

Rooibos — Junior 418 Agents

Guía de clase en vivo (~100 min, cut lines → 90) — Arkeidia summer camp

Fecha: `jueves 17-07-2026`

Kids get recruited as junior agents of Protocol 418. Their mission: hunt **Breaches** — lies people believe about the internet and AI. Nothing is a lesson; everything is a mission. Every quoted line the kids hear is simple English (A1–A2) — your own stage directions below may drift into Spanish asides (*habrá algo de español en directo*), but nothing in quotes ever does.

Audience: ≤12 kids, ages 6–11 mixed, one group. Only Breachlings **001 (nube)**, **002 (internet)** and **003 (pensar)** appear — no other Breachlings appear in the class, only these three. The Breachlings show up on the **slides** and as printed **standees** — there are no 3D Breachling figures.

Timing at a glance

Block	Window	Length	Optional cut
Recruitment	0–10	10 min	–5 (skip the teapot story tease)
Mission 1: Where does Fortnite live?	10–35	25 min	–5 (drop the anchor round, keep fire)
Mission 2: The robot that guesses	35–60	25 min	–5 (3 FINISH rounds, no trap round)
Mission 3: Feed it well	60–80	20 min	–5 (1 animal in FACTS, not 2)
Finale: BREACH HUNT!	80–100	20 min	—
Total		100 min	up to –20 available

Base run is 100 min. Each of the first four blocks carries its own optional –5 min cut — they're independent, apply as many as the room needs. Two cuts land you at 90 (the official target). If you're badly behind, all four still leave a full 20-min Finale — the board game is the gift they take home, never cut it.

Recruitment (0–10)

▶ **NEXT SLIDE:** /

Set-up: kids seated in a semicircle, facing the 3D teapot. Keep the BREACH HUNT! board out of sight — it only comes out for the Finale.

What I do: run the swear-in — right hand up, I say a line, they repeat it back. Then hold up the 3D teapot.

What I say:

🗣️ "Raise your right hand. Repeat after me: I promise to hunt lies and ask good questions."

🗣️ "This is our secret club logo — a teapot, I'll tell you why one day."

▶ **NEXT SLIDE:** `/agents`

this slide shows the Breachlings — point at the screen; there are no 3D figures yet

What I say (pointing at the screen):

🗣️ "These are Breachlings. They are captured lies. We caught them. Today, you help us catch more."

🗣️ "Today we have three missions to do — and we do them together."

What I do: hand out the 12 agent cards, one per kid.

- If a kid looks shy or won't make eye contact, give them the **Chief Stamp Officer** job now (see Behavior toolkit at the end) — it solves most of Recruitment's shyness on its own.

Cut line (–5 min): skip the teapot story tease — hold up the teapot silently, drop "I'll tell you why one day," and go straight to the `/agents` slide. Lands the block at 5 min.

Mission 1: Where does Fortnite live? (10–35)

▶ **NEXT SLIDE:** `/mission-1`

Hook — ask, don't answer yet:

🗣️ "Who knows how the internet works?"
"When you watch a video... WHERE is the video?"
"What happens when Fortnite stops working?"

Take a few guesses out loud. Don't correct anyone — just collect answers, you'll pay them off in a minute.

The human-internet game — roles:

- **1 kid = PHONE** — holds a drawn card that says "CAT VIDEO PLEASE."
- **4–6 kids = CABLE** — stand in a line on the floor, holding hands (the line = the ocean). They **pass the card hand to hand**, one kid to the next, down the line — that passing IS the internet.
- **1 kid = SERVER** — holds the printed content cards, including the cat video card.

Props: PHONE holds the printed `CAT VIDEO PLEASE` card; SERVER holds the printed content cards (cat video, recipe, weather, map, song, game) — all from the dark class-props sheet. The spare `SONG PLEASE` card lets you run a second round asking for a different match.

