

# THE MOTHER GOOSE MURDERS

## HINTS FILES

\*One Puzzle Per Page

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# LITTLE BOY BLUE

1. Use the “Little Blue Boy” rhyme with the “Sleeping on the Job” from the kids’ activity sheet, along with the other item that was found with the victim dressed as Little Boy Blue.
2. Use the ruler to connect the images that match the underlined words from the rhyme. Connect the ones that are on the same line as each other.
3. Example: Boy and Blue. If you draw a line connecting them with the ruler, you will get the letters “USE..”





# HICKORY DICKORY DOCK

1. You will first need to solve the Little Boy Blue puzzle before you can do this.
2. Use the message you get from the Little Boy Blue Puzzle to know where to start.
3. Once you know where to start and what is important, move according to the times given to get more letters.



# WHERE DOES BOY BLUE LEAD?

You need to have solved the Little Boy Blue and Hickory Dickory Dock puzzles before you can do this.







# MARY, MARY

1. Use the Mary, Mary rhyme with the Garden Time activity.
2. Take all of the letters/numbers in the bells first, then the shells, then the maids.
3. The message you get will start with, "Like the cat..."
4. The numbers you get will be used with the Hey Diddle Diddle rhyme.



# HEY DIDDLE DIDDLE

1. Use the numbers you get from the Mary, Mary puzzle with the Hey Diddle Diddle rhyme.
2. The numbers should be in pairs, like 3, 10.
3. Now on the Hey Diddle Diddle rhyme go to the 3<sup>rd</sup> line and take the 10<sup>th</sup> letter.



# WHERE DOES MARY, MARY LEAD?

You need to have solved the Mary, Mary and Hey Diddle Diddle puzzles before you can do this.



# LITTLE MISS MUFFET/SPIDER

1. Cut out the spider on the yellow card.
2. Use the cut-out of the spider, the image on the back of the Little Miss Muffet rhyme, and the Spider Bite activity together.
3. Place the spider cut out on the Spider Bite activity so that the spider is “biting the word “her.” Then write down the eight letters the legs are pointing at.
4. Part of this puzzle is figuring out which group of eight letters is the starting point. Only one of the groups makes words from the beginning.
5. Start with the one that has the letters, “They are n...”
6. Now figure out which group you need to add so that you will continue to make a coherent message.



# WHERE DOES LITTLE MISS MUFFET LEAD?

You need to have solved the Little Miss Muffet puzzle before you can do this.





# LITTLE BO PEEP/MAZE

1. Complete the maze and make a note of what letters you pass through.
2. The first part will make words that give you a clue, but the rest of the letters you pass through will seem random and will NOT make words. They will be used in the next puzzle.



# THREE BLIND MICE

1. Use the clue and the letters you get from the maze with the Watch Out for the Farmer's Wife activity.
2. Use the random letters you got from the maze and write the braille form of those letters in the activity.
3. The shaded/filled-in dots will form a word when you are done.



# WHERE DOES LITTLE BO PEEP LEAD?

You need to have solved the Little Bo Peep and Three Blind Mice puzzles before you can do this.







# OLD KING COLE

1. Read the crime scene report for the victim dressed as King Cole.
2. Note which items are in which hand.
3. Now use the A Royal Summons activity to determine whether you should read from the left or the right for the 11 lines of letters on the Old King Cole paper.
4. The message you get will start with, "Follow the spider..."





# ITSY BITSY SPIDER

1. You need to solve the King Cole puzzle before you can do this.
2. Use the directions from the King Cole puzzle answer with the Itsy Bitsy Spider rhyme to move from the red dot to the letters.
3. As you use a letter, you can mark it out.
4. You will not use all of the letters.



# WHERE DOES OLD KING COLE LEAD?

You need to solve the King Cole and Itsy Bitsy Spider puzzles before you can do this.





# WHERE WILL THE NEXT ATTACK OCCUR?

1. You will need to have solved and unlocked the five locations before you can do this.
2. Once you have all 12 letters, move them around according to the instructions.



# JACK AND JILL/CHORE CALENDAR

1. First, use the note from the Jack and Jill card to determine what chores are done on what days of the week.
2. Once you know that you have the list to pull the letters, you need to get a message.
3. The name you get will be used as PART of the answer for “Where does Jake and Jill lead you?”





# A WISE OLD OWL



1. Take out the letters in the word SPOKE in the order they show up in the word from the coded message.
2. The message will start with, "The answer you seek..."



# WHERE DOES JACK & JILL LEAD?

You need to have solved the Jack and Jill and Wise Old Owl puzzles before you can do this.



# SOLUTION

1. Once you have unlocked the “Where does Jake and Jill take you?”, examine the names found on the back of the photo and think about everything you have learned about the killer up to this point.
2. From the notes you found at the previous five locations, you should have a few ideas of why the killer is doing what they are doing. Use that knowledge to figure out who on the list is the killer and who the next victim is.
3. The previous notes all sound like a parent grieving the lose of a child. One of the adults and the kids share a last name.
4. The adult is the killer you need, and the name of the kid who doesn't match one of your victims is the name of the next target.

