

THE Incredible CANDY CAPER

At A Glance



At-a-Glance Teacher Guide Game Flow + Worksheet Timing

Total Time - Single Session: 2–2.5 hours OR Multi-Day: 3 class periods

Stage 1: Introductions (30–40 min)

What Happens

- Students read character introductions.
- Finalists are announced.

Teacher Focus

- Encourage active listening.
- Prompt students to notice possible motives.

Student Work - Begin Evidence Tracker

- Fill in suspect names
- Record early suspicions

Teacher Tip: Ask: “Who seems competitive? Who might feel overlooked?”

Stage 2: First Investigations (30–40 min)

What Happens

- Sabotage is revealed.
- Suspects are questioned.
- Skits/interviews are performed.

Student Work - Continue Evidence Tracker

- Add Motive
- Add Opportunity
- Record Evidence For / Against

Teacher Tip: Remind students: “Is this strong evidence or just suspicious behavior?”

Stage 3: New Evidence + Final Investigations (30–40 min)

What Happens

- Additional evidence is revealed.
- More questioning occurs.

Student Work- Finalize Evidence Tracker

- Review strongest suspect
- Cross out weaker suspects
- Pause Before Moving On
- Give 5–10 minutes for quiet review.



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Educator Guide

Final Accusation (15–20 min)

DO THIS BEFORE REVEALING THE SOLUTION

Student Work- Complete Crime Report

- Name the culprit
- Provide 2–3 explained clues
- Collect reports before opening the solution envelope.

Stage 4: Solution Reveal (10–15 min)

- Read solution.
- Culprit confesses.
- Discuss key clues.

Ask: “What was the strongest clue?” - “What misled you?”

Post-Reveal Reflection (15–20 min)

Complete Reflection Page

Optional:

Whole-class discussion first

Written reflection second

Differentiation Quick Guide

Ages 8–9:

- Complete tracker together as a class.
- Provide sentence starters.
- Allow drawing + labeling for clues.

Ages 10–12

- Independent tracker completion.
- Paragraph-based Crime Report required.
- Encourage reasoning that eliminates other suspects.

Worksheet Summary

Worksheet	When Used
Evidence Tracker	Throughout Stages 1–3
Crime Report	After investigations, before reveal
Reflection Page	After solution reveal

Key Reminders for Teachers

- ✗ Do NOT reveal culprit before Crime Reports are collected.
- ✓ Build in quiet writing time before reveal.
- ✓ Encourage evidence-based reasoning — not guessing.
- ✓ Use prompts to guide discussion without giving away clues.

When structured well, this becomes one of the most memorable learning experiences of the year.

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