

# SUPER SLEUTH

## VOCABULARY GAME

Crack the codes and  
solve the mysteries!

**WARNING:**

CHOKING HAZARD—Small parts.  
Not for children under three (3) years.



It's no mystery that students love games. Engage and motivate them with the Super Sleuth Vocabulary Game. Students take turns drawing clue cards from the case categories (Synonyms, Antonyms, Homophones, and Multiple-meaning Words), reading the questions aloud, and checking the answers on the backs of the cards with the magnifying glass answer decoder. If they answer correctly, they collect a badge. The first player to collect three badges from each case category is the winner. It's a great way to sneak some fun into your vocabulary lessons—case closed!

### Includes:

- 200 Clue cards (184 questions and 16 special cards) in four case categories (Synonyms, Antonyms, Homophones, and Multiple-meaning Words)
- 4 Category dividers
- Magnifying glass answer decoder
- 48 Badge tokens
- Guide

### Object of the Game

Be the first detective to earn three badges from each case category and get promoted to Super Sleuth!

### Getting Ready

Divide the cards into their case categories, separating them with the included dividers. The clue cards are numbered in order of difficulty within a category. Place the case categories in the box in the following order: Synonyms, Antonyms, Homophones, Multiple-meaning words. Decide which student detective will go first.

### Detectives-in-Training Tip

Motivate and engage students by reviewing some of the vocabulary that is used on the game cards: *agent, case, clue, confess, detective, disguise, evidence, imposter, investigate, sleuth, suspect, undercover, and witness.*

## Playing the Game

1

The first detective draws a clue card from the first category (Synonyms).

2

The detective reads the clue card aloud and answers the question. Questions are posed in standardized-test format.

3

The detective then uses the decoder to check the answer in the red fingerprint on the back of the card. If correct, the detective collects a badge that corresponds to the case category.

## Special Cards

Sixteen special cards keep detectives on their toes. If detectives draw a **BAD LUCK!** card, they must return a badge in that category. They can collect a new badge by drawing and answering a new clue card on their next turn. If detectives draw a **LUCKY BREAK!** card, they can collect a badge from that category without answering a question.

**BAD LUCK!**

Your "hot tip" turned cold.  
Return a badge.

**LUCKY BREAK!**

You won the "Fittest and Fastest"  
award in the academy's physical  
fitness challenge.

Collect a badge.

4

The game continues with detectives taking turns drawing clue cards, answering the questions, using the decoder to check their answers, and collecting badges.

## The Super Sleuth!

The first detective to collect three badges from each category is promoted to Super Sleuth and wins the game!

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