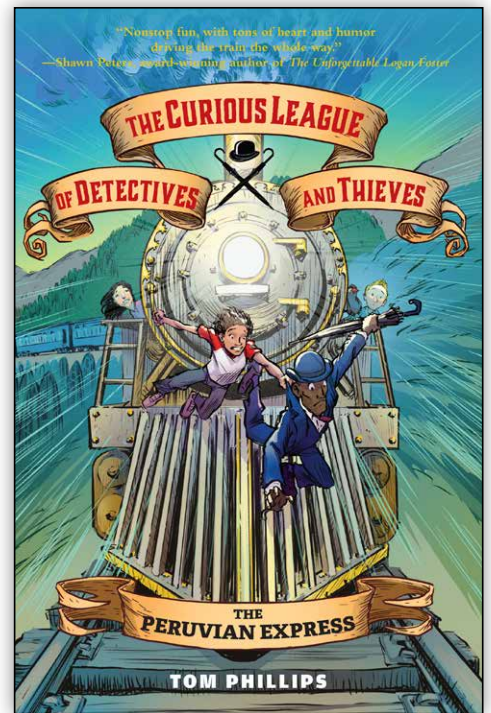
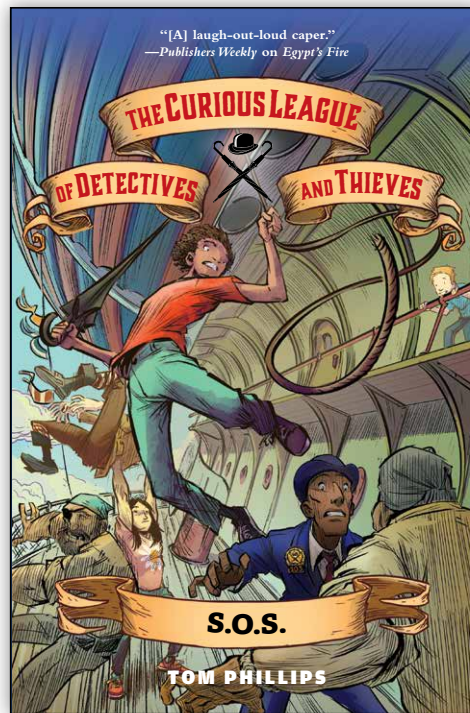
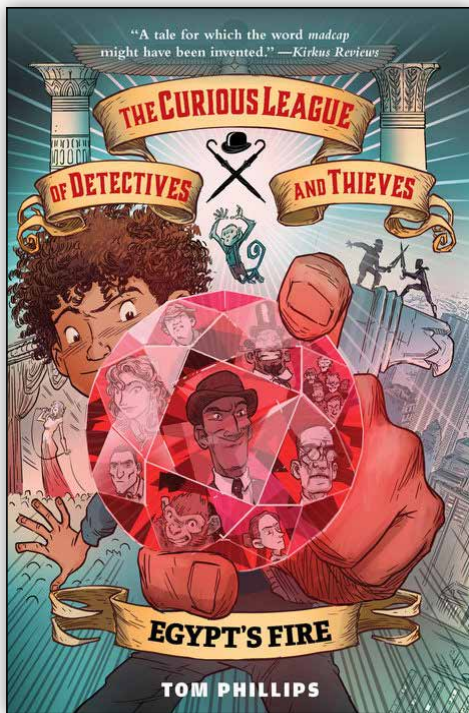


**THE CURIOUS LEAGUE**  
**OF DETECTIVES AND THIEVES**  
 ACTIVITY KIT



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# WELCOME TO THE CURIOUS LEAGUE OF DETECTIVES AND THIEVES ACTIVITY KIT

## WHAT'S INCLUDED:

- A Picture Is Worth a Thousands Words
- Museum Labyrinth
- The Meaning Behind Definitions
- Searching for Clues
- A Colorful Cast
- Clue Character Sketch
- Detective Word Search
- Spot the Difference
- Suspect Profile
- The Power of a Good Book(mark)
- What's in a Name?
- Join the Club
- Logic Problems

## ABOUT THE SERIES

With hilarious, nonstop adventure and a detective duo like no other, The Curious League of Detectives and Thieves is a middle grade series readers won't be able to put down. Join twelve-year-old John Boarhog and Inspector Toadius McGee as they solve crimes, track down culprits, and go on wild adventures as members of the Society of Sleuths!

