# Seed Parcel Carriers

## HOST ONLY - preparation and story

**Includes answers. Keep these pages and all hint pages with the adult host.**

Welcome to the seed exchange garden. A light kit must cover three growing needs, then each parcel must use a road that can carry its load. Your team has the original records on the table. First recover five pieces of information, then use the final plan to choose the seed parcel carriers. Keep every result beside its badge so another teammate can check your reasoning.

1. Print the six player sheets and two record sheets for each team. Keep answers and hints with the host.

2. Lay out Supply cards, Seed requests, the remaining clue sheets and the final plan. All task records are printed inside the sheets; no extra prop is needed.

3. After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.

4 players; 1 team. Give each team 6 player sheets and 2 record sheets. Share one host guide and one set of three hint levels.

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

Optional: 4 invitations or certificates, only if selected.

# Seed Parcel Carriers

## HOST ONLY - solution guide

### 1. Kit: C-D

Compare coverage before weight. Only complete kits qualify; minimize their combined weight and report the selected cards in alphabetical order. Result: C-D.

### 2. Record: NORTH

Check source status first, then join the matching tag. The useful information comes from separate records, not their printed row order. Result: NORTH.

### 3. Order: D

The before relationships connect all four events. Place linked cards, check any immediate handoff and then read the specified position. Result: D.

### 4. Signal: WAIT-TURN

A consistent one-to-one mapping satisfies every training example. Use the complete mapping to read the two-signal message in order. Result: WAIT-TURN.

### 5. Habitat: FERN

Compare feature values across all field cards. Apply positive and negative requirements together; only one complete feature set remains. Result: FERN.

### 6. Final: A-D-E-H-J

Recover all five loads. The cheaper road works for a small load; a large load needs the higher-capacity road. The resulting five-leg route records every necessary decision. Checked result: A-D-E-H-J.

# Seed Parcel Carriers

## HOST ONLY - timeline, story and ending

3 minutes: Read the opening. Show the evidence record and choose starting roles.

5 minutes: Solve Kit. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Record. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Order. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Signal. Offer one hint at a time and rotate roles after checking.

5 minutes: Solve Habitat. Offer one hint at a time and rotate roles after checking.

7 minutes: Build the five-leg delivery route using all five results.

3 minutes: Read the ending. Ask each teammate to explain one rejected alternative.

After Record: A cheap road can still fail a load limit or miss a required stop. Keep cost and capacity as separate checks. Pass the record sheet to a new checker before opening the next clue.

After Signal: Four results are recorded. Each teammate points to a source supporting one result. Complete the fifth check before building the five-leg delivery route.

Check every result using the solution guide. Offer the next hint only when requested; save the answer reveal until the group is ready.

**The delivery follows route A-D-E-H-J; every road can carry its assigned load. Thank each teammate for a different piece of reasoning.**

Explain one tempting wrong choice and the evidence that ruled it out. Show how each of the five results affected the five-leg delivery route. If a clue is missing, say what remains uncertain before reopening that sheet.

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

# Seed Parcel Carriers

## Player clue 1: Kit | Team 1

A light kit must cover three growing needs, then each parcel must use a road that can carry its load. We will use the records on the table to choose the seed parcel carriers. Share the reading, explain each choice and keep the five results for the final plan.

Three growers need seed, water and shade labels in one parcel. Some cards serve two needs. Choose the lightest complete set within the six-unit carrier limit and report its letters alphabetically.

**Supply cards**

A: weight 2; gives seed+water

B: weight 3; gives shade

C: weight 3; gives water+shade

D: weight 1; gives seed

E: weight 6; gives seed+water+shade

F: weight 1; gives water

**Packing order**

Capacity 6; must cover seed, water, shade.

Use the lightest complete kit. Each card once.

Write chosen card IDs alphabetically, with hyphens.

Kit result: _____

# Seed Parcel Carriers

## Player clue 2: Record | Team 1

Use the seed requests and carrier ledger to follow the completed record. Match printed keys, then report the requested field. A planned or cancelled entry cannot prove a move.

**Seed requests**

item: Seed | tag: PINE | status: cancelled

item: Mat | tag: WAVE | status: draft

item: Cup | tag: STAR | status: checked

**Carrier ledger**

tag: STAR | bay: NORTH

tag: PINE | bay: EAST

tag: WAVE | bay: WEST

**Cross-check**

Match A.tag to B.tag.

A.status is not cancelled.

A.status is not draft.

Report B.bay.

Record result: _____

# Seed Parcel Carriers

## Player clue 3: Order | Team 1

Arrange the four event cards using every witness note. "Immediately before" means there is no event between them. Report the requested position after the whole order has been checked.

**Event cards**

A: Pack kits

B: Sort seeds

C: Weigh parcel

D: Read needs

**Witness notes**

A is before C.

D is before A.

B is before D.

Report the event ID in position 2.

Order result: _____

# Seed Parcel Carriers

## Player clue 4: Signal | Team 1

Recover the complete desk-signal legend from the training cards. Compare which signals and words appear together across the cards; word order on a card is not a clue. Decode the received message in order. The desk uses this message when handling the seed parcels.

**Unlabelled legend**

Signals: DOT, BAR, ARC, RING. Words: WAIT, SEND, TURN, REST.

Each signal has one word; each word is used once.

