



BC GIRL GUIDES COOKIE MYSTERY



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British Columbia Council, BC Program Committee
107-252 Esplanade W., North Vancouver, BC V7M 0E9

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Welcome

Welcome to the **BC Girl Guides Cookie Mystery**, a fun role play activity. This activity was created by the BC Program Committee (2025). The script was designed especially for Pathfinders and Rangers. It combines investigation, social interaction, and a fun, light-hearted mystery to keep youth engaged for an hour and a half. You can adjust the complexity of the clues and backstories depending on the age group or how deep you want the mystery to go. Depending on the size of the unit, you may wish to add additional characters or remove non-essential characters. Youth members may wish to dress up as their character for the role play.

Send us photos of your unit acting out the cookie mystery script:

bc-program@girlguides.ca

Supplies

For the role play, the following supplies will be required:

- Empty cookie box with note
- Half-eaten cookie
- Girl Guide ledger
- Footprints
- Wrapping paper
- Cookie booth
- Backstory for each character outlining traits, backstory, and motive

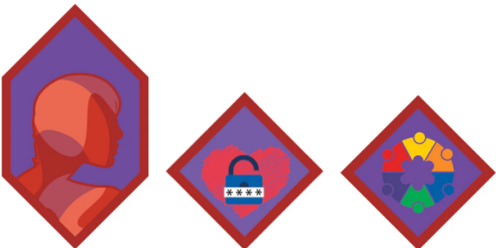
Girls First

We suggest the following Girls First Areas and Themes to match the cookie mystery activity. Since the Pathfinders and Ranger programs are flexible, you may find other program matches for this activity. Feel free to assign the badges as you see fit.

Be Well – My Healthy Relationships, My Mighty Mind



Explore Identities – Being You, Different Together



Introduction

The famous Girl Guide cookies, known for their scrumptious flavours and perfect balance of sweetness and crunch, have gone missing. A case of cookies, meant for a fundraising event, was stolen from the Girl Guide booth. As the investigation unfolds, secrets are revealed, and everyone becomes a suspect. Was it the Girl Guide leader trying to cut costs? A rival Girl Guide unit or Scout group looking to sabotage? Or a hungry participant who just couldn't resist?

Who stole the

C  **KIES?**



Characters

Key Characters to Consider Keeping

1. **Detective Kate Barnes** – She is essential to the cookie mystery story.
2. **Samantha “Sam” Thompson** – The Girl Guide leader, crucial to the story's focus on the Girl Guides and their booth.
3. **Amy White** – The ultimate culprit. She needs to remain, as she ties the plot together.
4. **Antonio Martinelli** – The local police officer who works alongside Kate Barnes, helping with investigation dynamics.
5. **Max Miller** – Rival Scout, provides competition and an additional dynamic, especially with his pranks.
6. **Fatima Khan** – She’s a key Girl Guide member who could be involved in competition-driven drama.
7. **Maya Patel** – Rival Scout who adds to the tension and could be seen as a potential suspect.
8. **Patrick O’Malley** – The local reporter adds to the drama and gives motive for people to be on edge.

Characters that Could be Eliminated

1. **Tom “Cookie Monster” Yamamoto** – His role as a sweet-tooth enthusiast can be absorbed by other characters (Max Miller or Fatima Khan could serve this role without him).
2. **Lilly Wesson** – A quiet character whose role can be somewhat passive. If needed, the intrigue of her being overlooked can be merged with another introverted character, like Amy White.
3. **Charlie “Chaz” Hawkins** – The local baker's motives might overlap with others like Sam Thompson or Amy White, and his presence isn’t central to solving the cookie mystery.
4. **Maggie Wells** – While outgoing, Maggie’s personality can be absorbed into other more active characters, especially if there’s a need for a cookie fan or friendly volunteer role.

5. **Rita Dosanjh** – She brings a touch of grudge-driven drama, but her backstory can be merged with Maya Patel, who both hold grudges against Girl Guides.
6. **Maria Lopez** – Could be combined with another quieter character like Lilly Wesson or Maya Patel.

Adjustments for Smaller Units

Units with 8-10 People: Focus on the core characters and create dynamic interactions among them. You can cut out characters like **Tom Yamamoto, Lilly Wesson, and Chaz Hawkins**, and reduce the number of suspects for simplicity.