## ABOUT THE AUTHOR



Despite a lifelong struggle with dyslexia, **Tom Phillips** grew up with a passion for storytelling. He writes books that kids can enjoy on their own, but also read aloud and share. He's had a long career as a writer and artist for clients such as LeVar Burton Kids, HBO, Disney, and ABC. An armchair Sherlockian, Tom lives in Los Angeles with his lovely wife and his dog, Dr. Watson. Visit him online at [TomPhillipsWriter.com](http://TomPhillipsWriter.com).



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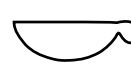




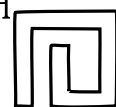


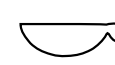












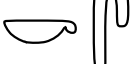




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# A PICTURE IS WORTH A THOUSAND WORDS



Hieroglyphics, created by the ancient Egyptians, are one of the first written languages. Using the Egyptian alphabet, can you decipher these codes?

A  vulture	B  foot	C  basket	D  hand	E  reed	F  viper	G  pot stand	H  house/ shelter
I  reed	J  cobra	K  basket	L  lion	M  owl	N  water	O  lasso	P  stool
Q  hillside	R  mouth	S  folded cloth	T  loaf	U  quail chick	V  viper	W  quail chick	X  basket/ folded cloth
Y  reed	Z  door bolt	CH  tethered rope/ bolt	H  twisted flax				

**Code 1:** 

**Code 2:** 

**Code 3:** 

Make your own code! Use the space below to write your own code using the Egyptian alphabet symbols.

Answers: Code 1: Stay Curious; Code 2: Detective; Code 3: Mauve Moth



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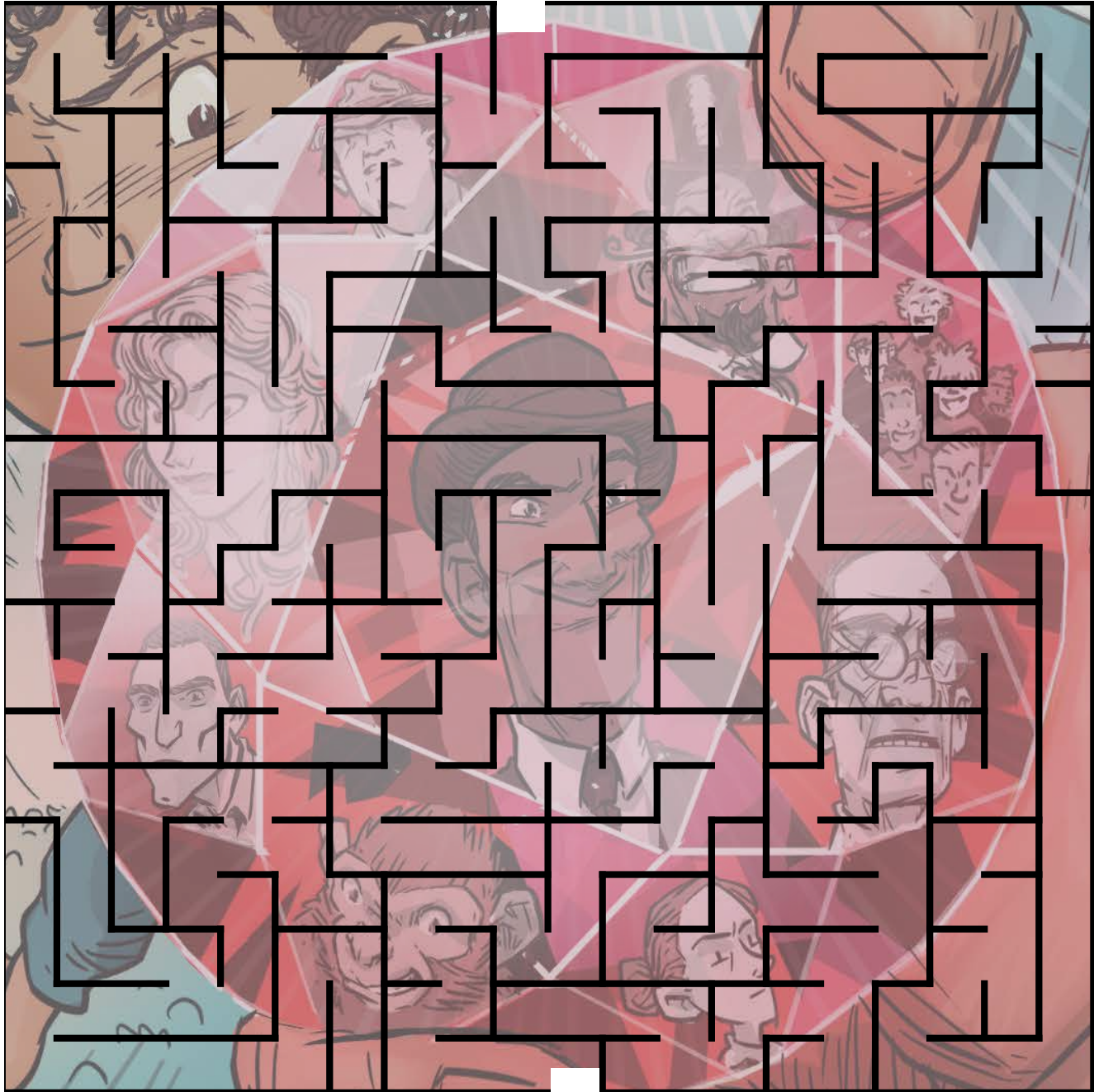
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# MUSEUM LABYRINTH

