

Mystery Detective Activity Pack



VACATION CARE AND THEME-DAY RESOURCES

AGES 7–12

120 MIN

LOW PREP

YOUR INVITATION

Solve an invented missing-trophy case using the printed map, shape pattern, symbol code and two statements. No real people or belongings are investigated.

PASS · DRAW · DICTATE · WORK BESIDE SOMEONE · JOIN LATER

Plan the session

STEP 1

CASE: an invented cardboard trophy has moved

STEP 2

MAP: three fictional locations with shape labels

STEP 3

CLUE 1: continue a repeating shape pattern

STEP 4

CLUE 2: decode a four-symbol message

STEP 5

CLUE 3: compare two true statements

STEP 6

EVIDENCE: separate printed facts from inferences

STEP 7

SOLUTION: explain your location using two clues

STEP 8

NEW CASE: make and check two matching clues

Finished—or ready to pause?

Write a second fictional case.

