

It's a Mystery?

This booklet contains the majority of the resources used for an entire Brownie holiday for 3 sixes. It could easily be adapted as a wide game or for another event. You will probably wish to edit the dates, places and possibly the names of the characters. Please note this mystery covers adoption related themes so will not be suitable for all. Please look at the 2023 file for different themed mystery. This was written by Jenni Stimpson for 1st Little Paxton Brownies. You may use this resource with your Girlguiding unit or similar, but it must not be used for any commercial gain or related reasons. Please contact me if you would like these resources in an editable format.

FRIDAY NIGHT

SCENE SETTING:

When Captain Horatio Smith died of old age aged 85, his last will and testament surprised his family and friends. Rather than leaving his worldly goods to one of his relatives, he instead left a treasure map. His aim was that the most intelligent of his friends would inherit his priceless treasures. However, he reminded those searching for his treasure that he had had many enemies during his life including most of his family, so they must take care to ensure that they were secretive in their hunting so that the treasures did not fall in to the hands of his enemies.

Your first job is to locate the treasure using the clues.

Activity

Treasure hunt around building

Items needed:

Clues 10 per six

Envelopes 10 of 3 colours

Empty treasure chests x 3

Treasure chest located is empty and contains a note saying...

HORATIO THOUGHT HE WAS SO CLEVER HIDING THE TREASURE. I DESERVE THE GEMS AS MUCH AS YOU DO. GOOD LUCK IN GETTING YOUR TREASURE BACK. YOU'LL NEED WORK OUT WHO I AM FIRST. (SIGNED WITH A LIPSTICK KISS)

GIVE OUT:

Detective packs to each six containing:

Detective's notes detailing suspects and other clues

Magnifying glass

Small mirror

Notebook

OVERNIGHT FRIDAY TO SATURDAY

TO DO: Deliver **FOOTPRINT** under the bedroom door of each six.

TO DO: Put **BIRTH CERTIFICATE** on notice board in main hall.

SATURDAY

During Breakfast

TO DO: Slip copy of **NEWSPAPER ARTICLE** under a pillow in each six bedroom (should be found during inspection).

Round Robin Activities

Activity One - Geocaching

Using GPS Brownies should find 3 boxes located within the village. (These need to be set in advance)

Box one contains - **SHOE SIZE CHART**

Box two contains - **CODED SHOE MESSAGE**

Box three contains - **SHOE SIZE LIST FOR SUSPECTS**

(Rules out Sylvie Smith, Emerald Greenwood & Opal Greenwood)

Activity Two - Becoming a Spy...

Spy related activities - memory, ID badge and Sardines- see separate pack

Open the safe game (memory) will reveal a message - **IT WASN'T "SLEEP ON JAR"** (unscramble) (Rules out Pearl Jones)

Activity Three - Detective Work

Detective related activities - fingerprints and codes - see separate pack

Invisible ink message will reveal - **THE OLDEST PERSON IS INNOCENT**

(Rules out Goldie Graham)

Before Dinner

TO DO: Give each six a copy of **RUBY SCARLETT'S DIARY**

Put the **DANCE SHOW POSTER** on the notice board (Rules out Diamonte Drew)

Evening

Give each six a copy of **RUBY SCARLETT'S DIARY (PART 2)**

OVERNIGHT

TO DO: Deliver **JAMES SCARLETT'S ID CARD (in £10 note)** under the bedroom door of each six.

Brownies are left with two suspects to decide between:

Sapphira Smith

And

Ruby Scarlett

The extracts from Ruby's Diary and the fact that her father's ID card were found at the scene of the crime, should lead the Brownies to accuse Ruby as she wanted some of what she feels was rightfully hers, and wanted to get back at Captain Smith for making her parents give her up as a baby.

ACCUSATIONS

Brownies to decide who they think is guilty and to record this in their detective notes.

RUBY SCARLETT'S CONFESSION

Ok, it was me. I took the gems. I felt I was entitled to them. I was his granddaughter after all. He knew about me, but still claimed he had no grandchildren. He made my Mum and Dad give me up for adoption - that's not fair.

You may have guessed that I couldn't have stolen the gems without help. When I found my father he was willing to help me - and who better to help on a detective mission than a Private Investigator. I knew I had inherited my puzzle solving skills from somewhere. In the end we both made mistakes when stealing those gems - I left a footprint in the mud and my father dropped some money from his pocket, any other money and we might have got away with it, but the money with his ID card in was always likely to have us caught.