Units with 5-7 People: Eliminate the rival Scout group entirely (i.e., **Max Miller and Maya Patel**) and focus the story on Girl Guides, with **Amy White** as the only antagonist.

By adjusting the number of characters and their involvement in the plot, you can ensure that the story remains engaging and streamlined for fewer characters while still keeping the central cookie mystery intact.

Character Development

Key Characters to Consider Keeping

1. Detective Kate Barnes

- **Traits:** Brilliant, sharp, and highly observant. She has a dry sense of humour but can be a bit intimidating. Kate thrives in pressure situations and is known for her ability to read people. She tends to be calm and collected under pressure but gets visibly irritated when people waste time or are evasive.
- **Backstory:** Kate has been a detective for over a decade, solving everything from petty thefts to high-profile criminal cases. She recently moved to this small town to take a break from her hectic career, but she can't resist a good mystery. Though she values fairness, she's no stranger to bending the rules when the situation demands it.
- **Motive:** She wants to solve this case as quickly as possible, but part of her is curious to see how the group reacts to the pressure and whether their personalities give anything away about their guilt.

2. Samantha “Sam” Thompson

- **Traits:** Enthusiastic, energetic, and deeply committed to the Girl Guide cause. Sam is the kind of person who always believes in the best in people and is prone to seeing things in black and white. She tends to be overly optimistic, but this can sometimes cloud her judgment. She's fiercely protective of her unit.
- **Backstory:** Sam has been a unit leader for three years. She's passionate about Girl Guides and their values but sometimes feels overwhelmed by the

responsibilities of her role. In the past, she's worked as a youth counsellor, which makes her more attuned to emotional dynamics, though she sometimes underestimates how people can act when under pressure.

- **Motive:** Sam wants to clear her name and the unit's reputation, but she also has a deep fear of letting down the girls who rely on her leadership.

3. Amy White

- **Traits:** Highly organized, methodical, and very concerned with efficiency. Amy is the kind of person who thrives on structure, but this need for control sometimes makes her seem cold and detached. She's known for keeping track of everything meticulously, though this can sometimes lead her to overlook the human element of situations.
- **Backstory:** Amy is the Unit Assistant for Girl Guides, a role that allows her to keep things running smoothly. However, she has been under increasing pressure due to financial troubles that she's been trying to cover up. She's made some questionable choices in the past but tries to maintain a calm, professional exterior.
- **Motive:** Amy's debts have pushed her to take drastic measures. The stolen cookies were supposed to solve her financial problems, but she didn't plan on getting caught. She hoped the theft would go unnoticed and that the unit would think it was a simple mistake.

4. Antonio Martinelli

- **Traits:** Calm, dependable, and loyal to his friends, especially Kate. Antonio often takes a backseat in situations and lets Kate take charge, but he's always there to support her. He has a good sense of humour, but he's also very observant and can read people well.
- **Backstory:** Antonio is a local police officer and Kate's close friend. He doesn't often work high-profile cases, but his relationship with Kate means he gets called in to help with minor investigations. He's been with the force for several years and knows everyone in town.
- **Motive:** Antonio wants to support Kate but is also keen on solving the case to prove his own detective skills. He may know more about the town's gossip than he's letting on, which could help or hinder the investigation.

5. Max Miller

- **Traits:** Outgoing, mischievous, and always on the lookout for his next prank. Max is known for his sense of humour, but his jokes often cross boundaries. He enjoys causing mild chaos and doesn't mind being the centre of attention, even if it's not always in a positive light.
- **Backstory:** Max is a 15-year-old prankster from a rival Scout group. He's well-known for stirring up trouble at events. He has a competitive streak and is always trying to one-up Girl Guides, especially when it comes to fundraising challenges. Max's antics are both a source of amusement and frustration for those around him.
- **Motive:** Max may not have taken the cookies, but he would find it hilarious if the Girl Guides were thrown off by a bunch of false leads. He could be playing the

role of the joker to keep the investigation going in the wrong direction, or he might be trying to cover up something more serious.

6. Fatima Khan

- **Traits:** Energetic, ambitious, and determined to win. Fatima is the top seller in her unit, always striving to beat the competition. She's not above using every tactic at her disposal to achieve her goals, even if it means getting a little too competitive.
- **Backstory:** Fatima's ambition comes from her desire to prove herself. She feels the pressure to be the best in everything she does, whether it's selling cookies or getting the highest grades. Her parents have high expectations, and she's determined to meet them at all costs.
- **Motive:** Fatima may feel that someone's jealousy of her cookie sales could be the motive behind the theft. She might be covering up her own insecurities, but she's also quick to point out any flaws in others.

