

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.



Educator guide



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Why this works here

The pack supplies a fictional case, three consistent clues, a decoder, evidence spaces, hints and a checking guide. Teams solve it at a table, then create another case.

How to run it

Use the page 3 map with pages 4–5 clues. Pages 6–7 separate pictured facts from inferences. Offer page 8 hints; hold page 9 answers until checking. Page 10 supports a new case; page 11 gives preparation and a 120-minute example.

Materials

A4 or Letter paper, pencils and optional envelopes. Adults may cut the cards in advance. All clues and locations are printed; no real trophy, room search, device or personal information is needed.

Simpler way to join

Use the map and two statements together at one table; point to the remaining location. An adult may read.

More challenge

Create two different clues leading to one answer, exchange cases, and revise any clue that permits another answer.

Two useful extensions

1. Write a second fictional case. 2. Design a clue-checking guide for another team.

Safety boundary

This is an invented missing-object puzzle, not an investigation of real people. Keep clues at an agreed visible table. Never search people, bags, devices, private spaces or real belongings; no photography, secret recording or accusations. No child names or private experiences are needed.

ANSWER KEY

The cardboard trophy is at the book corner. The next pattern shape is a triangle, which labels the book corner on the map. The four-symbol code reads BOOK. The two statements exclude the craft table and game corner. Each clue reaches the same location; no real person is a suspect.

CUT OFF · KEEP WITH THE ACTIVITY · LAMINATE IF USEFUL

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AGES 7–12 · 120 MIN · SMALL GROUP

- 1 Run a fictional evidence-based mystery using observation, codes and team roles without surveillance play.
- 2 Use the page 3 map with pages 4–5 clues. Pages 6–7 separate pictured facts from inferences. Offer page 8 hints; hold page 9 answers until checking. Page 10 supports a new case; page 11 gives preparation and a 120-minute example.
- 3 Safety: This is an invented missing-object puzzle, not an investigation of real people. Keep clues at an agreed visible table. Never search people, bags, devices, private spaces or real belongings; no photography, secret recording or accusations. No child names or private experiences are needed.

