**Puzzles and Brain Teasers for Ghosts in the Hallway**

***The Haunted Chronicles***

**Brain Teasers & Puzzles:**

1. **Ghostly Cipher Challenge**  
   Mr. Enoch leaves cryptic messages for Brynn throughout the book. Create your own **cipher puzzle** for the class to solve. Here’s a simple substitution cipher to get started:

**Cipher Text:**  
"Uif fsf dbmmjoh zpv cz zpvs obnf!"  
(Hint: Shift every letter backward by one place in the alphabet!)

**Answer:**  
"The end is coming for you!"

1. **Who’s the Ghost? (Riddle Puzzle)**  
   "I am always near but never seen, I know the truth of what has been. I can trap you in your mind, in a place that you can’t find. Who am I?"

**Answer:**  
The ghost of Mr. Enoch, who traps students in their memories and fears!

1. **Mystery Word Search Puzzle**  
   Create a word search using key terms from *Ghosts in the Hallway*. Words to include:
   * Wraithmoor
   * Enoch
   * Ghost
   * Disappearance
   * Basement
   * Ritual
   * Teacher
   * Brynn
   * Spell
   * Shadows

Use an online word search generator to create this puzzle for students!

1. **Timeline Tease**  
   Students must unscramble this timeline from the book. List these events out of order, and have students work together to put them in the correct sequence:
   * Brynn first meets Mr. Enoch.
   * The strange cafeteria behavior begins.
   * Brynn and Aylin research Mr. Enoch’s history.
   * They disrupt the ritual in the basement.
   * Brynn receives a final warning from the new teacher.

**Answer (correct order):**

* + Brynn first meets Mr. Enoch.
  + The strange cafeteria behavior begins.
  + Brynn and Aylin research Mr. Enoch’s history.
  + They disrupt the ritual in the basement.
  + Brynn receives a final warning from the new teacher.

**Creative Activities:**

1. **Design Your Own Ghost Teacher**  
   What would your own ghostly teacher look like? Have students draw or write about their version of a haunted teacher who could appear at Wraithmoor High. What spooky powers would they have? How would they interact with students?
2. **Mystery Map Making**  
   Students create a **map of Wraithmoor High**, highlighting the basement, classrooms, cafeteria, and other key locations from the book. Include hidden places where mysteries could be uncovered! (They can even design a "haunted section" of the school!)
3. **Supernatural Story Starter**  
   Use the following story prompt to create your own supernatural mystery:  
   "During the school’s winter break, you discover a hidden door in the gym locker room that wasn’t there before. When you open it, you find yourself in a place that seems frozen in time… What happens next?"
4. **Create a Secret Code**  
   Students invent their own secret code to communicate with each other—just like the mysterious messages Brynn receives in the book. It could be a number-to-letter code, symbols, or even a cipher that their classmates must decode.
5. **Ritual Escape Plan**  
   In *Ghosts in the Hallway*, Brynn and her friends break a ritual to stop Mr. Enoch. Create a group activity where students come up with an escape plan to avoid a haunted event at school. They must write or draw their step-by-step plan, including how they would outsmart a ghostly teacher.

**Bonus Brain Teasers & Fun Puzzles:**

1. **The Riddle of Wraithmoor**  
   "You can’t see me, but I’m always here. I feed on your doubts, your pain, your fear. In the hallways, I may hide, but my power grows the more you confide. What am I?"

**Answer:**  
Fear itself—the essence of what Mr. Enoch feeds on!

1. **Spot the Symbol (Matching Puzzle)**  
   Provide students with a set of mysterious symbols and have them match them to their meanings from the story. For example, one symbol might represent fear, another might symbolize control, etc. How do these symbols relate to the characters and events in the book?
2. **Crossword of Clues**  
   Create a **crossword puzzle** based on key elements from *Ghosts in the Hallway*. Some clue ideas:
   * "The town where the story takes place." (Wraithmoor)
   * "The substitute teacher’s name." (Mr. Enoch)
   * "The location where the ritual occurs." (Basement)
   * "The name of the main character." (Brynn)

Use an online crossword generator for this activity!

1. **Choose Your Path (Interactive Story Writing)**  
   Students can write their own **choose-your-path story** based on the events of *Ghosts in the Hallway*. They make decisions for the main character, like whether to investigate Mr. Enoch or try to avoid him. What different endings can they come up with?
2. **Mystery Anagrams**  
   Create a list of scrambled words from the book that students must unscramble. For example:

* hrtahwimoor (Wraithmoor)
* nsooeh (Enoch)
* tsorital (Ritual)

**Bonus Challenge:** Ask students to create their own anagram puzzles and challenge their classmates!