Quiet briefing — do this before you start, so it's a surprise for the room but never for them: pull the SERVER kid aside and tell them that when you shout "FIRE!" they must sit down straight away. Then pick one CABLE kid to be the **ANCHOR** for Round 3 and tell them their secret job: when you say the anchor drops, they "cut" the cable — let go of hands and sit down.

Round 1 — the clean pass: PHONE hands the card down the CABLE line to SERVER, kid to kid. SERVER finds the matching cat video card and sends it back down the line to PHONE.

What I say (as the card arrives back):

🗣️ "The video plays! That's it — that's the whole internet."

Round 2 — the twist: mid-pass, shout it loud:

▶ **NEXT SLIDE: /fire**

🗣️ "FIRE IN THE SERVER!"

The SERVER kid (already briefed) sits down immediately. The card can't get back to PHONE — the line is stuck.

What I say:

🗣️ "THAT is why Fortnite dies."

Round 3 — the anchor twist: re-form the CABLE kids into **two short lines** — two cables, both reaching the SERVER. Send the card down cable A as normal, then:

▶ **NEXT SLIDE: /anchor**

🗣️ "An anchor drops from a ship... and CUTS the cable!"

Your briefed ANCHOR kid in cable A lets go of hands and sits. The card can't pass — so route it down **cable B, the long way**. The kids pass it kid to kid; count it out slowly ("one... two... three...") as it crawls to the SERVER and back.

🗣️ "The cable broke — but there is another cable! The video still comes... just SLOW. That is why the internet is hard to kill: there is always another cable."

Reveal: uncover posters 001 and 002 and bring out the printed **standees** 001 and 002 (from the standees sheet), standing them next to their posters — the kids will meet these same figures again as pawns in the Finale.

▶ **NEXT SLIDE: /aviso-001**

the warning card appears first: "a lie has been detected..."

▶ NEXT SLIDE: /cloud

What I say (Breach 001):

🗣️ "The cloud is not a cloud. It's someone else's computer."

▶ NEXT SLIDE: /aviso-002

warning card first, build the suspense before the reveal

▶ NEXT SLIDE: /cables

What I say (Breach 002):

🗣️ "The internet is not in the sky. It's under the sea, in cables. Sometimes a real shark bites one — or a ship's anchor cuts one, and everything slows down!"

▶ NEXT SLIDE: /stamp-1

✓ WHAT WE LEARNED

The internet isn't magic or "in the sky." It's real computers (servers) and real cables under the sea. Burn the server and it dies. Cut one cable and it doesn't die — it reroutes through another cable, just slower. That's why it lags, and why it's hard to kill. The cloud = someone else's computer.

Stamp 1 — Chief Stamp Officer (or you) stamps every agent card.

Cut line (–5 min): skip Round 3 (the anchor / reroute round) and keep Rounds 1 and 2 — the clean pass and the fire. The reroute is the nice-to-have; the fire is the must-keep.

Mission 2: The robot that guesses (35–60)

▶ NEXT SLIDE: /mission-2

"Peanut butter and..." — call and response, 3 rounds. You start each phrase, kids shout the ending, no wrong answers.

What I say (one line per round, wait for the shout each time):

🗣️ "Peanut butter and ____"

▶ NEXT SLIDE: /predict

open ONLY after the kids shout the answer; it auto-types JELLY ~1.4 s after opening

🗣️ "Once upon a ____"
"Happy birthday to ____"

Punchline — land it right after round 3:

🗣️ "You just did EXACTLY what AI does. It doesn't think. It guesses the next word."

Live ROOI on the projector — first, switch the projector to the Claude chat you set up in *Preparación* (the tab with the ROOI prompt already pasted in). Once ROOI is on screen for everyone to see, type each line and read ROOI's answer aloud:

🗣️ > GAME FINISH Peanut butter and → e.g. jelly

🗣️ > GAME FINISH Once upon a → e.g. time

🗣️ > GAME FINISH The cat sat on the → e.g. mat

🗣️ > GAME FINISH Happy birthday to → e.g. you

🗣️ > GAME FINISH At the beach we build a → e.g. sandcastle

Then let the kids invent weird sentence starts; type each one prefixed with `GAME FINISH`. **You are the filter** — skip or rephrase anything not camp-appropriate before typing; never type it as shouted.

