



SPIES EYE VIEW

MISSION DETAILS: BEFORE YOU ARRIVE



Top secret

MEMORANDUM

eyes only

TO: Recruits (AKA Students) and Handlers (AKA teachers and chaperones)
FROM: HQ
RE: *SPIES EYE VIEW*

We are looking forward to your infiltration of The International Spy Museum for the *Spies Eye View* program!

PRIOR TO ARRIVAL:

1. Please share with your students the Mission Tool: Briefing (attached) and have them prepare to “interrogate” a spy by filling in their two questions on the sheet.
2. Please share the Mission Tool: The Language of Espionage
3. Inform chaperones (AKA “Handlers”) of their responsibilities to lead teams of students through the Museum either prior or after their briefing with a spy.
4. You are encouraged to use the *Student Spy Guide* on-site worksheets to assist your students in exploring the Museum’s galleries. *The Student Spy Guide* is free for download at <http://www.spymuseum.org/pre-visit-materials> .

WHEN YOU ARRIVE:

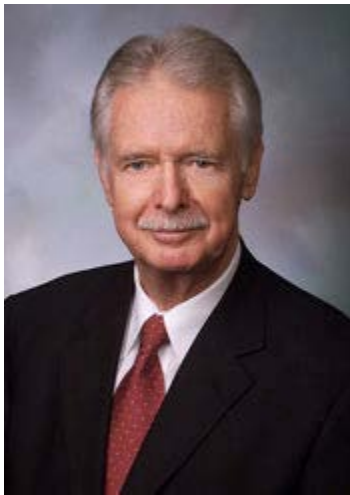
Your group will be greeted by a member of our guest services team and you will be escorted to our 4th floor classroom (AKA Headquarters).

After your briefing with a real spy, your group will be escorted back down to the museum level of The International Spy Museum.



MISSION TOOL: The Spy's Eye View Background Briefing (FOR STUDENTS)

You will have a unique opportunity to meet with and learn from real former intelligence officers. How will you know that this person really was a spy? After all, why would a spy tell you he was a spy? Here are their bona fides (pronounced bonna feedies). Read about your assigned spy and be prepared to "interrogate" them. (you can use the *Language of Espionage* to look up the meaning of the terms in bold)



Peter Earnest - is the founding executive director of the International Spy Museum and a 35 year veteran of the **Central Intelligence Agency (CIA)**. He served 25 years as a case officer in its **Clandestine Service**, primarily in Europe and the Middle East. He ran wide range of intelligence collection and **covert action** operations including **counterintelligence** and **double agent** operations working with the Federal Bureau of Investigation and military intelligence. Assigned to the Office of the Director of Central Intelligence, he served as an Inspector with the Inspector General, liaison with the U.S. Senate, and director of media relations and spokesman. A member of the Senior Intelligence Service, he received the CIA's Medal of Merit and Career Intelligence Medal. He is Chairman of the Board of the Association for Intelligence Officers (AFIO). As Museum director, he has played a leading role in its extraordinary success as a Washington attraction and he has frequently been interviewed by the major media in radio, TV, and the press on current intelligence issues.

This is your chance to meet a real spy – someone who has done the work that you read about in the books and watch in the movies. Prepare to meet him by writing two questions you would like to ask him below:

1. _____ ?

2. _____ ?



Mark Stout is the International Spy Museum's Historian. He worked for thirteen years as an **intelligence analyst**, first with the State Department's Bureau of Intelligence and Research and later with the **CIA**. He has also worked on the Army Staff in the Pentagon and at the Institute for Defense Analyses. In addition, Mr. Stout is a lecturer at Johns Hopkins University's Krieger School of Arts and Sciences where he teaches courses on intelligence and strategic studies. He has degrees from Stanford and Harvard Universities and in 2010 he completed his PhD in history at the University of Leeds in the United Kingdom where he wrote his dissertation on American intelligence in World War I. Mr. Stout is the

co-author of three books and has published articles in *Intelligence and National Security*, *Studies in Intelligence*, *The Journal of Strategic Studies*, and *Studies in Conflict and Terrorism*.