Well I guess I have to say well done as in the end your detecting was better than mine - you can have them gems back - maybe you do deserve them more than me.

Treasure Hunt Clues:

Ask Maria for a clue

Open a drawer in a table in the main room

This board shows you lots of different knots

Where you've left your shoes

Where to look if you want to know what's for dinner

Look behind the curtains on the landing

There are lots of books on this shelf

Look in a sink that is not in the kitchen, it's not in a bathroom either

Connect 4 for the next clue

Where you will sleep tonight

Horatio thought he was so clever hiding the treasure. I deserve the gems as much as you do. Good luck in getting your treasure back. You'll need work out who I am first.



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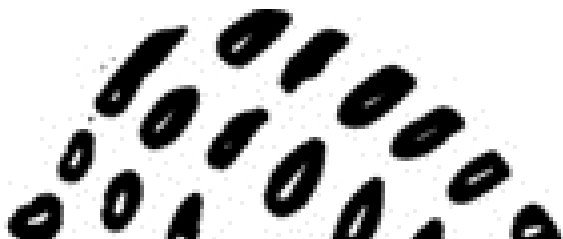
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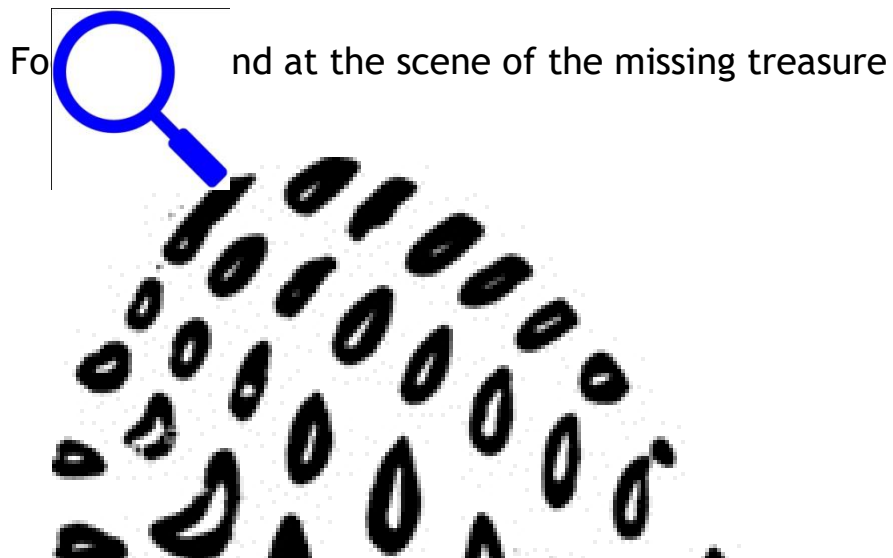


Footprint found at the scene of the missing treasure



Footprint found at the scene of the missing treasure





UK	3	4	5	6	7	8
Europe	35.5	37	38	39	41	43



CM	23.1	23.8	24.5	25.1	25.7	26.7
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UK	3	4	5	6	7	8
Europe	35.5	37	38	39	41	43
CM	23.1	23.8	24.5	25.1	25.7	26.7



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18,7,14,4,18.



Police Investigation Notes

Sylvie Smith	I normally wear a size 6, but generally buy my shoes abroad where I ask for size 39.
Saphira Smith	I wear either a size 4 or a size 5 depending on the style of the shoe.
Opal Greenwood	I only buy the finest Italian shoes and take a size 41.
Emerald Greenwood	I buy my shoes from a specialist retailer in Europe because I find it difficult to get nice shoes with having such large feet – I'm a size 43.
Goldie Graham	Size 4 just like my sister.
Pearl Jones	Size 4 just like my sister.
Ruby Scarlett	I'm pretty average and wear size 5.
Diamond Drew	I have really tiny feet – I thought they'd grow as I grew up but I'm still only a size 3.



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Extracts from Ruby Scarlett's Diary

10th March 2011 - Only two weeks until I'm 18 and I can find out who I really am. I do love my foster parents and they look after me really well, but I need to find out who my real parents are, and why they abandoned me.

