



Crack the Easter Code! Teaching Ideas

Starter

Introduction

This is a fun Easter activity for students which can be staged in any classroom. You will simply need to print out the five Easter eggs contained in this pack and hide them around the room. It is also useful for students to have access to a library or the internet so that they can research information for solving the clues. If this is not possible, then copies of the following texts should be available in the classroom:

- 'Frankenstein' by Mary Shelley
- 'Romeo and Juliet' by William Shakespeare
- 'David Copperfield' by Charles Dickens
- 'To Autumn' by John Keats
- 'Much Ado About Nothing' by William Shakespeare
- 'To Kill a Mockingbird' by Harper Lee

Main Activities

The Explanation

When students arrive, explain the premise of the game to them: a horde of Easter eggs has been stolen and there are clues hidden around the classroom to help identify the thief. The PowerPoint has instructions for solving clues, and there is also a Help Sheet which could be printed out. In pairs or small teams, students have to solve the mystery.

The eggs can be tackled in any order – students should easily be able to put the statements into the correct sequence at the end.

This game could be incentivised with a prize – such as the missing horde of chocolate eggs!

If you want to simplify the game for lower-ability students, the first Easter egg can be removed without losing the solution to the mystery.