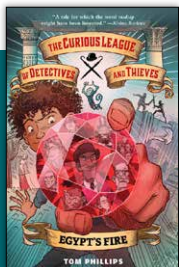
Help John find the Egypt's Fire ruby! Navigate through the museum's hallways to find the ruby and bring it to the Egypt exhibit.



**START!**



**END!**



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# THE MEANING BEHIND DEFINITIONS



For expert detectives, anything can be a clue. To figure out the clue, find the correct word for each definition. Then use the letters in the circle to find the hidden meaning.

## DEFINITION

1. A child whose parents have died.
2. A structure with a square or triangular base and sloping sides that meet at a point at the top; built in ancient Egypt.
3. A stone coffin, often associated with ancient Egypt.
4. Not easily convinced; having doubts or reservations.
5. A person who has committed a crime.
6. A building in which objects of historical, scientific, artistic, or cultural interest are stored and exhibited.
7. A store that seems normal to the public, but has a hidden business taking place behind the scenes, usually involved in illegal activities.

## WORD

1. 

--	--	--	--	--	--	--

2. 

--	--	--	--	--	--	--	--

3. 

--	--	--	--	--	--	--	--	--	--

4. 

--	--	--	--	--	--	--	--	--	--

5. 

--	--	--	--	--	--	--	--	--

6. 

--	--	--	--	--	--

7. 

--	--	--	--	--	--	--	--	--	--

## CLUE

--	--	--	--	--	--	--	--



1. Orphan, 2. Pyramid, 3. Sarcophagus, 4. Skeptical, 5. Criminal, 6. Museum, 7. Speakeasy, Clue: Pixel

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# SEARCHING FOR CLUES

When you're a detective, you should always keep your eyes open. Head to your nearby natural history museum and see if you can spot these things. Who knows—it might even lead you to some clues!



- A ruby
- A janitor
- An exhibit about a faraway place
- Limestone
- An extinct animal
- A moth or butterfly
- Something purple
- A book in the gift shop