24th March 2011 - Yippee—18 today—party time!!!

31st March 2011 - I've been to the register office and found my birth in the entries there. I've filled out the form to apply for my birth certificate. I've just got to wait for it to arrive in the post now.

14th April 2011 - My birth certificate arrived today. My mother and father weren't married when I was born—I wonder if that was why they didn't want me. I need to find them to find out. I'm going to start by researching the address on the certificate.

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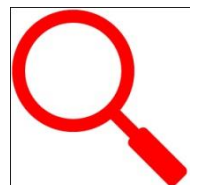
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Further extracts from Ruby Scarlett's Diary

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22nd May 2011 - It was really odd - I guess I'm a bit disappointed... She said she wasn't sure whether she wanted to meet me. She said it all happened a long time ago, and it was a shock hearing from me. She did say that she didn't really want to give me away as a baby, but she was too young to look after me and her father made her give me up. Hopefully, things might go better with finding my dad.

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29th May 2011 - I met my Dad today. He was really nice and we are similar in a lot of ways. I told him all about the newspaper article about my Grandfather. He said that it was Capt. Smith that made them give me up as a baby. I'm meeting up with my Dad again in a few days.



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**CERTIFIED COPY OF
AN ENTRY OF BIRTH**



**Given at the
GENERAL REGISTER OFFICE**

REGISTRATION DISTRICT: KETERING					
1993	BIRTH in the Sub-district of		Twywell	in the	County of Northamptonshire
When and where born	Name	Sex	Name and surname of father	Name, surname and maiden surname of mother	Occupation of father
24th March 1993 Macqueen House, High Street, Twywell	Ruby Rose Scarlett	Girl	James Scarlett	Sapphira Smith (unmarried)	Detective

Certified to be a true copy of an entry from the register of births.

Registrar



RENOWNED EXPLORER DIES AT 85

The famous explorer Captain Horatio Smith has died peacefully at the age of 85. He died from old age and had been in hospital for a few weeks prior to his death.

Capt. Smith was well known for his exploration and mapping of potentially dangerous areas. It was said that he discovered large quantities of precious gems whilst on these expeditions, although no proof of this has been found.

Captain Smith came from the village of Twywell in Northamptonshire, where he lived in Macqueen House, a Victorian manor. He had lived there for many years and various family members stayed with him at different times. At the time of his death his two younger sisters (both widows) were living at Macqueen House.

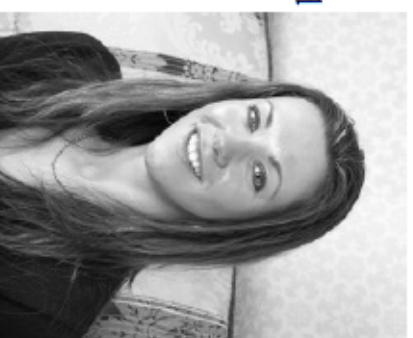
Capt. Smith leaves behind his daughter Sapphira Smith (35), and his sisters Goldie Graham (70) and Pearl Jones (70). He was a divorcee, and is outlived by his ex-wife Sylvie Smith and two step-daughters; Opal and Emerald Greenwood. He was married four times.

He said in an interview a few months prior to his death that his regrets were that he had no male heir to pass his inheritance on to, nor any grandchildren to whom he could tell his stories of adventure. He also hinted that he had left some sort of mysterious will.

His funeral has already taken place and was attended by many friends and family.



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Captain Horatio Smith*



*Sapphira Smith:
daughter
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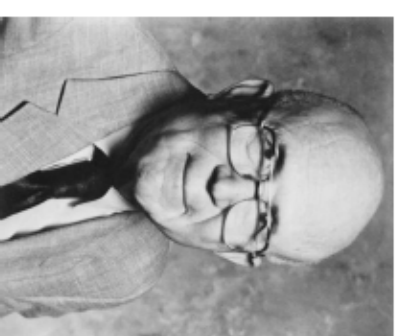
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*The famous explorer:
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*Sapphira Smith:
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*Starlets Theatre
School*

Dance Show

Date: 03/06/11

Time: 7pm til late

*Come and join us for our summer
show. All ages of dancers showing
their skills in many styles of dance
including: ballet, modern, tap,
ballroom and street.*

Starring:

*Diamonte Drew and Conor Jones
County Dance Champions*



Scarlett Detectives



Code name: *Will Findem*

Real name: *James Scarlett*

This agent is active in **undercover** operations. Agent's identity is to be kept secret **at all times**.

