

Classroom Whodunit: The Case of the Missing Trophy

A print and play mystery ice breaker for grades 6 to 12. Teams earn the evidence by listening to each other, then work out who took the trophy.

PREVIEW

What's included

- Teacher notes with the 60 minute plan and the 45 minute version
- Detective Profile sheet (one per student)
- Listening check tracker for the teacher
- The Case Briefing
- Four suspect cards with motives and statements
- Four clue cards: alarm report, sign-in sheet, group chat, office memo
- Team Accusation Sheet with the scoring box
- Solution page with the full chain of evidence
- Color and ink-saver black and white, US Letter and A4

How it plays

1. Every student answers six quick questions on a Detective Profile and reads them to their team.
2. You read the Case Briefing. Each team gets the four suspect cards and an Accusation Sheet.
3. Teams earn the four clue cards one at a time: a student must repeat what a teammate said. Review mode: ask a question from your unit instead.
4. Teams compare each clue with the suspects' statements, cross off who it clears, and accuse once. Highest score wins.

What this preview shows: the teacher notes, the Detective Profile, the Case Briefing, two of the four suspect cards, two of the four clue cards, the Accusation Sheet, and one ink-saver page. The full game adds the other suspects and clues and the Solution page with the complete chain of evidence, all unwatermarked.



Classroom Whodunit

The Case of the Missing Trophy

Grades 6 to 12 · Teacher notes · Print and play, no screen needed



The idea

A trophy has gone missing from the school and there are four suspects. Your class works in detective teams of four or five to find out who took it. The twist: the evidence is locked. A team only gets its next clue card by proving it listened to its own teammates during the ice breaker round. So the better a team knows each other, the faster it cracks the case.

The goal

Be the team that names the right suspect, backs it with evidence, and clears the other three. Highest score wins: points for every clue earned, a big bonus for the correct accusation, and extra for the first team to hand it in.

Step by step (one 60 minute period)

- 1 Profiles**
5 min
Every student answers the six quick questions on a Detective Profile. Short answers are fine.
- 2 Share round**
10 min
Put students in teams of four or five. Each student reads their answers to the team. Everyone listens: this is what unlocks the clues later.
- 3 Briefing**
5 min
Read the Case Briefing aloud. Give each team the four suspect cards and one Accusation Sheet. Keep all the clue cards at your desk.
- 4 Earn a clue**
A team sends one student to you. Ask about a teammate, for example "What did Maya write for number 4?" Right answer: hand over the team's next clue card. Wrong: back to the team, try again in two minutes with someone else.
- 5 Investigate**
30 min for steps 4 and 5
The team reads the clue, compares it with what the suspects claim, and crosses off anyone the clue clears. Then it sends someone for the next clue. Clues go out in order: 1, 2, 3, 4.
- 6 Accuse**
When a team is sure, it fills in the Accusation Sheet: who did it, why, which clue proves it, and why the other three are cleared. One accusation per team. They hand it to you.
- 7 Reveal**
10 min
Score each sheet against the Solution page. Then walk the class through the evidence one clue at a time and announce the winning team.

Steps 4 and 5 repeat until a team holds all four clues. A team can accuse at any time, even with fewer clues, but only once.



Detective Profile

Answer honestly and keep it short. Then read your answers to your team, and listen to theirs. The evidence depends on it.

DETECTIVE CODENAME TEAM

1 Something I could talk about for an hour

.....
.....

2 A food I could eat every single day

.....
.....

3 The most useless fact I know

.....
.....

4 Something I am oddly good at

.....
.....

5 If I ran this school for one day, the first thing I would change

.....
.....

6 The show or movie I rewatch when I need a laugh

.....
.....

How a listening check works: your teacher names one of your teammates and a number, and you have to say what they wrote. Get it right and your team earns its next clue. So listen, ask follow-up questions, and remember the funny ones. They come up.



Case Briefing

The Case of the Missing Trophy - read aloud, then hand out the suspect cards

CASE FILE 01

Last night the Westbrook Cup vanished from the display case in the front hall. It is the first championship trophy this school has won in twenty years, and the pep rally to celebrate it starts in two hours.

On Thursday at 3:30 pm the office manager, Ms. Alvarez, locked the trophy in the case after the new plaque was fitted. She hung the case key on its hook in the front office, as always. At 7:45 am today the custodian, Mr. Dunn, walked past an empty case. No broken glass. No forced lock. The key was still on its hook.

The building stays open for evening activities until 10:00 pm, but after 6:00 pm the only way in or out is the gym side door, where everyone signs in and out. The front hall has its own alarm zone. It arms itself at 8:30 pm every evening and can only be switched off with a staff code. The alarm was never triggered.

The front office is unlocked whenever the front hall alarm is off. The gym is at the far end of the building: a three minute walk from the display case.

What we know for sure

Thu 3:30 pm

Trophy locked in the case. Key on its hook.