This is your chance to meet a real Intelligence Analyst – someone who has done the work that affects how policymakers have made decisions. Prepare to meet him by writing two questions you would like to ask him below:

1. _____ ?

2. _____ ?



MISSION TOOL: The Language of Espionage (FOR STUDENTS)

The shadow world has inspired—and required—a vivid vocabulary of words and codenames for secret operations, missions, and agents. These words are carefully chosen to clarify or confuse, depending on the need to know. The “spookspeak” presented here is drawn from fact and fiction, from agencies and authors around the world and throughout time.

Agent: a person unofficially employed by an intelligence service.

Agent-in-Place: a government employee who is influenced to cooperate with a foreign government instead of defecting; now working for two employers instead of one.

Agent-of-Influence: a person who works within the government or media of a target country to influence national policy.

Asset: a clandestine source or method, usually an agent who has access to information (intelligence).

Babysitter: bodyguard.

Birdwatcher: slang used by British Intelligence for a spy.

Black Bag Job: secret entry into a home or office to steal or copy materials.

Black Operations: covert operations that are not attributable to the organization performing them.

Blown: discovery of an agent’s true identity or a clandestine activity’s real purpose.

Bona Fides: proof of a person’s claimed identity.

Brush Pass: a brief encounter where something is passed between case officer and agent.

Burned: when a case officer or agent is compromised.

Camp Swampy: CIA’s secret domestic training base (also known as “The Farm”).

Case Officer: a staff officer who manages agents and runs operations.

Chief of Station: the officer in charge at a CIA station, usually in a foreign capital.

CIA: Central Intelligence Agency; U.S.’s foreign intelligence gathering service.

Cipher: a system for disguising a message by replacing its letters with other letters or numbers or by shuffling them.

Clandestine Operation: an intelligence operation designed to remain secret for as long as possible.

Cobbler: a spy who creates false passports, visas, diplomas, and other documents.

Code: a system for disguising a message by replacing its words with groups of letters or numbers.

Codebook: a list of plain language words opposite their codeword or codenumber.

COMINT: all intelligence gathered from intercepted communications.

The Company: an unofficial term for the CIA popularized by fiction.

Compromised: when an operation, asset, or agent is uncovered and cannot remain secret.

Concealment Device: an object that has been altered for the secret storage of messages or items.

Controller: officer in charge of a string of agents (a handler).

Counterintelligence: spy-catching.

Courier: a person who carries secret messages for a spy or intelligence agency.

Cover: the purported occupation or purpose of an agent; it must be consistent with the agent’s background and presence in the target area.

Covert Action Operation: an influence operation designed to effect foreign affairs.

Cover Story: the fictional occupation or purpose of an agent; it must be consistent with the agent’s background and presence in the area.

Cryptology: the science of secret writing in all its forms.

Dangle: a person who approaches an intelligence agency with the intent of being recruited to spy against his or her own country.

Dead Drop: a secret location where materials can be left for another party to retrieve.

Disinformation: information that is not true, placed to trick or deceive others.

Double Agent: a spy who works for two intelligence services, usually against his or her original employer.

Dry Clean: actions agents take to determine if they are under surveillance.

Ears Only: material too secret to commit to writing.

Encipher: to put a message into cipher.

Encode: to put a message into code.

Enigma: the machine used by the Germans to encode and decode messages during WWII.

Escort: the operations officer assigned to lead a defector along an escape route.

Espionage: the act of spying; gathering the secrets of other nations.

Executive Action: assassination.

Exfiltration Operation: a clandestine rescue operation designed to bring a defector, refugee, or an operative and his or her family out of harm's way.

Eyes Only: documents that may be read but not discussed.

FBI: Federal Bureau of Investigation; U.S.'s domestic counter-intelligence service.

Flaps and Seals: the tradecraft involved when making surreptitious openings and closings of envelopes, seals, and secured pouches.

Handler: a case officer who is responsible for handling agents in operations.

