

Marvin's Math Mystery Hunt

What You Need:

- Printable **clue card templates** or blank index cards.
- A final treasure (e.g., a small toy, certificate, or a congratulatory note from Marvin the Math Cat).
- A location to hide the treasure and clues (e.g., a house, classroom, or yard).
- Pencils or markers for solving clues.



Instructions:

1. Prepare the Clues

Write math problems on each clue card, tailored to the players' skill levels. Use the examples below for inspiration. Each answer will reveal the location of the next clue.

2. Set Up the Hunt

Hide the cards in places that match their answers. For example, if the answer is 12, hide the card near an item associated with the number 12 (like an analog clock showing 12 o'clock).

3. Start the Game

Hand players the first clue and let them solve their way from one location to the next until they find the final treasure.

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Example Clue Cards:

First Clue

Marvin is baking cookies. He makes 12 cookies and wants to divide them evenly onto 3 trays. How many cookies will be on each tray?

- **Hint:** The answer will lead you to a place with this many legs, like a chair or a table.
- **Solution:** 4

Second Clue:

Marvin's bookshelf has 5 rows, and each row holds 8 books. How many books are on the entire shelf?

- **Hint:** Look for a spot with this many items, like a container of markers or crayons.
- **Solution:** 40

Third Clue:

Marvin is building a fence for his garden, which is shaped like a rectangle. The garden is 5 feet long and 3 feet wide. What is the total length of the fence needed to go around the garden?

- **Hint:** Find the answer near something rectangular, like a door or a rectangular table.
- **Solution:** 16 feet

Fourth Clue:

Marvin flips a coin 10 times and gets heads 4 times. What fraction of the flips landed on heads?

- **Hint:** The answer guides you to a place tied to fractions, like a measuring cup or a clock showing a fraction of the hour.
- **Solution:** 4/10 or 2/5

Final Clue:

Marvin rolls a six-sided die and gets an even number. What is the probability of rolling an even number on his next roll?

- **Hint:** The treasure is hidden in a spot associated with probability, like a jar of dice or a board game.
- **Solution:** $3/6$ or $1/2$

Treasure Ideas

The treasure could include:

- A math-themed toy or puzzle.
- A Marvin the Math Cat certificate.
- A note congratulating players on completing the mystery!