENTS



Agent Solomon

SKILLS:
Statues
Sneezing
Snooping
Electricity



Agent Glitch

SKILLS:
Writing
Guitars
Sleeping
Spanish



Agent McGurk

SKILLS:
Scooting
Spanish
Reading
Spelling



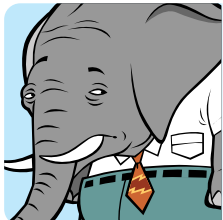
Agent Wrist

SKILLS:
Running
Writing
Spying
Squeaking



Agent Elbow

SKILLS:
Comedy
Speeches
Eggs
Running



Agent Nelson

SKILLS:
Comedy
Russian
Saxophones
Squinting



Agent LeMoo

SKILLS:
Scooting
Statues
Skateboarding
Sneezing

MISSIONS

Operation Paper Cut

needs agents with these skills:
**Comedy • Speeches
Scooting • Statues**

Operation Movie Star

needs agents with these skills:
**Eggs • Writing
Sleeping • Squinting**

Operation Lint Fire

needs agents with these skills:
**Russian • Saxophone
Snooping • Electricity**

Operation Tiny Knees

needs agents with these skills:
**Skateboarding • Sneezing
Spanish • Reading**

Operation Einstein

needs agents with these skills:
**Guitars • Spelling
Spying • Squeaking**

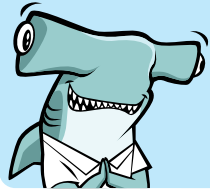
Operation Stringbean

needs agents with these skills:
**Statues • Sneezing
Writing • Running**



BRIEFING **PURPLE ROUND**

AGENTS



Agent Solomon

SKILLS:
Fishing
Weather
Sunbathing
Gardening



Agent Glitch

SKILLS:
Swimming
Broadcasting
Whistling
Windows



Agent McGurk

SKILLS:
Stains
Arguing
Swamps
Swimming



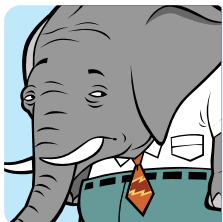
Agent Wrist

SKILLS:
Stains
Tacos
Biking
Yodelling



Agent Elbow

SKILLS:
Fishing
Tornados
Camping
Vines



Agent Nelson

SKILLS:
Tornados
Vines
Waffles
Decorating



Agent LeMoo

SKILLS:
Broadcasting
Tuxedos
Typing
Weather

MISSIONS

Operation Big Lug

needs agents with these skills:
Stains • Arguing
Fishing • Tornados

Operation Mightypants

needs agents with these skills:
Swamps • Broadcasting
Typing • Yodelling

Operation Rubbery

needs agents with these skills:
Tacos • Biking
Waffles • Decorating

Operation Meatball

needs agents with these skills:
Camping • Vines
Weather • Sunbathing

Operation Steel Eye

needs agents with these skills:
Tuxedos • Gardening
Whistling • Windows

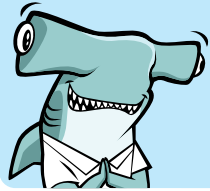
Operation Gumshoe

needs agents with these skills:
Tornados • Vines
Broadcasting • Swimming



BRIEFING **RED ROUND**

AGENTS



Agent Solomon

SKILLS:
Creeping
Hiding
Maps
MP3s



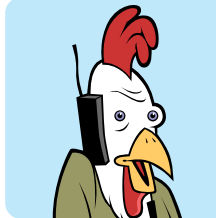
Agent Glitch

SKILLS:
Hammering
Rapping
Construction
Hot dogs



Agent McGurk

SKILLS:
Keys
Knots
Stamps
Memorizing



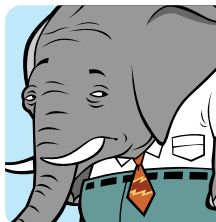
Agent Wrist

SKILLS:
Keys
MP3s
Poetry
Smells



Agent Elbow

SKILLS:
Hammering
Humming
Japanese
Portuguese



Agent Nelson

SKILLS:
Hot dogs
Creeping
Poker
Painting



Agent LeMoo

SKILLS:
Knots
Memorizing
Motorcycles
Surfing

MISSIONS

Operation Bedtime

needs agents with these skills:
**Hammering • Rapping
Keys • Knots**

Operation Thunderwear

needs agents with these skills:
**Construction • Creeping
Maps • Portuguese**

Operation Umbopo

needs agents with these skills:
**Humming • Japanese
Motorcycles • Surfing**

Operation Smell It

needs agents with these skills:
**Stamps • Memorizing
MP3s • Poetry**

Operation Marionette

needs agents with these skills:
**Hiding • Smells
Poker • Painting**

Operation Filbert

needs agents with these skills:
**Knots • Memorizing
Creeping • Hot dogs**



DONUT DISTURB ROUNDS 1 & 2

DIRECTIONS: Follow printed instructions carefully. Any mistake will trigger the alarm. Success will be rewarded with praise (but not cash).

ROUND 1

1. **Open the panel by unscrewing all 4 screws**
2. **Remove the battery to cut power**
3. **Press the blue button**
4. **Cut the green wire**
5. **Install a wire from connector C to connector 4**
6. **Put the battery back**
7. **Press the yellow button**

