

Easter Puzzle Adventure Hunt

Preparation

This trail is designed to need very little preparation, other than setting up and hiding the clues and puzzles. You will need the following items:

1. Printer (but if you don't have a printer, you can hand write the letters and use the puzzles on the screen of a tablet device or phone)
2. Scissors
3. An old school calculator (sadly this won't work with a phone calculator)
4. A pen that you can unscrew to hide a small piece of paper inside
5. Soap
6. A prize for the end of the trail.

The adventure will last approximately 30/45 minutes, depending on how much help the child receives. We hope the children enjoy their Wizarding Adventure – please remember, if you can, to leave a donation for the PTA (suggested amount £3) using the Easter Hunt Donation button on the Parent Pay App. Every penny counts and will go towards much needed funds for the school, for what has been a very tough year for our usual PTA fundraising activities.

Introduction

To set the scene you can read this to your children:

"You are a pupil at Sully School for Witchcraft & Wizardry. It's the Easter holidays and you are excited by the prospect of some time off from all your school work and the chance to eat lots and lots of Easter treats. But what's happened?! The mischievous and notoriously naughty Witch, Matilda Beezlebaum has stolen all the treats! It's your job to follow the clues and find the treats before they disappear forever!"

Set-up / Game Play

1. Code Word (Living Room) LETTER ONE

Before play starts: Hide the "DECODER" in a book in the living room.

Hand the child the first letter from the mischievous witch Matilda. The clues in CAPITAL letters will suggest the child looks inside a book to find the decoder, which they can then use to unscramble the code at the bottom of the letter. It will lead them to the Washing Machine where you must hide Letter Number 2.

2. Magic Runes (Washing Machine) LETTER TWO

Before play starts: Hide LETTER NUMBER TWO, the six strips of paper with the MAGIC RUNES and the code "KEY" in the Washing Machine. Make sure you cut the strips out horizontally left to right, so there are seven symbols on each strip.

When the child finds the correct symbol, (STAR) the "key" will lead them to a mirror in the house. It may take a bit of searching to find the correct mirror!

3. Mirror, Mirror on the Wall (Mirror)

Before play starts: Using soap, write your house number or name on a mirror. We suggest one near a hot tap is best, which can be turned on to make steam, or use "hot breath" to make a "hidden" message appear.

When the mirror steams up, the message will become visible. This clue should lead them to your front door, where you should leave Letter Number 3.

4. Let there be light (Front Door) LETTER THREE

Before play starts: Hide LETTER NUMBER THREE by the front door

The children should use the code from the Magic Runes to find the Sun and the Moon symbols. This will lead them to "Bed" & "Lamp" (extra hint in SLEEP) which is where you should hide the next Letter Number 4.

5. Summed Up (Bedroom) LETTER FOUR

Before play starts: Hide LETTER NUMBER FOUR in the child's bedroom next to a lamp. Hide the calculator separately in the bathroom. You will need an "old school" calculator for this one... unfortunately it won't work on a phone calculator as you need the traditionally shaped digits.

When the children multiply the two numbers together, using the calculator, the resulting number, when turned upside down will spell SHOE to lead them to the next spot. (Answer: $7 \times 435 = 3045$)

6. Shoes (Wherever you store most of your shoes) LETTER 5

Before play starts: Inside one of the shoes hide LETTER NUMBER FIVE with a PEN. Use a pen that you can unscrew and fold in the piece of paper and the riddle "What has hands and a face, but can't hold anything or smile?"

The child will have to work out that the clue is inside the pen and take it apart to find the riddle. Please be careful that no small parts end up where they shouldn't! The riddle will lead them to a clock (ideally in the kitchen so the next puzzle makes sense)

7. It's TIME to solve the last puzzle (Kitchen)

Before play starts: Hide the WORD PUZZLE behind or near the kitchen clock

By solving the picture and word clues and writing the answers in the grid, 8 letters will appear in the shaded squares. Read in order, these letters spell the location of the last Letter Number 6 (CUPBOARD)

8. The last letter (Kitchen Cupboard) LETTER 6

Before play starts: Hide LETTER NUMBER 6 in a kitchen cupboard. Remember to write where you have hidden the prize in the blank space! Hide the treats in their hiding place. (Can be anywhere in the house, where the children won't have already been).