Recovery: if ROOI answers with more than 2 words or explains itself, type `Remember your rules, ROOI!` and repeat the line.

▶ **NEXT SLIDE: /aviso-003**
warning card first, same suspense ritual as Mission 1

▶ **NEXT SLIDE: /breachling-003**

Reveal: uncover poster 003 and bring out the printed **standee** 003, standing it next to its poster (same ritual as Mission 1).

What I say:

🗣️ "AI does not think. It guesses the next word."

▶ **NEXT SLIDE: /stamp-2**

✓ **WHAT WE LEARNED**

AI doesn't think or know. It guesses the next word from patterns it has seen — that's why it sounds sure even when it's wrong.

Stamp 2.

Cut line (-5 min): run 3 FINISH rounds total and drop the separate "kids invent trap starts" round — fold one trap attempt into round 3 instead of giving it its own slot.

Mission 3: Feed it well (60–80)

▶ **NEXT SLIDE:** /mission-3

Hand out one REAL/BREACH paddle pair to every kid. Votes this mission are individual — each kid holds up their own paddle, and the majority is visible in the show of hands. Teams and pawns don't exist yet; that's the Finale.

GENIE — two rounds, built live with the kids: ask ROOI something vague on purpose. It does exactly what the words say — a silly, literal result. Then the kids improve the ask together, as a group, and it runs again. Much better result. That's GIGO (Garbage In, Garbage Out), lived, not explained.

Round 1 — vague, on purpose:

 > GAME GENIE tell me a story → short, boring, generic — NOT improved

Round 2 — the kids fix it. Ask the group: who's in the story? Where? What happens? Build one sentence together from their answers, then type it in full.

You are the filter. Same rule as the FINISH trap round: if a kid's who/where/what suggestion isn't camp-appropriate, skip it or rephrase it into a harmless version out loud before it goes into the sentence you type on the projector.

 > GAME GENIE tell me a 4-line story about a shark who eats wifi cables and burps → funnier, much better

Compare the two out loud — that gap IS the lesson (GIGO).

Recovery: if round 1 comes back detailed or "good," type `Remember your rules, ROOI!` and ask again with `GAME GENIE tell me a story`.

FACTS, 2 animals: ROOI gives 3 facts about an animal — 2 true, 1 invented. Kids vote individually **REAL** or **BREACH** by holding up their paddles before anyone says the answer out loud — the majority is visible in the show of paddles. Then call it:

What I say:

 "REVEAL!"

ROOI (or you) says which fact was invented.

Animal 1 — dolphin:

 > GAME FACTS dolphin → 3 numbered facts, no hint which is invented

 > REVEAL → names the invented fact + why checking matters

Bridge line — say it right after the first REVEAL, before starting the second animal:

🗣️ "AI learned from the internet. The internet has true things AND lies."

"If it can invent one when I ASK it to... it can also invent one when I don't. That's called a hallucination. So: always check!"

Animal 2 — octopus:

 > GAME FACTS octopus → 3 numbered facts, no hint which is invented

 > REVEAL → names the invented fact + why checking matters

Recovery: if ROOI hints which fact is invented before `REVEAL`, or gives more/fewer than 3 facts, type `Remember your rules, ROOI!` and re-run `GAME FACTS <animal>` for that animal from scratch.

▶ NEXT SLIDE: `/stamp-3`

✓ WHAT WE LEARNED

Ask clearly, get better answers (garbage in, garbage out). And AI can invent things that sound true — a hallucination. Always check before you believe.

Stamp 3.