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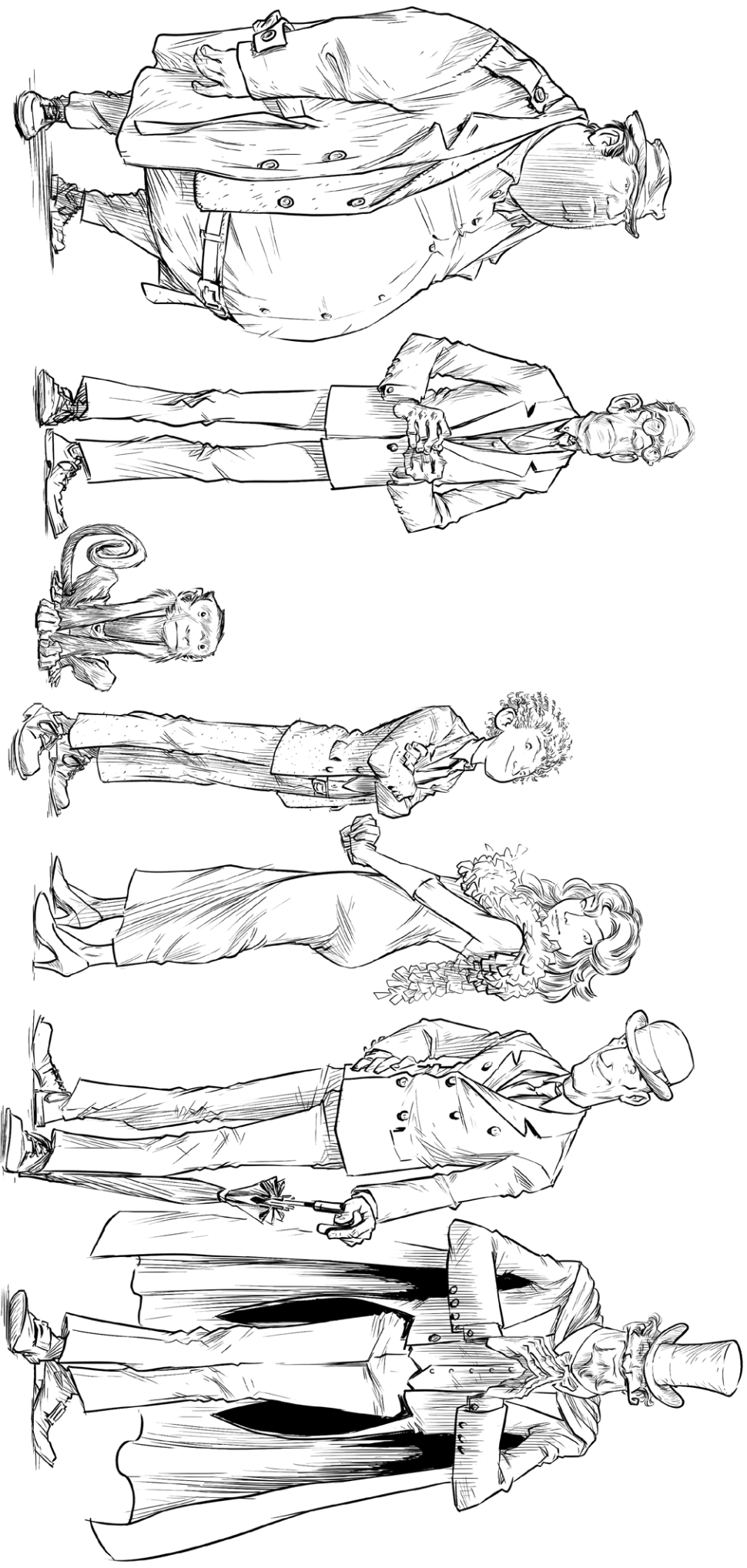
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# A COLORFUL CAST

Color in your favorite characters from the story!



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# CLUE CHARACTER SKETCH

Master detectives always pay attention to details and descriptions. After reading *S.O.S.*, pick a character listed below, and based on their description in the book, sketch their physical appearance.



- Mr. Fishfighter
- Captain Cloudhopper
- Mora Doaponi
- Abra K. Dabra



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# DETECTIVE WORD SEARCH



Can you find these character names in the word search below?

Word Bank:

