**Activities, Puzzles, and Brain Teasers for *The Vanishing Window***

***The Haunted Chronicles***

**1. Spot the Differences: The Twisted Reflection**

* **Description:** Two images of Grace’s window are displayed side by side. One image has been subtly altered to reflect the “twisted” version of her room from the story.
* **Task:** Find 10 differences between the two images.
* **Objective:** Encourages attention to detail and aligns with the theme of distorted reflections.

**2. The Window Cipher Puzzle**

* **Description:** Players are given a scrambled message left by the reflection, written in a substitution cipher (e.g., A = Z).
* **Task:** Use the provided key to decode the message, which might say something like, “Find the hidden truth in the reflection.”
* **Objective:** Introduces problem-solving and decoding skills while reinforcing story elements.

**3. The Reflection's Maze**

* **Description:** A printable or interactive digital maze. Grace is stuck in the reflection, and players must guide her to escape the twisting corridors of the mirror world.
* **Task:** Navigate the maze without hitting dead ends.
* **Objective:** Sharpens spatial awareness and logic skills.

**4. Fill-in-the-Blanks: Key Quotes**

* **Description:** Select iconic quotes from *The Vanishing Window* with missing words. For example:

“You can’t stop me, \_\_\_\_\_\_. I’m already \_\_\_\_\_\_ inside you.”

* **Task:** Fill in the blanks using knowledge from the book.
* **Objective:** Tests reading comprehension and attention to the story’s key moments.

**5. Word Search: Haunting Terms**

* **Description:** A themed word search featuring words like “Reflection,” “Grace,” “Twisted,” “Window,” and “Zoey.”
* **Task:** Find and circle all the hidden words.
* **Objective:** Reinforces vocabulary and engages readers with the story’s themes.

**6. The Reflection’s Riddles**

* **Description:** A set of riddles inspired by the book’s plot. Example:

I’m not real, but I’ll mimic your grin.
I live in glass, but I long to win.
What am I?

* + **Answer:** A reflection.
* **Task:** Solve all five riddles to “unlock” the next challenge.
* **Objective:** Encourages critical thinking and creativity.

**7. Escape the Reflection: Logic Puzzle**

* **Description:** Grace needs to rearrange a series of items in the correct order to seal the window. Players are given clues like:
	+ “The shard must go next to the key, but not before the book.”
	+ “The candle must come last.”
* **Task:** Arrange the items in the correct sequence.
* **Objective:** Builds logic and sequencing skills.

**8. Create Your Own Reflection**

* **Description:** A creative activity where participants draw or write about their own reflection coming to life.
* **Task:**
	+ Draw what your “reflection self” would look like in a twisted version of your room.
	+ Write a short paragraph about what it might say or do.
* **Objective:** Sparks creativity and connects readers to the book’s themes.

**9. Two Truths and a Lie: The Reflection Edition**

* **Description:** A digital or printable game where players read three “facts” about *The Vanishing Window*—two are true, and one is a lie.
* **Example:**
	1. Grace’s reflection smiles before she does.
	2. Zoey helps Grace fight the reflection.
	3. The window was destroyed at the end of the story.
	4. **Answer:** The lie is #3.
* **Task:** Identify the lie in each set of statements.
* **Objective:** Reinforces story recall in a fun, interactive way.

**10. The Window’s Timeline: Sequence Puzzle**

* **Description:** Players are given scrambled story events from *The Vanishing Window* (e.g., Grace notices her reflection is off, the reflection begins to mimic her, etc.).
* **Task:** Arrange the events in the correct chronological order.
* **Objective:** Develops sequencing and comprehension skills.

**11. Hidden Messages in the Glass**

* **Description:** An interactive game where players reveal hidden words or phrases by clicking on or highlighting sections of a digital “window.”
* **Task:** Collect all the hidden phrases to reveal a final message: “Courage defeats fear.”
* **Objective:** Promotes exploration and rewards curiosity.

**12. Design Grace’s Safe Room**

* **Description:** Grace needs a safe space to avoid the reflection.
* **Task:** Create a blueprint for a “reflection-proof” room using digital tools or printable templates. Include protective elements like covered windows or special mirrors.
* **Objective:** Encourages creativity and problem-solving.

**13. The Reflection’s Letter Scramble**

* **Description:** The reflection left a cryptic letter, but the words are scrambled.
* **Task:** Unscramble the words to reveal the message: “The window sees all. Beware.”
* **Objective:** Reinforces spelling and critical thinking.

**14. Reflection Trivia**

* **Description:** A quiz with multiple-choice questions about *The Vanishing Window*.
* **Example Question:**
	+ What does Grace first notice about her reflection?
	A. It disappears when she looks at it
	B. It smiles before she does
	C. It waves at her
	+ **Answer:** B
* **Task:** Answer all questions correctly to “win” the game.
* **Objective:** Tests comprehension and reinforces key plot points.

**15. Create a Protection Charm**

* **Description:** Based on Zoey’s idea of breaking the connection, players design their own “protection charm” to keep reflections in check.
* **Task:** Draw or craft a charm (real or digital) and explain how it works.
* **Objective:** Combines creativity and storytelling, allowing players to immerse themselves further in the world of the book.

**Bonus: Share Your Reflection Story**

Encourage readers to submit their own short stories about a mysterious window or mirror. Select a few entries to feature on the website as part of *The Haunted Chronicles* community!

These activities keep readers engaged while deepening their connection to *The Vanishing Window*.