Cut line (–5 min): run FACTS with 1 animal instead of 2.

Finale: BREACH HUNT! (80–100)

▶ NEXT SLIDE: `/breach-hunt`

Now bring out the board. This is the moment it appears for the first time.

Teams: split into 2–3 teams, mixing ages. Every team needs one reader aged 9 or older — balance this on purpose when you split, don't let it happen by chance.

Pick your pawn: collect the Breachling standees from the posters — each team picks one standee as their pawn and places it on **YOUR PHONE** (the start space).

Play BREACH HUNT! — full rules live in `breach-hunt/rules.html`; quick recap for the room:

- The board is the lesson: a path from **YOUR PHONE**, across the ocean cables, to **THE SERVER**.
- On your turn, choose: **EASY card** (move 1) or **TRICKY card** (move 2). Another team reads it out loud — the reader covers the upside-down answer with a thumb.
- Everyone on the team shows a paddle: REAL or BREACH. The team's answer is the paddle most players show. Right → move. Wrong → stay. No dice — only correct answers move you.
- Special spaces: **418 TEAPOT** (free jump 2 forward), **SERVER ON FIRE** (go back 2), and **HALLUCINATION** (the reading team invents a fake fact on the spot — the rest of the team has to catch it: shout BREACH and you're right → move 1, believe it → stay).

- First team to reach THE SERVER wins the round and delivers the message — every agent graduates regardless. When time is up, the team closest to THE SERVER wins and delivers the message.

Graduation:

- Final stamp (4th) on every agent card.
- Group photo with the Breachling standees and their agent cards.

What I say (closing line):

🗣️ "You are now official 418 Agents! Go home and check things before you believe them. And spread the word — tell everyone about the Breachlings, so nobody gets fooled by the lies."

Gift: leave the whole BREACH HUNT! kit at Arkeidia — tell them the school keeps the game so the kids can play it again without you in the room.

Plan B — internet is dead

If the projector or the wifi dies, ROOI doesn't go silent — you become ROOI by voice for all 3 games, same character, same simple English.

FINISH (Mission 2): you read the kid's sentence start out loud, then answer with the single most obvious, boring next word, in a flat "guessing robot" voice. No creativity — the predictability IS the lesson.

GENIE (Mission 3): you mime the literal genie by hand — do exactly, and only, what the words say, nothing implied. Example: a kid asks "Genie, make me fly" — you flap your arms and stay on the ground, because nobody asked to go "up."

FACTS (Mission 3) — 3 pre-written fact triplets, read aloud by you (or a volunteer reader) instead of ROOI. Kids vote REAL/BREACH with paddles exactly like the live version:

Dolphin

1. Dolphins sleep with one eye open. — REAL
2. Dolphins can jump high out of the water. — REAL
3. Dolphins are a type of fish. — **BREACH** (dolphins are mammals, not fish)

Octopus

1. An octopus has eight arms. — REAL
2. An octopus has three hearts. — REAL
3. An octopus has bones inside its body. — **BREACH** (an octopus has no bones at all)

T-rex

1. The T-rex lived millions of years ago. — REAL
2. The T-rex had very small arms. — REAL
3. The T-rex could fly. — **BREACH** (the T-rex could not fly)

Behavior toolkit

Attention clap (any time the room gets loud): you clap a pattern — *clap, clap, clap-clap-clap*. Kids answer with the same pattern back and go quiet. If it doesn't land, repeat it once, don't raise your voice over the room instead.

"Agents, freeze!": call it out any time mid-mission needs a hard reset. Kids freeze on the spot instantly — statue still, hands on head. Un-freeze with "Agents, go!"

Shy kid: never force a shy kid to speak or perform in front of the group. Give them a job instead: make them **Chief Stamp Officer**. They hold the stamp/stickers and stamp every agent's card after each mission. Real job, zero talking required — usually the most wanted job in the room by the second mission.