

symbol zone - key stage 2

Welcome pupils to the zone and remind them of your name.

Aims:

In this zone we will:

- think about why we use signs and symbols instead of words
- become secret agents and uncover the meanings of Salvation Army symbols

Mission 1: Code cracker (4 minutes)

In this zone you will have a number of missions to complete. However, in order to become official secret agents and get your top secret identity badges, you must first successfully complete a trial mission called 'Code cracker'. *Divide the group into two teams and give out Mission 1 cards and blank paper.* You have two minutes to complete this mission. *Most pupils should be familiar with this kind of activity, but be ready to help any pupils who are struggling. When one team has finished ask them to read out the message.*

Congratulations! You have successfully completed your trial mission and you are now official secret agents. *Give out identity badges and any other props you decide to include.*

Signs and symbols briefing session (3 minutes)

Now you're all kitted out it's time for our briefing session. The secret message you have just uncovered was made up of different symbols. What is a symbol or a sign? Why do you think we use them instead of just using words? What do you think is the difference between a sign and a symbol? *(Show examples of everyday signs and symbols to help them.)* Signs usually give information, but symbols often have special meanings and we may have to study them to find out exactly what they mean. The Salvation Army, like many other churches and religions, has special symbols which show its beliefs, and in this zone you are going to uncover their meanings.

Now you have been fully briefed on signs and symbols it's time for you to get started on your real missions.

Missions 2 & 3 (8-12 minutes)

Here are some important instructions. Listen carefully! Your next two missions must be completed in two teams. For each mission there is a mission pack containing instructions, a code breaker or other special clues. **The answers must be recorded in your pupil book.** When you have completed Mission 2, you must report back with your mission pack and I will issue you with your next mission.

ultimate church visit

Hand out a 'Mission 2: The red shield' pack to each team. Pupils can find their own space but stay within the zone. Support pupils as necessary, ensuring they understand the instructions and are on task. Collect and hand out mission packs as teams complete each mission. Some pupils may work faster than others and can also complete Mission 4.

MISSION OVERVIEWS - NOTES FOR LEADER

Mission 2: The red shield

Pupils find out the meaning of the red shield symbol using the code-breaker tube. Allow pupils to work out how to use the code-breaker tube using the instructions provided. If pupils are really struggling, explain that the strip should be wrapped around the tube diagonally, so that it covers most of the tube. Start with the top of the strip on the right end of the tube. This sentence should be revealed – 'God is like a shield to protect and save'.

Mission 3: The Salvation Army flag

The different parts of the flag (blue background, red foreground, yellow star and 'Blood & Fire' motto) must be arranged correctly. Pupils then match the labels with the correct colour – some pupils may need some support in thinking about the different colours and what they represent. Make sure that a flag is displayed somewhere fairly near to the zone and allow pupils to look at it carefully to help them complete this mission.

Mission 4: The Salvation Army crest (extension/extra activity)

Pupils examine pieces of the original designs for the crest to uncover the meaning of each symbol. (There is a separate investigation report sheet which pupils complete during this mission.)

Missions completed! Reporting back (3 minutes)

Ask the teams to report back by explain the meaning of one or two of the symbols. Well done, secret agents! Between you, you have successfully uncovered the meaning of some Salvation Army symbols. It's time to hand back your secret agent badges.

extra activities

Design a flag (5-10+ minutes)

Pupils design a flag which says important things about them, their family, their beliefs, or anything they care about or feel strongly about. Encourage them to use symbols, pictures and colours rather than words. This can be completed in their pupil booklets (page 8).