Hostile: term used to describe the organizations and activities of the opposition services.

HUMINT: intelligence collected by human sources.

IMINT: imagery intelligence.

Infiltrate: the secret movement of an operative into a target area.

Infiltration: the secret movement of an operative into a target area with the intent that his or her presence will go undetected.

Innocent Postcard: a postcard with an innocuous message sent to an address in a neutral country to verify the continued security of an undercover operative.

Intelligence Analyst: a person who examines and assesses raw intelligence information in order to provide information to policy makers so that they can make decisions concerning national security.

Intelligence Officer: a person secretly employed in espionage by the government.

Interrogate: to question a person, sometimes to seek answers that a person may believe personal or secret.

KGB: Soviet Union's all-powerful intelligence and security service during the Cold War.

L-Pill: a poison pill used by operatives to commit suicide.

Legend: a spy's claimed background or biography, usually supported by documents and memorized details.

MI-5: the British domestic counter-intelligence service.

MI-6: the British foreign intelligence service.

Microdot: the reduction of a photograph negative (to 1mm or smaller) which makes the image impossible to read without magnifying it.

Mole: an agent of one organization sent to penetrate a specific intelligence agency by gaining employment.

Naked: a spy operating without cover or backup.

NSA: National Security Agency; branch of the U.S. Department of Defense responsible for ensuring the security of American communications and for breaking into the communications of other countries; "No Such Agency."

One-time Pad: sheets of paper/silk with rows of random numbers for singular use as a key in enciphering messages.

Open-source: intelligence gained from public materials.

OSINT: open source intelligence; an all-source process which includes HUMINT, IMINT, SIGINT, PHOTINT and MASINT which analysts must understand and integrate to produce the best possible intelligence.

OSS: Office of Strategic Services; U.S.'s WWII intelligence, sabotage, and subversion organization; "Oh So Secret"/ "Oh Such Snobs."

Paroles: passwords to identify agents to each other.

Pattern: the behavior and daily routine of an operative that makes his or her identity unique.

PHOTINT: photographic intelligence, usually involving high-altitude reconnaissance using spy satellites or aircraft.

Plaintext: the original message before encryption.

Pocket Litter: items in a spy's pocket (receipts, coins, theater tickets, etc.) that add authenticity to his or her identity.

Recruit(ed): to attempt to convince people to spy for an agency.

Rolled-up: when an operation goes bad and an agent is arrested.

Sabotage: an act of destruction or disruption in which equipment is damaged, generally during a time of war.

Safe House: a house or apartment that is considered a safe place for secret meetings. **Shoe:** a false passport or visa.

SIGINT: signals intelligence; an amalgamation of COMINT and ELINT into one unit of intelligence gathering dealing with all electronic data transmissions.

SIS: Secret Intelligence Service; another name for Britain's MI-6.

Sleeper: agent living as an ordinary citizen in a foreign country; acts only when a hostile situation develops.

SOE: Special Operations Executive; Britain's WWII sabotage and subversion organization.

Spy master: the leader of intelligence gathering activities, and an agent handler extraordinaire.

Spy Network/Ring: a group of spies that work together secretly.

Stasi: East Germany's Cold War domestic and foreign intelligence service.

Station: post where espionage is conducted.

Steganography: techniques for concealing the very existence of a message (secret inks or microdots).

Surveillance: close observation of a person or place.

SVR: [Sluzhba Vneshney Razvedki] The Russian Foreign Intelligence Service, formed on 18 December 1991.

The Take: information gathered by espionage.

Timed Drop: a dead drop that will be retrieved by a recipient after a set time period.

Tradecraft: the methods developed by intelligence operatives to conduct their operations.

Uncle: headquarters of any espionage service.

Walk-in: a defector who declares his or her intentions by walking into an official installation and asking for political asylum or volunteering to work in-place.

Wet Job: an operation in which blood is shed.

Window Dressing: ancillary materials that are included in a cover story or deception operation to help convince the opposition or other casual observers that what they are observing is genuine.