Use **codename** in all communications.



Fingerprint

The Mystery of Captain Smith's Missing Treasure



Detective Notes

Welcome

This weekend your task will be to solve the mystery of who stole Captain Smith's treasure.

Hints and Tips

Be secretive - don't let the other sixes know what you have discovered.

Bring your detectives pack with you to every activity (not to meals or chores)

There will be clues hidden around the building throughout the weekend, and other clues that you will be given for completing activities and games along the way.

All clues for you to find will have a magnifying glass on the somewhere. The colour of the magnifying glass is important:

If it is black you must not remove the clue, but you can copy information from it.



If the magnifying glass is the right colour for your six, you may remove the clue and take it for your six.
If the magnifying glass is another six's colour, ignore the clue.



Suspects



Sylvie Smith
Age: 55
Captain Horatio Smith's ex-wife.
They were divorced 5 years ago.
She was his fourth wife.

Sapphira Smith

Age: 35
Captain Horatio Smith's daughter.
Her mother died many years ago.
She did not get on with her latest step mother.



Opal Greenwood
Age: 30
Captain Horatio Smith's step-daughter
and daughter of Sylvie Smith.

Emerald Greenwood

Age: 33
Captain Horatio Smith's step-daughter
and daughter of Sylvie Smith.



Goldie Graham

Age: 70
Captain Horatio Smith's sister and twin
sister of Pearl Jones.
Her husband died 11 years ago and she
now lives with her sister.
She is the elder twin by 5 minutes



Pearl Jones

Age: 70
Captain Horatio Smith's sister and twin
sister of Goldie Graham.
Her husband died 3 years ago and she
now lives with her sister.



Ruby Scarlett

Age: 18
Her relationship to Captain Horatio
Smith is currently unknown.



Diamonte Drew

Age: 15
Granddaughter of Pearl Jones. She was
brought up by her other Grandparents
after her parents died in a car crash.



Code

A 0
B 1
C 2
D 3
E 4
F 5
G 6
H 7
I 8
J 9
K 10
L 11
M 12
N 13
O 14
P 15
Q 16
R 17
S 18
T 19
U 20
V 21
W 22
X 23
Y 24
Z 25

Elimination

When you are sure that someone was not the jewel thief, you can cross off their name below:

Sylvie Smith

Sapphira Smith

Opal Greenwood

Emerald Greenwood

Goldie Graham

Pearl Jones

Ruby Scarlett

Diamonte Drew

Accusation

When you know who is guilty, write their name here:

Why do you think they did it?

Detective Work

Detectives use lots of skills in their work in solving crimes.

Activity One - Fingerprinting

The patterns of ridges on our fingers are unique: no two individuals - even identical twins - have fingerprints that are exactly alike. Even if you cut your finger, the fingerprint will grow back in exactly the same pattern.

It is this unique pattern on the tips of our fingers which makes fingerprinting an excellent way of identifying suspects at a crime scene.

Due to the nature of skin, we leave fingerprints on everything we touch with any pressure. The prints we leave are visible when our fingers are dirty; or invisible when our hands are clean, but are left by the sweat from our fingers.

At a real crime scene, a Scene of Crime Officer (SOCO) will use special powders to look for invisible fingerprints and lifting film to lift prints from objects.

~~~~Taking fingerprints~~~~

Brownies should fill out their name, date of birth etc. on a fingerprint form.

These forms are replicas of what the police use.

Read the following instructions out to the Brownies:

1 - Everyone must give permission to have their fingerprints taken.

2 - Fingerprint one finger at a time.

3 - Roll the finger gently on the ink pad, and then press down firmly onto the record sheet in the correct box. Repeat until all boxes are filled.

4 - Wash hands with soap and water afterwards.

There are three main types of fingerprints:

1 - The Arch

2 - The Whorl

3 - The Loop

~~~~Examining fingerprints~~~~

Give out sheets showing the different fingerprint types.

Brownies are to examine their fingerprints and decide which type their prints are.