7. Maya Patel

- **Traits:** Sneaky, competitive, and a little too eager to win. Maya has an air of quiet confidence but is known for her willingness to do whatever it takes to succeed. She can be charming but has a fierce side when it comes to rivalry.
- **Backstory:** Maya is a Scout from a rival group, always trying to outshine Girl Guides in everything they do. She is ambitious and isn't afraid to play dirty to get ahead. She may have sabotaged the Girl Guides in the past, though she's never been caught.
- **Motive:** Maya may not have stolen the cookies, but she's probably happy to see Girl Guides in trouble. If the theft leads to a scandal, it could help her Scout group gain more attention and prominence.

8. Patrick O'Malley

- **Traits:** Dramatic, attention-seeking, and always ready to create a spectacle. Patrick thrives in situations where he can stir up some drama, often acting as though he's the centre of a much larger, more important event.
- **Backstory:** Patrick is a local reporter, eager to get the scoop on anything juicy. He enjoys creating tension in a room, and his articles tend to focus on the "human angle," often exaggerating small issues. He sees this cookie theft as a potential goldmine for his next big story.
- **Motive:** Patrick sees this as his moment to shine. He wants to uncover the truth but is also driven by the desire to make himself the hero of the story, even if it means embellishing some of the facts.

Characters that Could be Eliminated

1. Tom “Cookie Monster” Yamamoto

- **Traits:** Boisterous, jovial, and always joking around. Tom has a reputation as the local sweet tooth, and he loves to joke about his unhealthy obsession with sweets. He’s charming in an over-the-top way but not very sharp when it comes to subtlety. He is the kind of person who talks loudly to distract from anything uncomfortable.
- **Backstory:** A regular at all local events, Tom is known to always have a cookie or dessert in hand. He’s an amateur baker who frequently attends community gatherings, sometimes offering free baked goods in exchange for “cookie-related insights.” Despite his easygoing personality, he can get defensive if anyone accuses him of being involved in anything illegal.
- **Motive:** Tom is passionate about cookies but not in a criminal way. However, his love of sweets might have led him to impulsively take a box if he found it unattended. He denies any involvement but could have been too eager to sample the goods when no one was looking.

2. Lilly Wesson

- **Traits:** Soft-spoken, anxious, and introverted. Lilly tends to keep to herself and avoids drawing attention. She’s very sensitive and often worries about what others think of her. She’s observant but doesn’t know how to express herself in tense situations, which makes her seem more suspicious.
- **Backstory:** Lilly’s father is a well-known businessman in town, but Lilly has never been particularly close to him. She feels overshadowed by her more outgoing peers, particularly Fatima Khan, who always seems to excel. Lilly has a secret desire to prove herself but feels insecure about her place in the group.
- **Motive:** Lilly might be trying to escape from the pressure of being perfect. There could be a deep insecurity about being overshadowed by Fatima, which could have led her to make a rash decision. However, she might also have witnessed something crucial that could crack the case open.

3. Charlie “Chaz” Hawkins

- **Traits:** Gregarious, helpful, and always willing to lend a hand. Chaz is the go-to guy for anything related to baking or food. He’s a long-time supporter of Girl Guides and is very friendly, though some might say he’s too eager to please.
- **Backstory:** Chaz is a local baker with a deep love for community events. He’s been involved with Girl Guides for years, donating baked goods for their fundraisers. However, there are rumours that his bakery has been struggling lately, and he’s been more aggressive about securing contracts for events.
- **Motive:** Chaz may have had good intentions, but if the cookie sales were slow, he could have thought of a way to “help” by taking the cookies to a more “profitable” venue. He might have seen this as a way to save face, but he’s also too attached to Girl Guides to want them to be in trouble.

