**Activities for…  
Mickey and the Animal Spies by Anne Miller**

**Activity 1**

This book mentions many different types of codes. Pick a code and send messages to each other to see if your friends can work out the message. You can use one of the codes mentioned in the book or you could create your very own code to do this.

**Activity 2**

Solve the codes at the back of the book. Try not to peek at the answers and don’t forget the code at the start of each chapter.

**Activity 3**

Invent your own animal spy character. Choose an animal, give them a name and describe their character traits. Don’t forget to give reasons why they make a good spy. Once you have created your character, write a short story about their adventures.