Activity Two - Cracking Communication

Criminals often have ways of communicating with each other in secret ways so that if the letters are found, the police cannot work out what is happening. However, the police are usually one step ahead and know how to crack most of the systems that criminals use. We are going to look at a couple of methods used for secret communications.

Invisible ink:

Invisible ink can be made simply using lemon juice.

~~~~~Writing with Invisible Ink~~~~~

1: Put lemon juice into small bowls.

2: Brownies to use cocktail stick to write short message on recycled paper (enclosed in pack). Very white/bleached paper does not allow lemon juice to dry invisible. As a guide, Brownies need to dip the cocktail stick into the juice once per letter written.

3: Leave to dry.

Invisible ink can be revealed by heating it. There are many ways this can be done: using a candle or another flame, but this is not very safe; putting it on a radiator or heater and waiting a while; or ironing the paper to heat it. We are going to use an iron.

~~~~~Revealing Invisible Ink Messages~~~~~

1: Plug in iron to heat up (highest heat possible).

2: Put a few tea towels onto the tables so the tables don't get burned

3: Talk to Brownies about ironing safely.

4. Brownies take turns to iron a message (prepared by me) each and reveal its contents.

5: Hopefully, by now the messages written by the Brownies will have dried and these can now be ironed. If they are not yet dry, they can come back to this.

Code Ciphers:

A simple way of creating a coded message is through a system called mono-alphabetic cipher. This sounds complicated, but is actually very simple when you know how to solve it.

Show the Brownies the coded message - can any of them work out what it might say?

The easy way to solve the code is by using a decoding wheel.

Give the Brownies the example wheel

The first letter in the message is the letter which represents "A". The wheel can then be turned to show what each letter of the alphabet represents.

Can the message be solved now?

~~~~~Decoding Wheels~~~~~

1: Give out wheel templates.

2: Brownies to cut out and assemble wheels by inserting split pin in centre.

3: Brownies to write a short message each in code.

4: Brownies to swap messages to decode.

Coded Message

Can you work out what this message says?

J KAXFWRN QXURMJH RS PANJC ODW

Detective Work Equipment List

Fingerprint activity:

Fingerprint record forms

Ink Pads

Fingerprint type sheets

Fingerprints in more detail sheets

Invisible Ink activity:

Lemon juice

Small bowls

Plastic cocktail sticks

Recycled paper

Prepared invisible ink messages

Iron

Tea towels

Cipher / Decoding Wheel activity:

Coded message

Pens & Paper

Split Pins

Decoding wheel templates

Becoming a Spy...

There are certain character traits that are common amongst all spies. These aren't skills you can acquire - you must possess these characteristics if you want to be a top notch spy.

- **Confidence**

Spying is not for the feeble minded. You put yourself in unknown, and possibly dangerous, situations, with only your skills and wits to keep you out of harm's way. If you want to know how to become a spy, ask yourself: do I have what it takes to be a spy?

- **Intelligence**

There's a good reason why they've called spying "intelligence". You need to learn many skills and abilities, **and fast!** Each new operation calls for different skills, cover and stories, and you must be able to learn and remember them in days.

- **Creativity**

Spies find themselves facing all kinds of problems, each one calling for a

fitting solution. Unfortunately, most of the time you cannot fall back on some super-duper gadget, but you must make do with whatever you have at your disposal.

Activity One - Memory

Spies need to have a great memory. There are a number of reasons for this:

- **Time is limited.** A spy must be able to take off for an operation within a matter of days, sometimes hours. In that time, all information on your cover story must be remembered. So you must be able to learn, and learn quickly!
- **Notes are deadly.** Suppose you are caught, and notes on your operation are found on your body or in your room. Not only do they know that you're a spy, the entire operation may be blown wide open, leaving your country and (possibly) fellow spies in the cold. And you? Well...
- **No time to check notes.** Imagine you're dropped in pitch darkness in enemy territory. Secret information is somewhere on the premises, and so are guards. Do you think you have time to check a map and other notes? ... Nope. Same if you get caught. Be sure that they won't let you read up on your story!
- **Too secret.** Sometimes the secret is so secret, that you aren't even allowed to write it down!

So a good memory is a spy's most used weapon. In fact, even if you're not **really** a spy, a good memory can help you in life.

So, how to improve your memory?

If you regard your mind as a muscle, then it's easy to understand that training is the key.

An average mind can hold a maximum of 7-10 items in short-term memory. A simple way to train your ability to memorize items is to let someone put 10 items under a cover. Then, you get a short time to study the items before they are covered again. Now, are you able to recall all items under the cover?