Boarhog

Toadius

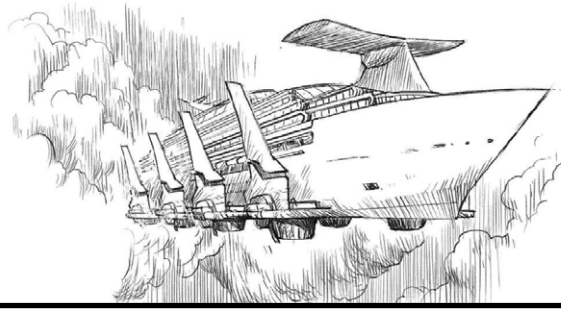
Boxelder

Sullivan

Gatsby

Goatinee

Pickles



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



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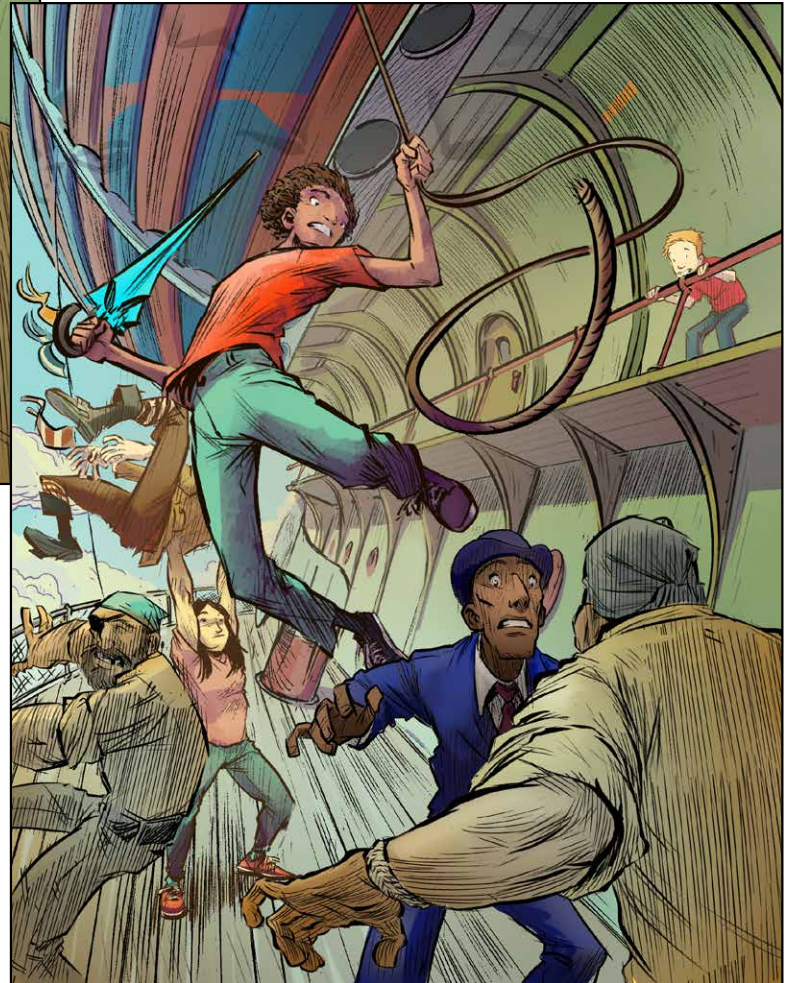
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# SPOT THE DIFFERENCE

Look carefully! See if you can find the five differences between these two images. (Five differences total)



Answers: 1. white flower on Kanak's shirt, 2. pin on Toadious's lapel, 3. ship window, 4. Wembley's shirt, 5. blue umbrella



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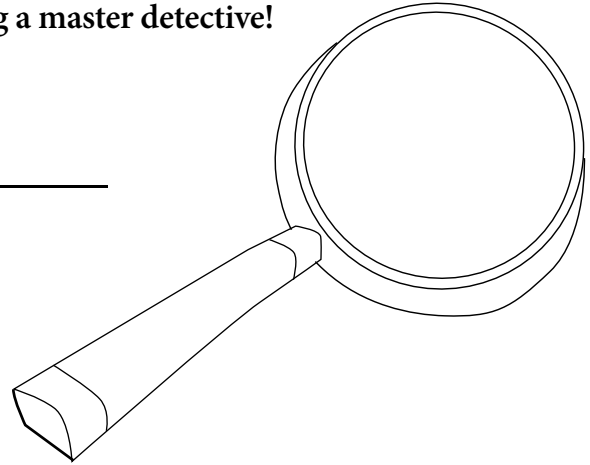
# SUSPECT PROFILE



Help John Boarhog and Toadius McGee narrow down their suspects by filling out this profile. As you read each book and find more possible suspects, make copies of this profile sheet to fill out so you can track potential thieves.

If you help solve each case, you'll be one step closer to being a master detective!

Name: \_\_\_\_\_



Characteristics:

---

---

---

---

Picture:

A large empty rectangular box with a double-line border, intended for drawing a picture of the suspect.

Motive: \_\_\_\_\_

Other Information:

A large, empty rounded rectangular box with a double-line border, intended for writing other information about the suspect.