This is the final letter, which reveals that Matilda has been defeated and the location of the treats

The Puzzles

"DECODER" to be printed and hidden in a book in the living room before play starts. (USED IN STEP 1)

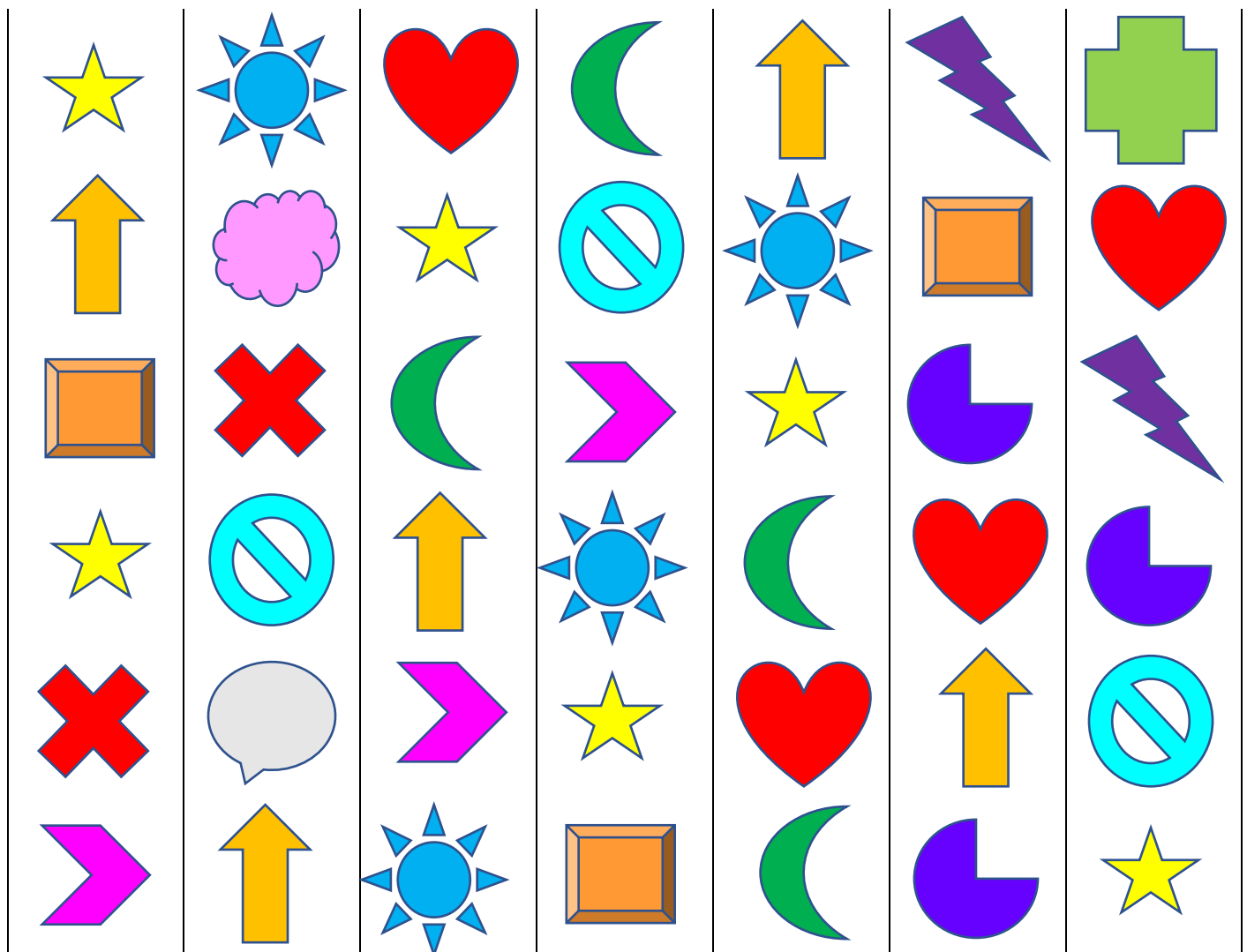
The Witches Code
















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

RIDDLE to be printed and placed inside the pen before play starts. (USED IN STEP 6)









What has hands and a face, but can't hold anything or smile?