4. Maggie Wells

- **Traits:** Outgoing, kind-hearted, and loyal to her community. Maggie loves attending every event, and her enthusiasm is contagious. She's the type to always volunteer and help out, though she can sometimes be overly eager and a bit too chatty.
- **Backstory:** Maggie has been a supporter of Girl Guides for years. She's often the first to sign up for any event or fundraiser. However, her intense desire to be liked sometimes leads her to bend the truth a bit, especially when she's trying to please people or gain favour.
- **Motive:** Maggie is a cookie fanatic and may have indulged too much in the event's stock. She might have unintentionally taken the cookies, convincing herself it was "just a little snack." Her love of Girl Guides means she didn't mean any harm, but the theft still has consequences.

5. Rita Dosanjh

- **Traits:** Cynical, grudge-holding, and sharp-tongued. Rita doesn't mince words, and she's quick to point out the flaws in others. She has a dry sense of humour and enjoys making pointed remarks, which can often leave people feeling unsettled.
- **Backstory:** Rita was a Girl Guide in her youth but was driven away after a bitter falling-out with some of the leaders, including Samantha Thompson. She's been involved in local charity work, but her frustration with Girl Guides has made her an outsider.
- **Motive:** Rita could be harbouring resentment toward Girl Guides, especially if she felt slighted during her time with the unit. She might have taken the cookies as a form of revenge, or she might be trying to throw suspicion on someone else to make Girl Guides look bad.

6. Maria Lopez

- **Traits:** Quiet, observant, and deeply intelligent in a subtle way. Maria tends to blend into the background, preferring to watch and listen rather than speak. She often surprises people with her sharp observations, which she usually keeps to herself. She's the kind of person who notices the things others miss.
- **Backstory:** Maria is a member of the Girl Guide unit, but she's often quiet and introspective. She's been a Girl Guide for years but prefers to stay out of the spotlight, which makes her seem mysterious to others. She has a deep respect for the unit leaders but has also been quietly disappointed by some of their decisions in the past.
- **Motive:** Maria may know more than she's letting on. She may have witnessed something important and is holding back for reasons of her own. Her quiet nature means she's often overlooked, which could work in her favour as a possible culprit or key witness.

7. Nancy Green

- **Traits:** Mysterious, with an air of self-assurance that makes her seem above the fray. Nancy's past is something she doesn't discuss, but she occasionally drops cryptic comments that hint at trouble. She has a way of making people feel uncomfortable without saying much, as if she knows more than she lets on.
- **Backstory:** Nancy once lived in a bigger city, where she was rumoured to be involved in a financial scandal, but she relocated to the small town seeking a quieter life. Her involvement with Girl Guides is a recent development. While she's always friendly, there's an underlying tension about her—perhaps due to the community's suspicion about her past.
- **Motive:** She's trying to keep her past hidden, and the cookie theft case could unravel her life. She may even be involved, but she's playing the role of helpful bystander to stay off anyone's radar.

Additional Characters for Larger Units

These five characters add layers of intrigue and complexity to the story, each with their own potential reasons for being involved in the cookie theft—whether it's for personal gain, a mistake, or a deeper, hidden motive. They would also introduce more social dynamics and red herrings for players to navigate as they solve the cookie mystery!

1. Vicky Lopez

- **Traits:** Outgoing, social butterfly, and a bit of a drama queen. Vicky is a natural talker and always at the centre of every conversation. She's friendly but sometimes says things without thinking, which can lead to gossip or misunderstandings.
- **Backstory:** Vicky is Maria Lopez's older sister and a former Girl Guide member. While Maria is quieter and reserved, Vicky always enjoyed being the social star of the group. She's recently returned to town and seems to be making her presence felt at the fundraiser.
- **Motive:** Vicky wants to prove she's still part of the "in crowd," even though she no longer participates in the Girl Guides. She's possibly using the event to reconnect with old friends—and maybe even to get attention. She could have been trying to gain popularity again or distract from something embarrassing in her life by causing a little drama.

2. Greg "Big G" Thompson

- **Traits:** A big, friendly guy with a jovial personality. Greg is Sam's older brother and is often the life of the party, cracking jokes and helping out with heavy lifting. He's dependable, but not always the sharpest tool in the shed.
- **Backstory:** Greg has a history of helping out at Girl Guide events, but he doesn't usually take things too seriously. He's well-loved in the community but doesn't have a lot of direction in life. Some people see him as a bit of a "lost cause," but Greg doesn't mind. He's genuinely good-natured.

- **Motive:** Greg might not have stolen the cookies, but he could have been in the wrong place at the wrong time, accidentally causing problems. Perhaps he made a poor decision when he saw the cookies unattended or was involved in some harmless mischief that went too far.

