**Activities, Puzzles, and Brain Teasers for *The Ghostly Guardian***

**The Haunted Chronicles**

1. **Decode the Secret Message**
   * Create a cipher puzzle where kids decode a mysterious message left by Emily in her journal. Use a simple Caesar cipher or substitution cipher to make it challenging yet fun.
2. **Design Your Haunted House**
   * Provide a printable outline of a house where readers can draw secret rooms, hidden passageways, and ghostly inhabitants. They can write a short description of what makes their haunted house unique.
3. **Ghostly Guardian Word Search**
   * Include words from the book such as “guardian,” “friendship,” “attic,” “journal,” “fire,” and “mystery” hidden in a word search puzzle.
4. **Create Your Ghostly Character**
   * Have kids imagine their own ghostly companion. What is their name, backstory, and unfinished business? Include a printable character sheet for details like their age, how they dress, and their favorite haunt.
5. **Haunted Maze Challenge**
   * Design a maze puzzle where readers guide Lucy through the mansion to find Emily’s hidden grave in the garden while avoiding ghostly traps.
6. **Spot the Differences**
   * Create two illustrations of the Victorian mansion, but with small differences between them. Readers must find all the changes to help Lucy discover what’s out of place.
7. **Finish the Story**
   * Provide a short scene where Lucy discovers another mystery at the end of the book, and challenge readers to write their own ending.
8. **Emily’s Memory Match**
   * Create a card-matching game with images or words tied to Emily’s life, such as a rocking chair, a fire, a journal, or a doll, paired with corresponding memories or clues.
9. **Hidden Ghost Crossword**
   * A crossword puzzle with clues drawn from the book's characters, themes, and events. Example: “The name of Lucy’s ghostly friend.” (Answer: Emily)
10. **Solve the Shadow Puzzle**
    * Provide a series of shadowy silhouettes from the book (e.g., a rocking chair, attic key, Emily’s figure) and have kids match them to their descriptions or events in the story.
11. **Timeline Tracker**
    * Challenge kids to create a timeline of events from the story, placing key moments in the order they occurred. Include blank spaces for them to draw or write the events.
12. **Mystery Math Riddles**
    * Combine math with mystery by creating problems where each correct answer provides a clue to uncovering William’s identity.
13. **Ghostly Guardians Around the World**
    * Research ghost stories or legends from other cultures and challenge readers to match the story to its country of origin.
14. **The Guardian’s Trivia Challenge**
    * Develop trivia questions based on details from *The Ghostly Guardian*. Example: "What item did Emily leave behind that Lucy found?"
15. **Interactive Escape Room Game**
    * Create an at-home escape room inspired by the book. Include riddles, hidden objects, and clues that help players “free” Emily’s spirit by solving puzzles.
16. **Ghostly Guardian Bingo**
    * A Bingo card with elements from the story, like "Old journal," "Haunted attic," "Secret grave," "Mysterious voice," and "Cold breeze."
17. **Story Mapping Adventure**
    * Provide a printable map of the house and garden with key locations mentioned in the book. Challenge readers to annotate it with clues and events from the story.
18. **Guess Who: Haunted Edition**
    * A character guessing game where readers use yes/no questions to identify a character from the book.
19. **DIY Ghost Jar Craft**
    * Instructions for creating a “ghost jar” with glow-in-the-dark paint or cotton balls to symbolize Emily’s spirit.
20. **Solve the Final Clue**
    * A riddle or puzzle revealing one last mystery tied to William’s lingering presence. Readers piece together all the information to solve it.