**Training messages**

DOT+BAR+ARC means SEND+TURN+REST (any order)

DOT+BAR+RING means SEND+TURN+WAIT (any order)

DOT+ARC+RING means SEND+REST+WAIT (any order)

**Received message**

RING > BAR

Report decoded words in order, with hyphens.

Signal result: _____

# Seed Parcel Carriers

## Player clue 5: Habitat | Team 1

The seed parcel contains a fictional growing-bed request. Use all its light and floor requirements to identify the matching field card. This card sets one condition for the delivery record.

**Fictional field cards**

FERN: light=shade; floor=dry; entry=wide

MOSS: light=sun; floor=damp; entry=narrow

REED: light=shade; floor=damp; entry=wide

BARK: light=sun; floor=dry; entry=wide

**Required features**

light must be shade.

floor must be dry.

Report the one matching card ID.

Habitat result: _____

# Seed Parcel Carriers

## Player clue 6: Final | Team 1

Use each result to recover the load for its leg. At each leg choose the cheapest road that can carry that load. A road with too little capacity is closed to this cargo. Report the five road IDs in journey order.

Use your results from: Kit, Record, Order, Signal, Habitat.

**Cargo key, one leg at a time**
Leg 1 (Kit): C-D=2; A-B=4
Leg 2 (Record): EAST=2; NORTH=4
Leg 3 (Order): D=2; A=4
Leg 4 (Signal): WAIT-SEND=2; WAIT-TURN=4
Leg 5 (Habitat): FERN=2; MOSS=4
**Roads: load capacity / travel cost**
1: A 3/2 | B 6/4
2: D 6/4 | C 3/2
3: E 3/2 | F 6/4
4: H 6/4 | G 3/2
5: J 3/2 | K 6/4
**Route rule**
Choose the cheapest road carrying each load.
Report the five road IDs in leg order, with hyphens.

Final result: _____

Ask your host to check your final result and read the ending.

# Seed Parcel Carriers

## Hint level 1 - HOST ONLY

### 1. Kit

Read each supply card and the three required needs.

### 2. Record

Start with the status field in Seed requests.

### 3. Order

Read the event letters and all three witness notes.

### 4. Signal

Look at the training cards that share one signal.

### 5. Habitat

Place a finger on the same feature in each field card.

### 6. Final

Keep the five named results beside the final plan and find the key for each badge.

# Seed Parcel Carriers

## Hint level 2 - HOST ONLY

### 1. Kit

A light card alone may leave a need uncovered; a shared supply counts for both needs.

### 2. Record

The tag links an item to a bay; rows in separate records need not line up.

### 3. Order

Join immediately-before pairs as a block; other before notes set the direction between blocks.

### 4. Signal

In an unordered pair, a word cannot be assigned by its left/right position. Use the overlap with another pair.

### 5. Habitat

A "must not" rule removes a match; it does not ask you to look for that feature.

### 6. Final

Each badge controls a different fact, road leg, order note, pulse or habitat layer. Use the matching key exactly once.

# Seed Parcel Carriers

## Hint level 3 - HOST ONLY

### 1. Kit

Compare complete combinations, adding each chosen card weight once. Reject any combination over the limit before choosing the lightest.

### 2. Record

Keep only entries meeting every status test. Follow each printed join to the report field; do not guess from row position.

### 3. Order

Try the remaining positions, then check every note against your full order before reading the requested position.

### 4. Signal

Give each signal a different word, check every training example and only then decode the received message in its printed order.

### 5. Habitat

Test every remaining card against all requirements. Explain the particular requirement each rejected card fails.

### 6. Final

Check the completed product against all five recovered facts. If two answers remain, locate the fact that distinguishes them rather than guessing.

# Seed Parcel Carriers

## Team 1 result record

Write the complete result from each clue. Results can be words, routes, orders, settings or numbers.

Kit: _____

Record: _____

Order: _____

Signal: _____

Habitat: _____

Keep this record beside the final clue. Copy results exactly, including any leading zero.

Reader / Recorder / Evidence checker / Route or model builder

After each clue, pass roles one seat clockwise. With two players, combine Reader with Recorder and Checker with Builder. With five or six, add a second checker and a source finder; everyone explains one decision.

# Seed Parcel Carriers

## Team 1 final result and celebration

## Our final challenge: Final

We combined our earlier clues to decide:

_____

_____

We know it works because:

_____

_____

Host: compare the result with your solution guide. Read the ending when it matches, then let the team explain one discovery.

No physical lock or prize is required. Draw a celebration star here if you like.

# Seed Parcel Carriers

**You're invited to a mystery!**

## Join Birthday Explorer for Seed Parcel Carriers.

A light kit must cover three growing needs, then each parcel must use a road that can carry its load. Work together to choose the seed parcel carriers.

Date: _____

Time: _____

Place: _____

Bring your curiosity. Paper and pencils are provided. Share ideas and solve six clues together.

Designed for ages 8-10. Estimated 35-50 minutes.

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## Seed Parcel Carriers

### Mystery Explorer

# Presented to Birthday Explorer

Team member: _____

For completing Seed Parcel Carriers with curiosity, teamwork and kindness.

The delivery follows route A-D-E-H-J; every road can carry its assigned load. Thank each teammate for a different piece of reasoning.

Date: _____

Host signature: _____

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