MAGIC RUNES to be printed, cut out and hidden in the washing machine before play starts (USED IN STEP 2)



	Kitchen Sink		Sofa
	Books		Bed
	Letter Box		Socks
	Table		Coats
	Front Door		Picture Frame
	Spoons		Mirror
	Shower		Toothbrush
	Lamp		

WORD PUZZLE to be printed and hidden near a kitchen clock before play starts (USED IN STEP 7)

			O	K		
	C					
	S				N	
		O		L		
	P		T			
	T					
				K		
	F					

The Letters

Letter Number One (HANDED TO CHILD WHEN ADVENTURE BEGINS – STEP ONE))

Dear Children,

*My name is Matilda Beezlebaum. I am a mischievous witch, who loves chocolate! By now, you will have **READ** my plot to steal your Easter Eggs and eat them all. It will be **HARD** to get them **BACK**!*

*Only a true witch or wizard who has **STUDIED** well, and **RESEARCHED** my clues will have the **KNOWLEDGE** to discover them, before it's too late.*

*Your job is to solve a series of clues and puzzles, before I magically make the eggs disappear... Yum! It's a tough challenge in anyone's **BOOK**! Beware..... the clock is ticking!*

*Your first clue requires you to crack the code below..... But you will need to find the codebreaker which is hidden in this room - can you find the hints to it's location by re-**READING** this letter for clues?*

Good luck, young witch or wizard...

Matilda

BLF DROO URMW BLFI MVCG XOFV RM

GSV DZHSRMT NZXSRMV

Letter Number Two (PLACED IN WASHING MACHINE WITH MAGIC RUNES PUZZLE – STEP TWO)

Dear Children,

You have shown me that you are not easy to fool. What clever witches and wizards you are!

Well done for finding this second clue. You are on the way to discovering where I have hidden the treats, but I still won't make it easy for you!

For your next task, you must study these ancient magic runes. One symbol appears in each row. Can you find that symbol and discover where your third clue can be found?

Good luck!

Matilda

*PS: It will be important to remember not to get too **STEAMED** up on your quest... You will often find the answer will **APPEAR** before your eyes if you get into **HOT WATER**.*

Letter Number Three (PLACED BY FRONT DOOR – STEP FOUR)

Dearest Witches & Wizards,

You really are the cleverest I have ever met. I was sure you would never crack the code in the mirror! Never mind, I still have plenty to test your wits... I am not defeated yet! Those treats will be mine!

*Your next clue can be found with the **SUN & MOON**.... You may already hold the key to this puzzle in your hands....*

*There is still much to do..... success will not come to those who **SLEEP** on the job!*

Matilda

Letter Number Four (PLACED NEXT TO A BEDSIDE LAMP IN THE CHILD'S BEDROOM – STEP FIVE)

Witches & wizards,

*You continue to surprise me with how clever you are, but my next test is a traditionally **CALCULATED** one. You may find this by **LOOKING** in the smallest room in the house. My heart will **SINK** if you find this too easily! Find what you need and return to the bedroom.*

*To continue your journey you must then solve a tricky problem. The days in the week $\times 435$. Finding the answer may turn you **UPSIDE DOWN!***

*Good luck witches and wizards, but I think this test will surely be the one to **SUM UP** how clever you really are!*

Matilda

Letter Number Five (HIDDEN WITH THE SHOES AND A PEN – STEP 6)

Dear Witches & Wizards,

Your puzzle solving ability is fantastic! Who would have thought you would come this far already?

*Your next challenge is to solve a riddle. But you must find the riddle first! This **PEN** requires closer **INSPECTION**. Always remember it's what's on the **INSIDE** that counts.*

It's not over yet.... you still have one last challenge to prove you are worthy of keeping your treats, before I eat them all!

Matilda

Letter Number 6 (FINAL PRIZE WRITTEN IN BLANK SPACE AND HIDDEN IN A KITCHEN CUPBOARD – STEP EIGHT)

Dearest, clever young Witches & Wizards,

You have managed to solve all my clues and puzzles and defeated me!

Despite my best effort to steal your chocolate eggs, I cannot keep them from such clever witches and wizards as you, so you will find them hidden in.....

You really have proven yourselves to be very clever. I shall have to find my own chocolate treats to eat now.... Pah!

*Enjoy your **MAGICAL** Easter celebrations children.*

Until next time....

Matilda