Thu 6:00 pm

Gym side door becomes the only way in or out.

Thu 8:30 pm

Front hall alarm arms itself. Staff code needed.

Fri 7:45 am

Case found empty. No damage. Key still on its hook.

Your job, detectives

Four people had a reason to want that trophy gone. Interview the suspects, earn the evidence, and work out who took the Westbrook Cup before the pep rally starts. Accuse only when your team is sure. You get one accusation.

The suspects

Riley Park, student council president

Coach Dana Bell, basketball coach

Sam Okafor, team captain, benched for the final

Casey Nguyen, editor of the school newspaper

The evidence

Four clue cards, locked until your team earns them. Each one is a real document from Thursday night. Read every word. Compare them with what the suspects say.



Suspect Cards (1 of 2)

Cut on the dashed line. Every team gets all four suspects with the briefing.

SUSPECT 1 OF 4

THE CASE OF THE MISSING TROPHY

Riley Park

Student council president

MOTIVE

Riley pitched a dramatic reveal for the pep rally: hide the trophy, then unveil it from a box on stage while the band plays. The principal said no, too risky. Riley told the council, "Fine. It would have been the best pep rally this school has ever seen."

STATEMENT

"I was in the gym all evening hanging banners for the rally. I signed in at 7:30 and out at 9:50. I never went anywhere near the front hall. Why would I? The trophy was already going to be on stage."

TEAM NOTES: DOES THE EVIDENCE BACK THIS UP?

Detective note: Riley had the key to the council supply closet, which is full of boxes for the rally.

SUSPECT 2 OF 4

THE CASE OF THE MISSING TROPHY

Coach Dana Bell

Basketball coach

MOTIVE

The new plaque on the trophy spelled the coach's name "Dana Bel." Coach Bell was furious and told the office the trophy "should not be on display until that plaque is fixed, and I mean it." The office said it would be fixed after the rally.

STATEMENT

"I ran practice from 6:00 to 8:15 and drove straight home. I was watching game film on my couch by 8:45. I have coached here for twelve years. I do not steal trophies, I win them."

TEAM NOTES: DOES THE EVIDENCE BACK THIS UP?

Detective note: Coach Bell's classroom is across from the front office.



Clue Cards (1 of 2)

Cut on the dashed line. Print one set per team and hand the clues out as they are earned, in order.

CLUE 1 OF 4

EVIDENCE • THE CASE OF THE MISSING TROPHY

Alarm system report

Printed from the security panel this morning. Front hall zone only.

TIME	EVENT	DETAIL
Thu 8:30 pm	ARMED	automatic schedule
Thu 9:10 pm	DISARMED	code STAFF-04
Thu 9:22 pm	MOTION	front hall, display case sensor
Thu 9:41 pm	ARMED	code STAFF-04
Fri 7:02 am	DISARMED	code STAFF-01 (custodian)

No alarm events between 9:41 pm and 7:02 am.

TEAM NOTES: WHAT DOES THIS CLUE PROVE, AND WHO DOES IT CLEAR?

CLUE 2 OF 4

EVIDENCE • THE CASE OF THE MISSING TROPHY

Gym side door sign-in sheet

Thursday evening. The only door open after 6:00 pm.

NAME	IN	OUT	REASON FOR VISIT
Coach Bell	6:00 pm	8:15 pm	basketball practice
Priya Shah	6:00 pm	9:40 pm	practice, then waiting for my ride
Sam Okafor	6:00 pm	9:50 pm	practice + free throws
Riley Park	7:30 pm	9:50 pm	pep rally setup (gym)
Casey Nguyen	7:30 pm	9:50 pm	newspaper room
Mr. Dunn	5:30 pm	10:05 pm	lock up

Everyone who enters after 6:00 pm must sign in here. No exceptions.

TEAM NOTES: WHAT DOES THIS CLUE PROVE, AND WHO DOES IT CLEAR?



Accusation Sheet

One per team. You get one accusation, so be sure. Cite the clue number for every claim.

TEAM

TEAM NAME _____ DETECTIVES _____

WE ACCUSE _____

Why they did it (motive)

The evidence that proves it

CLUE #	WHAT IT SHOWS
_____	_____
_____	_____
_____	_____

Clearing the other 3

SUSPECT	CLUE #	WHY THEY COULD NOT HAVE DONE IT
_____	_____	_____
_____	_____	_____
_____	_____	_____

Teacher scoring

Clues earned x 10 =

Correct accusation (50)

Suspects correctly cleared x 10 =

First correct team (20)

Total



🔍 Clue Cards (1 of 2)

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In the full game

One class period. Any time of year. Ice breaker or review game.

4 suspect cards with motives, statements and one lie

4 clue cards: alarm report, sign-in sheet, group chat, office memo

1 solution page with the full chain of evidence

60 minutes, with a 45 minute version in the notes

Thank you! If this works for your class, a quick review helps other teachers find it, and earns you TpT credits.