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# THE POWER OF A GOOD BOOK(MARK)

Which side are you on—the Society of Sleuths or the Thieves Guild?  
Draw your favorite character, then color and cut out your own bookmark!



✂

SOCIETY OF SLEUTHS

GUILD OF THIEVES



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# WHAT'S IN A NAME?



Rule Number Nineteen: Your name is only as good as your word. Figure out your detective and thief names by following the instructions below.

## DETECTIVE NAME

First Name:

Take the first letter of your first name

A: Armadillion	N: Nutria
B: Bucky	O: Ocelot
C: Crawdad	P: Pigmalion
D: Dove	Q: Quailius
E: Egret	R: Raven
F: Fawn	S: Swander
G: Grizzly	T: Toadius
H: Herringer	U: Unaulia
I: Impala	V: Vultura
J: Jackdaw	W: Warthog
K: Kittie	X: Xolo
L: Lionus	Y: Yakky
M: Mousius	Z: Zebranda

Last Name:

Take your birth month

Jan: Papple
Feb: Finnick
Mar: Lollygag
Apr: Gibbon
May: Clutterbuck
Jun: Meldrop
Jul: Dollop
Aug: Tickle
Sep: Borden
Oct: Gerber
Nov: Squabble
Dec: Tilly

## VILLAIN NAME

First Name:

Take the color of the shirt you're wearing

Red: Garnet	White: Frosty
Orange: Amber	Black: Onyx
Yellow: Mustard	Gray: Charcoal
Green: Emerald	Brown: Sepia
Blue: Cobalt	Multicolor: Patina
Purple: Periwinkle	

Last Name:

Take the last letter of your last name

A: Aphid	J: Junebug	S: Slug
B: Beetle	K: Katydid	T: Treehopper
C: Cicada	L: Louse	U: Underwing
D: Dragonfly	M: Moth	V: Vine Borer
E: Earwig	N: Nit	W: Wasp
F: Flea	O: Owlfly	X: Xylophagus
G: Glowworm	P: Palmetto	Y: Weevil
H: Horsefly	Q: Queen Bee	Z: Zoraptera
I: Icebug	R: Roach	



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# JOIN THE CLUB



# LOGIC PROBLEMS (PAGE 1)



Complete the logic problem below.



		CUSTOMER				PANCAKE			TOPPING				
		GOATINEE	TOADIUS	PICKLES	JACLYN	BUTTERMILK	CHOCOLATE	BLUEBERRY	PUMPKIN	MAPLE SYRUP	BANANA	WHIPPED CREAM	STRAWBERRY
DRINK	TEA												
	COFFEE												
	MILK												
	O.J.												
TOPPING	STRAWBERRY												
	WHIPPED CREAM												
	BANANA												
	MAPLE SYRUP												
PANCAKE	BUTTERMILK												
	CHOCOLATE												
	BLUEBERRY												
	PUMPKIN												

## CLUES

1. THE FOUR CUSTOMERS ARE THE **LADY** WHO DRINKS **MILK**, ONE THAT LOVES **CHOCOLATE PANCAKES**, ONE THAT ORDERED **MAPLE SYRUP**, AND **PICKLES**.
2. **TOADIUS** DIDN'T ORDER THE **STRAWBERRY TOPPING** OR THE **PUMPKIN PANCAKES**.
3. THE CUSTOMER WHO ORDERED **CHOCOLATE PANCAKES** HATES **WHIPPED CREAM**.
4. THE PERSON WHO DRINKS **TEA** WENT WITH **MAPLE SYRUP**.
5. THE CUSTOMER WHO ASKED FOR **MILK** HAD **WHIPPED CREAM** AS A **TOPPING**.
6. **PICKLES** EITHER ORDERED **BUTTERMILK PANCAKES** OR **TEA**.
7. BETWEEN **GOATINEE** AND THE CUSTOMER WHO GOT **BUTTERMILK**, ONE DRINKS **O.J.** AND THE OTHER ORDERED THE **MAPLE SYRUP**.
8. NEITHER **JACLYN** NOR **PICKLES** ORDERED THE **TEA** OR **COFFEE**.
9. THE CUSTOMER WHO HAS THE **BLUEBERRY PANCAKES** ORDERED EXTRA **WHIPPED CREAM**.

