

# FOR THE BOOKSELLER:

## INSTRUCTIONS FOR SETTING UP THE FINGERPRINTS GAME

1. Print pages 2-3 of this PDF. Use scissors to cut out the ten fingerprints on the sheets. Then use tape to hang the fingerprints in various hidden locations throughout your store. Some fingerprints should be easy to find and some should be hidden more thoroughly.

(**Note:** We recommend you tape down the fingerprints or place them up high so they cannot be easily removed.)

2. Print pages 4-6 of this PDF (three “Find the Fingerprints Game” signs) and use tape to hang each of them at the front of your store.

3. Print 25 (or more) copies of page 7 of this PDF (“Fingerprint Discovery Log” for players to record their findings. Print 25 (or more) copies of page 8 of this PDF (“Super Sleuth of the Day!” certificates) to give out as participation awards for all players.

4. Print 25 (or more) copies of page 9 of this PDF (“Design Your Own Detective Badge!”) as an alternative activity.

## INSTRUCTIONS FOR PLAYING THE FINGERPRINTS GAME

1. Distribute a Fingerprint Discovery Log and a pencil to each player.

2. Instruct players to search for fingerprints around the store. Once a player locates a hidden fingerprint, they should also identify the letter that appears on that fingerprint. Instruct them to record their finding in their Fingerprint Discovery Log by checking the box next to the corresponding number and writing down the correct letter of the fingerprint.

3. Once a player has found all ten fingerprints, they must use the letters they found to spell out a secret code word. (DETECTIVES)

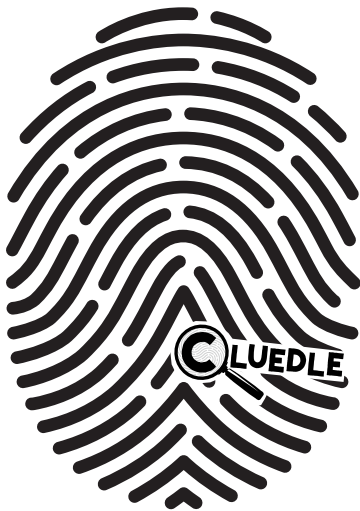
4. The first player to locate all ten fingerprints and crack the code word wins! All sleuths should be issued a “Super Sleuth of the Day!” certificate of participation.



## FINGERPRINT CUT-OUTS

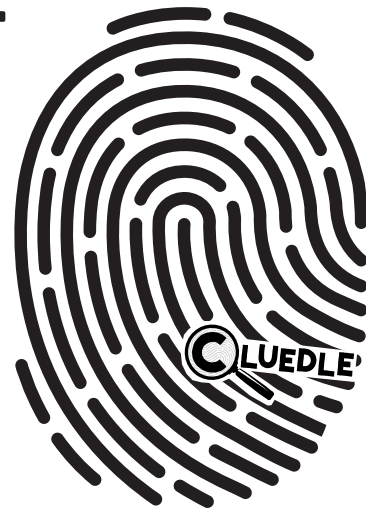
Cut out these 10 fingerprints and tape them around the store for the young detectives to discover.

1.



D

2.



E

3.



T

4.



E

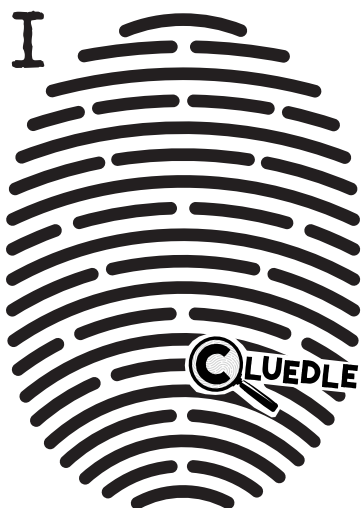
5.



6.



7.



8.



9.



10.

