**Activities, Puzzles, and Brain Teasers: The Woods That Never Let Go**

***The Haunted Chronicles***

**For *The Woods That Never Let Go***
Engage readers with fun, thematic activities and brain teasers inspired by the story. These will deepen their connection to the book and enhance their critical thinking and creativity.

**Activities**

**1. Build Your Own Haunted Forest Map**

* **Description**: Provide readers with an outline of a forest map with key landmarks (e.g., the clearing, the cursed tree, the cemetery). Let them fill in the rest of the map, adding their own twists and details.
* **Challenge**: Include specific clues hidden in the book to guide their designs.

**2. Create Your Own Cursed Tree Story**

* **Description**: Readers write a short story about how the cursed tree in *The Woods That Never Let Go* might have been created.
* **Creative Prompt**: What event led to the tree becoming cursed? Who was involved? Does the curse have any loopholes?

**3. Interactive Character Quiz**

* **Description**: A personality quiz to determine which character readers are most like: Hope, Nate, Cassie, or Mark.
* **Example Question**: How do you respond to a challenge? (Options: Lead the group, plan every detail, hesitate but follow through, or dive in without thinking.)

**4. Flashlight Shadow Art**

* **Description**: Create shadow art inspired by the twisting branches and eerie imagery in the book.
* **Materials**: Encourage readers to use a flashlight and cutouts to project shapes and scenes onto a wall.

**5. Create Your Own Whispering Woods Legend**

* **Description**: Readers design their own haunted forest legend, complete with its own unique curse, history, and eerie features.

**Puzzles**

**1. Cryptic Forest Crossword**

* **Description**: A crossword puzzle with clues based on the book, such as:
	+ “What loomed over the clearing? (6 letters)”
	+ “The group’s leader who urged them into the forest. (6 letters)”
* **Challenge Level**: Offer beginner and advanced versions.

**2. Word Search: Haunted Forest Edition**

* **Description**: A word search with terms from the book, like "curse," "whispers," "time distortion," and "clearing."
* **Bonus Challenge**: Include hidden phrases that form a clue when unscrambled.

**3. The Cemetery Code**

* **Description**: Create a code-breaking puzzle based on the symbols carved into the cemetery gravestones.
* **Task**: Readers decipher a hidden message left by someone who entered the forest decades ago.

**4. Branch Maze**

* **Description**: A printable maze where readers navigate through twisting tree branches to find the clearing.

**5. Forest Anagrams**

* **Description**: Unscramble words and phrases related to the book.
	+ Example: “NECEER (Hint: Something you feel in the woods)” = “EERIE”

**Brain Teasers**

**1. Riddle of the Whispers**

* **Description**: Solve riddles inspired by the forest’s eerie whispers.
	+ Example: *I am alive, yet I cannot move. My roots are deep, my secrets prove. What am I?*
	+ Answer: The cursed tree.

**2. Time Distortion Puzzle**

* **Description**: A logic puzzle where readers must arrange events in chronological order despite time gaps caused by the forest’s curse.

**3. Missing Path Puzzle**

* **Description**: A visual puzzle where readers identify the correct path to escape the forest by following subtle clues.

**4. Symbol Match**

* **Description**: Match the symbols found in the forest to their meanings based on a key provided on the site.

**5. Forest Illusion**

* **Description**: A visual brain teaser with distorted forest imagery. Readers identify hidden objects or symbols within the scene.

**Interactive Online Games**

**1. The Whispering Hunt**

* **Description**: A scavenger hunt where readers solve clues and riddles to unlock pieces of the forest map.
* **Goal**: Escape the forest by piecing the map together.

**2. Escape the Cursed Clearing**

* **Description**: A timed interactive puzzle game where readers must solve riddles and challenges to leave the clearing before the forest “closes in.”