## A STUDY IN BLUE-BERRIES

John is helping Patty with the morning rush. With the clues below, can you determine who ordered which pancake, what their topping is, and their choice of drink?



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Final Orders:  
 Answer Key:  
 • Toadlus: Chocolate Pancakes, Strawberry topping, Coffee.  
 • Goatinee: Pumpkin Pancakes, Maple Syrup, Tea.  
 • Pickles: Buttermilk Pancakes, Orange Juice.  
 • Jaclyn: Blueberry Pancakes, Whipped Cream, Milk.

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# LOGIC PROBLEMS (PAGE 2)

Complete the logic problem below.



		THIEVES			LOCATION			ITEMS				
		GOATINEE	SHIM-SHAM	WORMWOOD	MAUVE MOTH	BLUE MOOSE	MUSEUM	GRIMLEY	TIME SQUARE	GOLD LOCKET	RUBY	SILVER CAT
DETECTIVE	BROWNIE											
	MCGEE											
	PICKLES											
	BOARHOG											
ITEMS	GOLD LOCKET											
	RUBY											
	SILVER CAT											
	BANANA											
LOCATION	BLUE MOOSE											
	MUSEUM											
	GRIMLEY											
	TIME SQUARE											



## CLUES

1. THE THIEF WHO STOLE THE **BANANA** WAS SPOTTED AT THE **BLUE MOOSE JAZZ CLUB**.
2. NEITHER **SHIM-SHAM** NOR THE **MAUVE MOTH** WERE CAUGHT BY **BROWNIE** OR **MCGEE**.
3. THE THIEF WHO WAS CAUGHT IN **TIME SQUARE** HATES **BANANAS**.
4. THE THIEF WHO WAS CAUGHT BY **DETECTIVE BROWNIE** LOVES **GOLD LOCKETS**.
5. THE THIEF WHO WAS CAUGHT BY **PICKLES** STOLE **FRUIT**.
6. THE **MAUVE MOTH** EITHER GOT CAUGHT AT THE **MUSEUM** OR WAS CAUGHT BY **BROWNIE**.
7. THE GREAT **GOATINEE** DIDN'T STEAL THE **RUBY** AND WASN'T AT THE **BLUE MOOSE**.
8. OUT OF **WORMWOOD** AND THE THIEF AT THE **MUSEUM**, ONE WAS CAUGHT BY **BOARHOG** AND THE OTHER STOLE THE **GOLD LOCKET**.
9. THE FOUR THIEVES ARE THE **ANIMAL** CAUGHT BY **PICKLES**, ONE THAT WAS CAUGHT AT THE **GRIMLEY DINER**, ONE THAT STOLE THE **LOCKET**, AND THE **MAUVE MOTH**.

## THE MIXED-UP FILES OF DOUG BROWNIE

Detective Brownie mixed up his files. With the clues below, can you determine which thief stole which object, where they were caught, and who caught them?



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Final Assignments:  
Answer Key:  
• Tameka: Dr. Badguy, Feathers costume.  
• Autumn: Bass, Tree costume, The Princess.  
• Justin: Soprano, Old Rags, Dr. Henry.  
• Sky: Tenor, Wood costume, The Mummy.

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# LOGIC PROBLEMS (PAGE 3)



Complete the logic problem below.

		TRICK				CAUSE			WRONG				
		CARD TRICK	SAW IN HALF	RABBIT	ESCAPE	SLIPPED	BROKEN BUCKLE	BLINDED WITH LIGHT	BETRAYED	MADE DISAPPEAR	SPRINKLERS	HANDCUFFED TO	SET ON FIRE
RESULT	UNDERWEAR												
	A POLICE OFFICER												
	MUSTACHE												
	AUDIENCE												
WRONG	SET ON FIRE												
	HANDCUFFED TO												
	SPRINKLERS												
MADE DISAPPEAR													
CAUSE	BETRAYED												
	BLINDED WITH LIGHT												
	BROKEN BUCKLE												
	SLIPPED												

## MAD MAGICAL MAYHEM

The Great Goatinee is the world's worst magician. Can you use the clues to find out how each trick went wrong, what caused it, and what happened because of the failure?



