

Pocket Detective Club

HOST ONLY - preparation and story

Includes answers. Keep these pages with an adult.

Six shelves have badge-box records. One box was put on the wrong shelf. Compare the prints, match the clerks and repair the moving log; all five pieces of evidence identify its shelf. Collect five named badge digits and use the final sheet. Every clue is on the table; ask the host for one hint at a time.

1. Print one player pack and two record sheets per team. Keep the host answers and all three hint levels with the adult.
2. Keep every clue as a full sheet at one table. Put the final sheet face down until all five results are recorded. Nothing needs cutting, folding or hiding.
3. Give each child a pencil. Choose a reader, recorder and checker, and swap jobs after each clue. Use one team for 2-4 children or two teams for 5-6.

Players: 4; teams: 1. Print one player and prop set per team. Invitations and certificates: 4 each.

Paper and pencils are enough. Keep whole sheets at one table; nothing needs cutting, folding or hiding.

Pocket Detective Club

HOST ONLY - solution guide

1. Print: 4

Different positions are 2, 5, 7, 8. There are 4 differences.

2. Clerk: 9

Ivy has Key; Rob has Note; Ada has Tag. Ivy's item gives 9.

3. Address: 3

C1, D2, A1, B2 reads CASE. The conversion table gives 3.

4. Moving: 6

Known stock: $12 + 4 - 1 = 15$. Closing stock 21 minus 15 gives the missing return 6. Cancelled +7 never arrived.

5. Weight: 9

Remove 1 from 37; share 36 among 4 parcels to get 9. Check $2 \times 9 + 3 = 21$.

6. Final: 01427

Only Shelf C matches all five columns. Copy its printed code 01427.

Pocket Detective Club

HOST ONLY - timeline and paper check

3 minutes: Read the story, show the badge record and choose roles.

3 minutes: Solve Print. Offer one hint level at a time if wanted.

6 minutes: Solve Clerk. Offer one hint level at a time if wanted.

5 minutes: Solve Address. Offer one hint level at a time if wanted.

5 minutes: Solve Moving. Offer one hint level at a time if wanted.

5 minutes: Solve Weight. Offer one hint level at a time if wanted.

5 minutes: Use the five results on the final sheet.

2 minutes: Read the ending and thank each teammate.

Paper completion: check each badge against the solution guide, then check the final code. No device is required.

The misplaced badge box is recovered from the matching shelf. Thank your team for checking the evidence together. Confirmed: Shelf C, code 01427.

Duration and ages are estimates. Adjust pace and offer help for your group.