ROUND 2

1. **Open the panel by unscrewing all 4 screws**
2. **Remove the battery to cut power**
3. **Press the blue button**
4. **Cut the green wire**
5. **Press the red button**
6. **Cut the red wire**
7. **Install a wire from connector 4 to connector D**
8. **Put the battery back**
9. **Press the red button**



DONUT DISTURB ROUNDS 3 & 4

DIRECTIONS: Follow printed instructions carefully. Any mistake will trigger the alarm. Success will be rewarded with praise (but not cash).

ROUND 3

1. Open the panel by unscrewing all 4 screws
2. Remove the battery to cut power
3. Press the blue button
4. Cut the red wire
5. Do not press the red button
6. Cut the green wire
7. Install a wire from connector 2 to connector C
8. Press the blue button
9. The yellow wire should not be cut
10. Put the battery back
11. Press the red button

ROUND 4 Complete only odd-number instructions

1. Open the panel by unscrewing all 4 screws
2. Remove the battery to cut power
3. Press the blue button
4. Cut the red wire
5. Do not press the red button
6. Cut the green wire
7. Install a wire from connector D to connector 2
8. Press the blue button
9. The red wire should not be cut
10. Put the battery back
11. Press the red button



DONUT DISTURB ROUND 5

DIRECTIONS: Follow printed instructions carefully. Any mistake will trigger the alarm. Success will be rewarded with praise (but not cash).

ROUND 5

Let's see if I can remember this.

Begin by opening the panel with the screwdriver. Then we'll start cutting wires, starting with green.

But you can only do that after you cut the power. Cut the power by ignoring the red button, much as you might want to click it. Instead you must remove the battery and press the blue button. Now it's finally time to cut the green wire.

We need you now to install another wire. It goes from connector C to the connector at the bottom right of the box.

Cut the red wire now if you want to set off the alarm. I hope you don't.

Now, before you press the yellow button to finish, please put the battery back.



PARENTS & EDUCATORS

Dear Parents & Educators.

Welcome to the FFFBI Academy.

Do your kids need a little help getting organized at school? Or a lot of help? Is it hard to manage their homework schedules? How good are they at listening, maintaining attention, or staying focused? Not great? FFFBI to the rescue!

The seven interactive spy mission games you can find at **fffbi.com/academy** are ideal for kids with ADHD or for kids who are a little disorganized (and find me a kid that isn't). The games have been road tested by research professionals and are ready to help you and yours get through those long homework nights. They're fun too.

You'll need this dossier with you as you plays as some of the games need it.

The Web site offers background information in all the games and details which skills they are targeting.

For more information contact us at: **deputy-director@fffbi.com**

Best wishes,

WGBH & ALDC

FFFBI Academy is made possible through the generous support from the U.S. Department of Education Stepping-stones Technology and Media Services for Individuals with Disabilities grant, H327A050048: "The Fin, Fur, Feather Bureau of Investigation (FFFBI) Academy: Embedding Evidence-Based Behavioral and Learning Strategies in Interactive Media for Kids with ADHD."

FFFBI Academy is brought to you by WGBH Educational Foundation with research support from Dr Steve Evans and his team at Alvin V. Baird Attention and Learning Disabilities Center (ALDC) at James Madison University.



Certificate of Completion
Awarded to

_____ (name)

This _____ *day of* _____ (month and year)

for academic excellence in the Academy

Presented by

Napoleon

Coffee Guy