### CLUES

1. THE **TRICK** THAT CAUSED THE **FIRE** HAPPENED BECAUSE HE **SLIPPED**.
2. NEITHER **SAWING HIS ASSISTANT IN HALF** NOR **ESCAPING A STRAIGHT JACKET** INVOLVED HIS **UNDERWEAR** OR A **POLICE OFFICER**.
3. THE **FIRE** WASN'T CAUSED BY **BETRAYAL**.
4. THE GREAT GOATINEE MADE HIS **UNDERWEAR** **DISAPPEAR**.
5. THE **TRICK** THAT ENDED IN A **FIRE** BEING SET TO GOATINEE'S **MUSTACHE**.
6. THE **STRAIGHT JACKET ESCAPE** EITHER FAILED BECAUSE OF A **BROKEN BUCKLE** OR DESTROYED HIS **UNDERWEAR**.
7. THE **CARD TRICK** DIDN'T CAUSE THE **SPRINKLERS** TO GO OFF AND DIDN'T FAIL BECAUSE HE **SLIPPED**.
8. OUT OF THE **RABBIT** AND HAT TRICK AND THE **BROKEN BUCKLE**, ONE AFFECTED THE **AUDIENCE** AND THE OTHER **MADE SOMETHING DISAPPEAR**.
9. THE 4 TRICKS ARE THE **ONE WITH A TOOL** THAT EFFECTED **HIS MUSTACHE**, ONE THAT **BLINDED HIM WITH LIGHT**, ONE THAT MADE SOMETHING **DISAPPEAR**, AND AN **ESCAPE** ACT.



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Final Assignments:  
Answer Key:  
 • The Great Goatinee: Was caught at Times Square (hates Bananas, didn't steal the Ruby).  
 • Wormwood: Was caught by Boarhog at the Museum (possibly for another theft).  
 • Maave Moth: Stole the Gold Locker, caught by Brownie.  
 • Shim-sham: Stole the Banana, caught by Pickles at the Blue Moose Jazz Club.

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# LOGIC PROBLEMS (PAGE 4)

Complete the logic problem below.



		ACTOR				ROLE				COSTUME			
PART	VOICE	SKY	AUTUMN	TAMELA	JUSTIN	PRINCESS	DR. HENRY	MUMMY	DR. BADGUY	OLD RAGS	T-REX	PEACOCK	TREE
COSTUME	OLD RAGS												
	T-REX												
	PEACOCK												
	TREE												
ROLE	PRINCESS												
	DR. HENRY												
	MUMMY												
	DR. BADGUY												



## CLUES

- TAMELA** DOESN'T WEAR A COSTUME WITH FEATHERS AND ISN'T THE **PRINCESS**.
- JUSTIN** EITHER IS THE ROLL OF **DR. HENRY** OR SINGS **SOPRANO**.
- THE **ACTOR** WHO DRESSES AS A **TREE** IS CAST AS THE **PRINCESS**.
- OUT OF **AUTUMN** AND THE ACTOR WHO PLAYS **DR. HENRY**, ONE IS A **BASS** AND THE OTHER WEAR **OLD RAGS**.
- THE **ACTOR** WHO SINGS **TENOR** WEARS A COSTUME MADE OF WOOD.
- THE **ACTOR** WHO PLAYS **DR. BADGUY** IS TOO LARGE FOR THE **TREE** COSTUME.
- NEITHER **SKY** NOR **JUSTIN** SING THE **ALTO** OR **SOPRANO** PARTS.
- THE FOUR **ACTORS** ARE THE ONE WITH A SHORT NAME WHO SINGS **TENOR**, ONE THAT WAS CAST AS THE **MUMMY**, ONE THAT IS DRESSED IN **OLD RAGS**, AND **JUSTIN**.
- THE ACTOR WHO SINGS **SOPRANO** DRESSES IN **OLD RAGS**.

## THE MUSICAL OF MAYHEM

Pickles arrived for dress rehearsal, but the director is missing. With the clues below, can you determine which roll each actor plays, what their costume is, and which voice part they sing?



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Answer Key:  
Final Assignments:  
• Saving the assistant in half: Set on fire, caused by slipping on a banana, resulted in mustache being set on fire.  
• Escape Tricks: Handcuffed to a police officer, caused by a broken buckle.  
• Rabbit and Hat Trick: Made underwear disappear, caused by betrayal.  
• Card Trick: Sprinklers went off, caused by blinding by the light, and affected the audience.

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