3. Rebecca Lee

- **Traits:** Quiet, observant, and calculating. Rebecca is a perfectionist and keeps to herself, often thinking things through in great detail. She can be intimidating because she doesn't engage much in social banter.
- **Backstory:** Rebecca is a newcomer to the town, recently moving with her family from the city. She has been a Girl Guide in the past but is skeptical about how the program is run in the small town. She wants to fit in but doesn't quite know how, often keeping her distance.
- **Motive:** Rebecca may feel alienated by the local Girl Guide community and could have been trying to cause disruption as a way to get attention or test her new environment. She might have stolen the cookies to get back at the unit for making her feel like an outsider.

4. Julian "Jules" Fitzpatrick

- **Traits:** Charismatic, quick-witted, and a natural leader. Jules is the type of person who can convince anyone to do anything. He's charming and can sometimes manipulate situations to his advantage without others realizing.
- **Backstory:** Jules is a former Scout leader who is now trying to start a new "cookie-selling empire" in competition with Girl Guides. He's a smooth talker and has been seen eyeing the Girl Guide booth as a way to make a few quick bucks for himself. He's charming but can be quite sneaky.
- **Motive:** Jules could be behind the theft, hoping to sabotage the Girl Guides' fundraiser so that his own cookie-selling business can take the spotlight. Alternatively, he might want to cause chaos to create tension between Girl Guides and their supporters to capitalize on the drama for his own gain.

5. Sherry O'Reilly

- **Traits:** Overzealous, ultra-organized, and a bit of a control freak. Sherry takes her role in the community very seriously and tends to micromanage every detail of any event she's involved in. She has a strong sense of right and wrong, but her rigid sense of order can rub people the wrong way.
- **Backstory:** Sherry is a longtime friend of Sam Thompson's mother and has volunteered for every Girl Guide event for years. She's the type to arrive early, stay late, and make sure everything is perfect. However, she can be overbearing, and her attempts to be helpful can sometimes be seen as intrusive.
- **Motive:** Sherry might have stolen the cookies out of frustration, feeling that the fundraiser was not being managed well enough. She could have been trying to take matters into her own hands, thinking she could make the event more "organized" by taking the cookies and selling them elsewhere. Alternatively, she could have tried to set someone else up to look guilty in an effort to "fix" the situation.

The BC Girl Guides Cookie Mystery Script

Characters

1. **Detective Kate Barnes** – The brilliant and determined detective hired to solve the mystery. (Game Master)
2. **Samantha “Sam” Thompson** – The enthusiastic Girl Guide Unit Leader.
3. **Amy White** – A highly organized Girl Guide Unit Assistant, always keeping track of everything.
4. **Antonio Martinelli**– A local police officer who is good friends with Detective Kate Barnes.
5. **Max Miller** – A prankster boy from a rival Scout group.
6. **Fatima Khan**– An ambitious, energetic Girl Guide member trying to win a cookie-selling award.
7. **Maya Patel** – A Scout from a rival group, sneaky and competitive.
8. **Patrick O’Malley** – A local news reporter who loves to be in the middle of drama.
9. **Tom “Cookie Monster” Yamamoto** – A notorious local sweet tooth who loves cookies more than life itself.
10. **Lilly Wesson** – A quiet, introverted girl from the Girl Guide unit, rumored to have a secret.
11. **Charlie “Chaz” Hawkins** – A local baker and long-time supporter of Girl Guides.
12. **Maggie Wells** – A cookie-loving local who attends every Girl Guide event.
13. **Rita Dosanjh** – A former Girl Guide who has been known to hold grudges.
14. **Maria Lopez** – A member of the Girl Guide unit, quiet but always watching.
15. **Nancy Green** – A passionate Girl Guide parent with a shady past.
16. **Vicky Lopez** – A former Girl Guide who has returned to town and loves to be the centre of attention.
17. **Greg “Big G” Thompson** – A friendly and dependable guy who likes to help out at Girl Guide events.
18. **Rebecca Lee** – A newcomer to town who feels like she does not quite fit in with the local Girl Guide community.

19. **Julian “Jules” Fitzpatrick** – A former Scout leader who has his own cookie-selling business.
20. **Sherry O’Reilly** – An organized but super controlling person who likes to volunteer at Girl Guide events.

