

The Missing Harbour Bell

An adventure for Alex

Ages 9-11 | English | Six clues



Read this story aloud

Captain Nell is ready to bring her little boat home. But the harbour bell has vanished, and the boats cannot find the landing place in the fog. Six notes from a forgetful gull might lead you to it.

This preview is a sample, not a complete game. Ask an adult to prepare the full route before playing.

1. A note on the jetty

Alex, A gull drops a folded note at Nell’s feet.

First read the code from right to left. Then move every letter back one place in the alphabet.

ABCDEFGHIJKLMNOPQRSTUVWXYZ
UBI

Find this object. The next card is there; the last answer leads to your prize.

Codes use A-Z without spaces or accents.

Your notes: _____

2. The sailmaker

Nell finds a second note tucked into a sail.

Each pair gives row, then column. Read the pairs from right to left, then find each letter in the grid.

3.4 / 3.5 / 3.5 / 4.1 / 4.4

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I	J
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W	X	Y
6	Z				

Find this object. The next card is there; the last answer leads to your prize.

Codes use A-Z without spaces or accents.

Your notes: _____