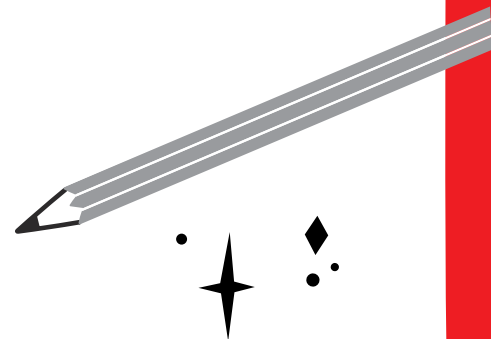




## FIND THE FINGERPRINTS GAME:

*A Cluedle challenge for young sleuths ages 5+*

Find the numbered fingerprints hidden around the store. When you find a fingerprint, find the matching number on your “Discovery Log” and write down the letter that appears next to that fingerprint. Once you’ve found all the fingerprints, use the letters you’ve collected to spell out a secret code word. The detective who finds all the fingerprints and cracks the code first wins!



# FIND THESE FINGERPRINTS HIDDEN AROUND THE STORE, SUPER SLEUTH!

1.



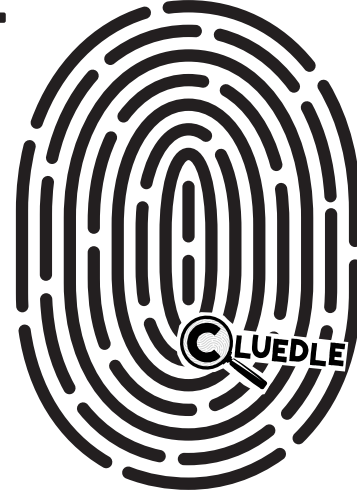
2.



3.



4.



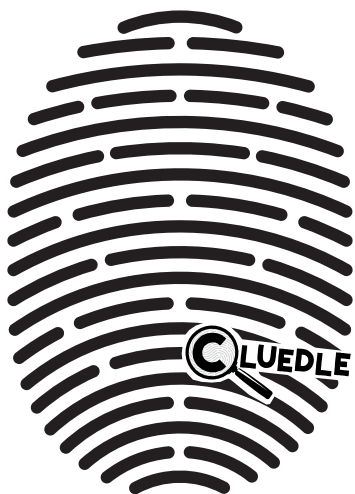
5.



6.



7.



8.



9.



10.





# FINGERPRINT DISCOVERY LOG

Search for 10 fingerprints around the store!  
When you find one, check off the correct box below.  
What letter do you see? Write it next to the number.  
At the end, use all the letters to spell out  
a secret code word!

☐ 1. \_\_\_\_\_

☐ 6. \_\_\_\_\_

☐ 2. \_\_\_\_\_

☐ 7. \_\_\_\_\_

☐ 3. \_\_\_\_\_

☐ 8. \_\_\_\_\_

☐ 4. \_\_\_\_\_

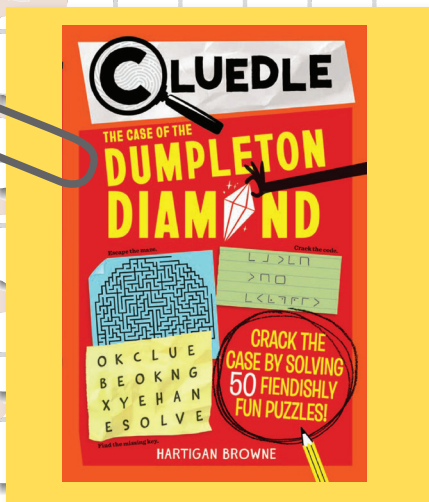
☐ 9. \_\_\_\_\_

☐ 5. \_\_\_\_\_

☐ 10. \_\_\_\_\_

**Write the letters in order below to  
reveal the secret code word:**

\_\_\_\_\_





# SUPER SLEUTH OF THE DAY!



This award is given to

---

in recognition of their keen eye  
and evidence gathering.





# DESIGN YOUR OWN DETECTIVE BADGE!