Setting

The activity takes place in a community hall where Girl Guide cookies were sold. It’s a bustling event with families, volunteers, and attendees all there for the cookie sale. The cookies were supposed to be displayed at the Girl Guide booth for fundraising, but they’ve mysteriously disappeared, leaving only a few crumbs behind.

Prologue

Scene opens with Detective Kate Barnes arriving at the community hall to investigate the case of the stolen cookies. She gathers the group in the main hall and briefs them on the situation.

Detective Kate Barnes:

“Ladies and gentlemen, thank you for gathering here. The case is simple: a case of Girl Guide cookies, meant to be sold for charity, has been stolen. There’s no sign of forced entry, but plenty of suspects. Each one of you has been near the booth at some point today. I’ll need your full cooperation in finding out who took the cookies, and why. Everyone is a suspect, so keep your wits about you. We’ll be investigating for the next hour. Let’s get started.”

Act 1: The Investigation

At this point, characters are free to ask questions and interact with each other. Each character has a backstory, motive, and secrets they may or may not reveal. Each person should get into character and respond according to their backstory and motive. Build up the cookie mystery, but try not to give anything away.

Clues

Clue 1: A half-eaten cookie with a distinct bite mark is found near the scene. The bite is jagged, as if made by someone in a hurry.

Clue 2: A strange note is found in the cookie box with the words, “If you want to find me, follow the crumbs.”

Clue 3: Footprints are found leading to the back of the hall, but they appear to be from two different types of shoes.

Clue 4: The Girl Guide ledger, which tracks cookie sales, has a suspicious erasure of total cookie sales.

Clue 5: Some leftover wrapping paper from a gift is found in the trash near the booth. It has a faint perfume smell, not common in the hall.

Act 2: Interrogation and Suspicion

Now that everyone has had a chance to interact and ask questions, it's time to escalate the action. The characters can start accusing each other, and other key responses are provided. Characters can also reveal little bits of their own story. Detective Kate Barnes provides details as needed. While everyone is throwing around theories, it will become clear that some people know more than they are letting on.

Character Interactions

Maya Patel (Rival Scout):

"You think we took the cookies? I'd never stoop so low, I just came to see if I could get a better cookie deal."

Tom "Cookie Monster" Yamamoto (Sweet Tooth):

"I would never steal the cookies, but I sure as heck would've eaten them if I had the chance! You've got to taste the Chocolatey Mints... they're to die for."

Fatima Khan (Ambitious Girl Guide):

"I've been selling more cookies than anyone else here today. Maybe someone was jealous of my success?"

Antonio Martinelli (Police Officer):

"If anyone's going to solve this, it's me. But there are some things about this case that don't add up... Who's hiding something?"

Nancy Green (Girl Guide Parent):

"I've been helping with the booth all day! It was so busy, I didn't even notice the cookies were gone until just now."

Act 3: The Reveal

After an hour of investigation and discussion, it's time for the group to vote on who they think did it. Everyone has one chance to make their case for who they believe stole the case of cookies.

Detective Kate Barnes (Game Master):

"Alright, everyone, time's up. We'll now have each of you make your final accusation."

Final Accusations

Each participant writes down their guess on a piece of paper.

After all the guesses are collected, Detective Barnes reveals the true culprit.

The Truth

The Thief:

"It was Amy White, the Girl Guide Unit Assistant! Amy was in charge of the booth and had access to the cookies. It turns out, she was under pressure to meet fundraising goals for a personal reason. She'd secretly been skimming some of the profits to cover her own debts. When she noticed the cookies weren't being sold fast enough, she took them and was planning to sell them on her own. The strange note? That was a red herring, meant to throw us off track. And the perfume? That was from a gift she received from her friend, who works at a nearby perfume counter. She didn't think anyone would suspect her."

Conclusion

Detective Kate Barnes:

"Congratulations, everyone. The case of the missing Girl Guide cookies is solved. Amy, you're going to have some explaining to do. As for the rest of you, well done on your detective work."

Post-Activity Discussion

The activity ends with a brief discussion. Youth can talk about how they arrived at their conclusions, what clues they thought were important, and how the cookie mystery unfolded.

Optional Twist

If you want to add more drama, you can include a twist where **Amy White** was framed by someone else in the group who planted the note and evidence. For example, Max Miller (the prankster) could have set Amy up as a joke or out of jealousy.