~~~~~Kim's Game~~~~~

Show the Brownies the 10 everyday items on the tray. Let them look at them for up to a minute. Cover them up again. Can they remember all 10 items?

Practice this often and you'll see a dramatic improvement in your ability to memorise. But this is just one simple method.

Another method is to **group items together**. This works especially well with numbers. For instance, if you have a number of 10 figures 8 5 4 2 9 7 0 2 8 3, remembering each individual figure is much more difficult than if you group two items together: 85 42 97 02 83.

Show Brownies card with this series of numbers on for them to see.

Why is this?

Remember, it is said that the average mind can hold 7-10 items in short-term memory? For your memory, each digit is considered an individual item. 10 digits are 10 items, but when you group them together, it magically turns into 5 items: 85 42 97 02 83. This is much easier to remember.

~~~~~Open the Safe Game~~~~~

Put the envelopes numbered 1 to 5 in the main room on a table.

Open the "Safe Game" programme on Jenni's computer.

Brownies take it in turn to go in to the main room open an envelope (in the right order), memorise the number, return to sitting room and enter it on the computer. Brownies should be encouraged if they are struggling. When all girls have completed the task a "well done" message will appear on screen.

Another way how to improve memory is by **association**. With this method you associate the things you want to remember with things you have already put into your long-term memory. The idea is that it's easier to retrieve associated items, than totally unrelated items.

When you train your brain regularly, you'll remember how to improve memory!

#### Activity Two - Spy ID Card

Spies need to have a special ID card so that they can identify each other. Photos must be included, but because spies can be in disguise a fingerprint is also needed. You will either have already learned about fingerprints, or will do later. Spy cards cannot be obvious in case a spy is captured, so you will make one that is disguised as money - be careful not to spend it though!

~~~~~Making a Spy ID card~~~~~

FIRST: The money template needs to be cut out. Pritt stick needs to be applied where indicated, and it needs to be left to dry.

SECOND: Brownies need to cut out template with their photo on. They need to fold this in half and apply pritt stick to adhere the two sides together.

THIRD: Brownies can add their name and a spy "alias" name. There is a space for a fingerprint. You will need to collect an ink pad from the other group in the dining room.

FOURTH: Spy ID can be inserted in to note to conceal it.

Activity Three - Covert Operations

When spies are out and about on secret agent business, they need to be able to hide quickly without being seen. If someone disappears from view right in front of you it looks very suspicious, so timing and observation are key to hiding without being noticed.

~~~~~‘Sardines’~~~~~

This game will help you to learn to disappear without others noticing.

One Brownie is ‘IT’. She must hide somewhere in the building, that is big enough for herself and still has room for others to join her.

(Make sure Brownies are aware that they must not go in any of the rooms that are adults only, and not to go into the dining room, where the spy activities are taking place.)

The other Brownies count to 100 (with the door closed!), and then set off to find ‘IT’. They must look individually, not in one big group.

If a Brownie finds ‘IT’ she must hide with her, without drawing any attention to the hiding place. If necessary, by walking away and coming back again when no one else is around.

Once all the Brownies have found ‘IT’, the game starts again, and another Brownie becomes ‘IT’. Keep playing until everyone has been ‘IT’ (or longer if they are enjoying themselves!)

## Remembering Codes

8 5 4 2 9 7 0 2 8 3

85 42 97 02 83

15896284

52687429

87624935

10358964

35769143

76401983

## Top Secret Spy Agency



Code name: \_\_\_\_\_

Real name: \_\_\_\_\_

This agent is active in **undercover** operations. Agent's identity is to be kept secret **at all times**.

Use **codename** in all communications.

Fingerprint



## Becoming a Spy... Equipment List

### *Kim's Game Activity:*

10 everyday items (assembled in tub ready)

Tray

Tea towel

Paper and pens

### *Open the Safe activity:*

Numbers on card to show that grouping is easier

Jenni's Computer

Numbered envelopes with codes inside

### *Spy ID Card activity:*

ID card templates complete with photos / Money templates

Pens

Pritt Stick

Scissors