

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.

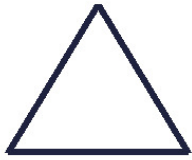


Fictional location map



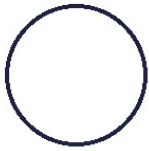
FICTIONAL MYSTERY / READ, POINT, DRAW OR WORK WITH A PARTNER

A cardboard trophy has moved from a pretend display. It is at one of these three invented locations. Use the clue cards and map labels to decide where. No real room search is needed.



Book corner

Map label: Triangle



Craft table

Map label: Circle



Game corner

Map label: Square

The symbol names work in grayscale. The locations are printed labels, not places to investigate.

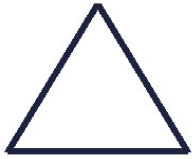
Three evidence cards



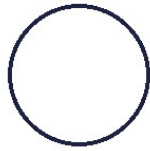
FICTIONAL MYSTERY / READ, POINT, DRAW OR WORK WITH A PARTNER

Cut the three cards apart if wanted. Keep them visible beside the page 3 map. Each card points to the same fictional location in a different way.

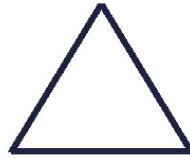
Clue 1 / repeating pattern



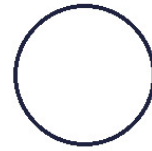
Triangle



Circle



Triangle



Circle

What comes next? Match that shape to the map.

Clue 2 / coded message

Decode the four-symbol message on page 5. Use that word with the map.
Read from left to right.

Clue 3 / two statements

The trophy is not at the craft table.

The trophy is not at the game corner.

Both statements are true in this invented case.

Symbol code and decoder



FICTIONAL MYSTERY / READ, POINT, DRAW OR WORK WITH A PARTNER

Replace each message symbol with its decoder letter. Keep the order. Use the decoded word with the page 3 map.

Decoder / one symbol = one letter



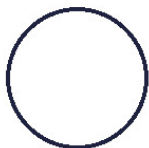
Star = B



Leaf = O



Triangle = K



Circle = G



Square = A



Tent = M

Four-symbol message



1. Star



2. Leaf



3. Leaf



4. Triangle

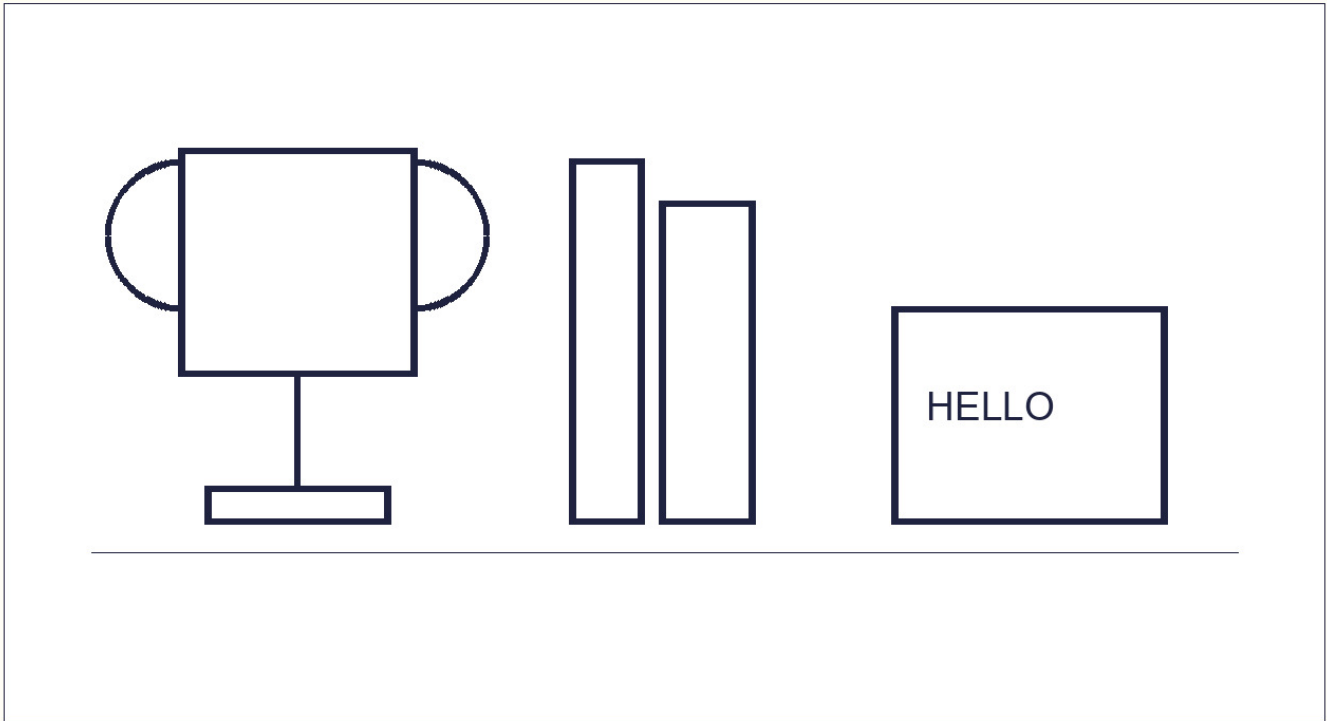
Write, dictate or point to each letter. Which map location does the word suggest?

Look closely: display scene



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This extra scene is for observation practice. It is not another location clue. Look at the fictional display, then separate what is pictured from what you imagine.



What can you point to in the picture?

What is a guess that the picture cannot confirm?

No person appears. The picture does not tell us who moved an object.

Evidence and inference record



FICTIONAL MYSTERY / READ, POINT, DRAW OR WORK WITH A PARTNER

Use a clue number or the scene page to show where your evidence came from. A printed fact and your explanation can be different. Draw or dictate if preferred.

Clue or page / what it actually shows

My inference / what I think it means

How I can check this against another clue

A different explanation needs evidence. You may revise your answer after checking.

Hints and team roles



FICTIONAL MYSTERY / READ, POINT, DRAW OR WORK WITH A PARTNER

Ask for one hint at a time, or work beside an adult. Roles can be shared, swapped or left open. Nobody has to read aloud.

Hint 1 / Clue 1: name the two shapes that repeat. Which shape would come next?

Hint 2 / Clue 2: use one decoder letter for each symbol, from left to right.

Hint 3 / Clue 3: cross out the two locations named in the statements. Which location remains?

Hint 4 / Checking: compare the pattern, code and statements. Do they point to the same place?

Team roles / choose or share

Reader or pointer Read a card or point to its symbols. An adult may read.

Recorder or artist Write, dictate or draw the evidence.

Checker Compare the proposed location with every clue.

Materials helper Keep the fictional cards together and return them at reset.

Create a second fictional case



FICTIONAL MYSTERY / READ, POINT, DRAW OR WORK WITH A PARTNER

Make a second invented case. Use objects and printed locations only. Write the answer first, then make two clues that both lead to it. Keep real names and private information out.

Fictional missing object and three possible locations

Answer / fold or cover this while another team tries

Clue 1 / a pattern, code or statement

Clue 2 / a different way to reach the same answer

Exchange, solve and check: can another team explain both clues? Change any clue that leads to a different answer.