

# MINERVA KEEN'S DETECTIVE CLUB

# MURDER MYSTERY ACTIVITY KIT



**Minerva Keen's detective club** solves the crime of neighbors being poisoned at the historic Arcanum apartment building, and you can also be a crime solver! Get to the bottom of the case and put your skills to the test with these murder mystery activities. You'll need **confidence** and **superior brainpower**. You'll also need paper, pens, puzzles, and some tape. Want to throw a murder mystery extravaganza? In need of more ideas?

## TWO TRUTHS AND A LIE

Do you think you know your peers? Have everyone write down three statements: two true and one false. Take turns reading your statements to the group and seeing who can guess the lies.

## BOOKSHELF SCAVENGER HUNT

Create a WHO (the victim), WHAT (how they were killed), WHERE (the scene) murder scenario and hide it in an envelope. For example, "Mr. Green was poisoned in the kitchen." Next, create clues about the crime and hide them in books on your shelf, e.g. "The crime took place where the chef hangs out." Write down the titles of the books on a piece of paper but scramble the letters so the guests must decipher the titles. Once they figure them out, they'll know where to look for the clues. First person to find all the clues and solve the crime, wins!

## MURDER IN THE DARK

Cut out slips of paper (the same number as number of kids playing). Write on one piece "DETECTIVE," and "MURDERER" on another, and "VICTIM" on the rest. At the start of each round, each person draws a slip of paper. The detective identifies themselves but no one else says what they got. Turn off the lights, and the detective closes their eyes and count to 20, while everyone else runs and hides. After the detective reaches 20, they keep their eyes closed but listen carefully; meanwhile, the murderer comes out of hiding and creeps around until they find a victim, tagging them. The victim stages a theatrical death while the murderer runs away! Once the detective hears the victim's performance, they turn on the lights and all the remaining players come to the scene of the crime, and the detective interrogates them and then gets one guess as to who the murderer is.



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# WORD SEARCH



Delores DeWitt calls Minerva, Heck, and Santos “criminal children,” but really they’re detectives with masterful searching skills! Brush up on your own searching skills by seeing if you can find the words hidden in the puzzle below.

ALIBI	CASE	CHECKMATE	CLUB	CLUES
CRIME	DETECTIVE	FILE	INTERROGATION	JUSTICE
MURDER	MYSTERY	POISON	POLICE	SUSPECT

P	O	L	I	C	E	V	L	K	K	C	L	U	E	S
U	F	A	L	I	B	I	M	U	R	D	E	R	Z	Y
J	U	S	T	I	C	E	J	P	O	Q	P	F	C	M
F	I	L	E	D	E	T	E	C	T	I	V	E	Y	Y
I	I	N	T	E	R	R	O	G	A	T	I	O	N	S
C	H	E	C	K	M	A	T	E	S	O	P	C	I	T
L	H	R	P	O	N	T	C	S	W	T	M	R	U	E
U	P	O	I	S	O	N	A	L	E	V	C	I	T	R
B	W	R	M	J	B	J	S	V	T	F	X	M	J	Y
K	K	T	Q	Q	O	U	E	S	U	S	P	E	C	T

K	K	T	Q	Q	O	U	E	S	U	S	P	E	C	T
L	H	R	P	O	N	T	C	S	W	T	M	R	U	E
C	H	E	C	K	M	A	T	E	S	O	P	C	I	T
I	I	N	T	E	R	R	O	G	A	T	I	O	N	S
F	I	L	E	D	E	T	E	C	T	I	V	E	Y	Y
J	U	S	T	I	C	E	J	P	O	Q	P	F	C	M
U	F	A	L	I	B	I	M	U	R	D	E	R	Z	Y
P	O	L	I	C	E	V	L	K	K	C	L	U	E	S

Answer Key:

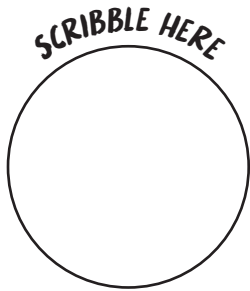


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## FINGERPRINT FUN



Did you know you can take your own fingerprints with just a few supplies?  
All you need is a #2 pencil, tape, and the chart below.



1. Scribble in a big, dark circle with your pencil at the top of the paper. It doesn't have to be a perfect circle, just make sure it's filled in.
2. Take the finger you want to fingerprint and rub it over the pencil markings. When you lift up your finger, it should look covered in graphite.
3. Carefully take a piece of clear tape and press your finger onto the sticky part as flat as possible.
4. Place the piece of tape, sticky side down, in one box of the chart to see your fingerprint!

NAME: _____	
LEFT	RIGHT



# MINERVA KEEN'S DETECTIVE CLUB

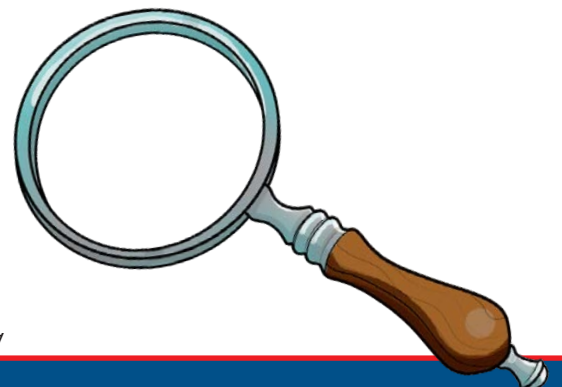
# DECODING MESSAGES



Sometimes there's a hidden message within a message—like Minerva realizing why Kermit was using the Spider Attack! Put your skills to the test and see if you can decode the message below.

A	B	C	D	E	F	G	H	I	J	K	L	M
26	25	24	23	22	21	20	19	18	17	16	15	14
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
13	12	11	10	9	8	7	6	5	4	3	2	1

,  
 2 12 6 9 22    13 22 5 22 9    7 12 12    2 12 6 13 20  
 7 12    8 12 15 5 22    24 9 18 14 22 8 !



ANSWER KEY: You're never too young to solve crimes!



# MINERVA KEEN'S DETECTIVE CLUB

# CRIME SOLVING CERTIFICATE AND CARD



# CERTIFICATE

NAME

has superior brainpower and sleuthing skills and is officially a member of

## MINERVA KEEN'S DETECTIVE CLUB

*Minerva Keen*

LEAD INVESTIGATOR



*Wesley Taylor*

CHICAGO POLICE DETECTIVE



Please use adult supervision



NAME

is officially a member of

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