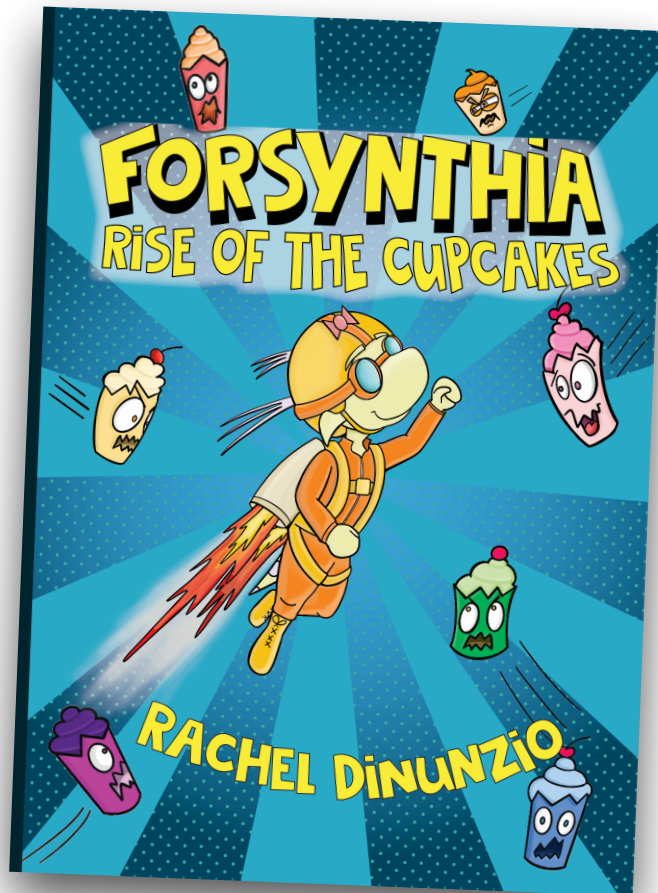


FORSYNTHIA

RISE OF THE CUPCAKES



S.T.E.A.M. ACTIVITY GUIDE!
FOR CLASSROOMS, HOMESCHOOLERS, LIBRARIES,
AND BOOKSTORES.

TABLE OF CONTENTS:

ACTIVITY 1: CAN YOU CRACK THE CODE?

ACTIVITY 2: ESCAPE ROOM CHALLENGE! (CRYPTEX ACTIVITY)

ACTIVITY 3: MONSTER CUPCAKES CUT-OUTS

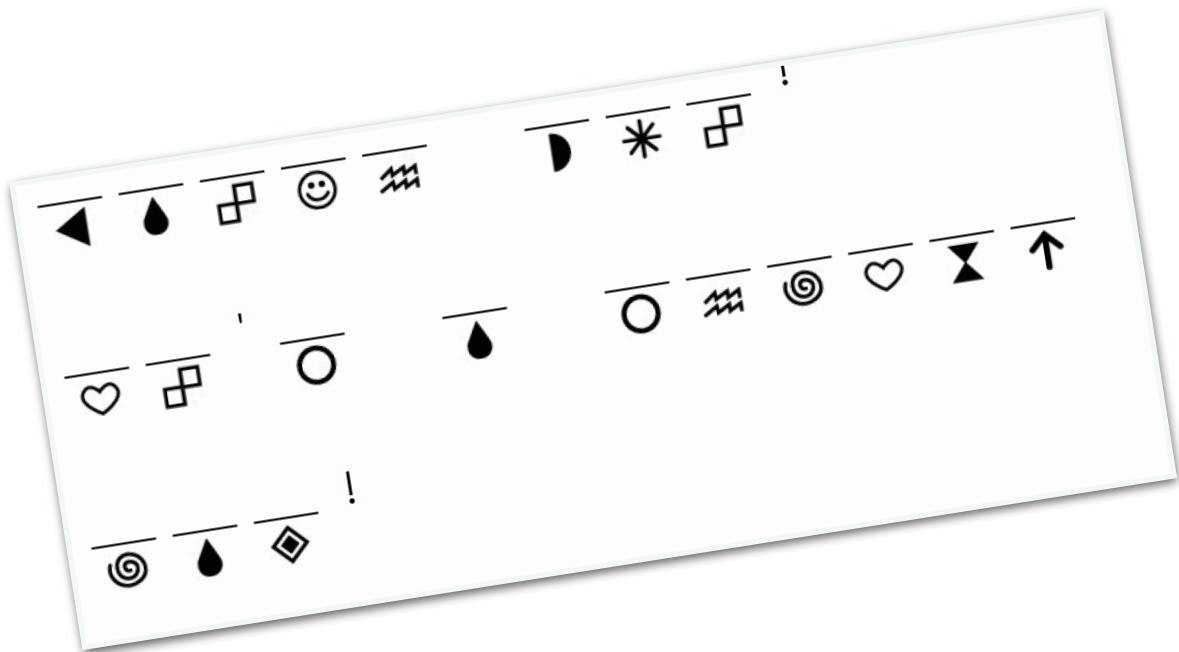
ACTIVITY 4: MATH PUZZLES

ACTIVITY 5: COLORING BOOK.

Can you crack the code?

Facilitator Guide

Difficulty Level: Easy Peasy



Scenario: Special Agents (Kids age 6-10) receive an urgent secret communication from Q. Help her crack a code to unlock a secret message from the future! The answer to the puzzle reveals a clue about Forsynthia, book #2!

Learning Goals: Teamwork/collaboration, Critical thinking and problem solving.

Where Will This Work? Activity designed for classrooms, homeschools library special events, and book store community events.

Activity Time: Est. 20 minutes.

Components/Downloads:

1. Forsythia Rise of the Cupcakes Book
2. Letter from Q: (included in this guide)
 1. Extra: Envelopes if you have them!
3. Clear Tape
4. *Decryption Pieces* (cut apart)
5. Optional: Envelopes

Set-Up/Directions: 15 minutes

1. Print Q's letter with the puzzle
2. Print the *Decryption Pieces* and cut out.
3. Place Q's letter and pieces of the key in envelopes for each participant. If you do not have envelopes, roll the cut *Decryption Pieces* inside the letter.
4. Tape secret messages under chairs for everyone to find when activity starts.
5. Set up complete!

Group Directions: (see below for independent worker adaptation)

1. Start: find the secret letter and *Decryption Pieces* pasted underneath your chair.
2. Read together!
3. Instruct: Alright let's first build this key! We are going to put it together in order of the alphabet on the board so that everyone can see. Who has A?
 1. Continue through the alphabet.
 2. Comment on how the shapes match the secret code in the letter.
 3. Notice: a few of the pieces are missing! Instead there is a clue.
 4. Use the book to solve the missing letter in the decryption key.
4. Solve the puzzle to reveal the hint about book #2 together!

Adaptations:

Independent: This activity can easily be done as an independent activity without assistance. Simply print the Letter From Q, and hand it out!

Group Event: Print out all of the clues and the letters, make the key together on the board, use the book to find the missing pieces, and then solve the puzzle!

FORSYNTHIA: RISE OF THE CUPCAKES

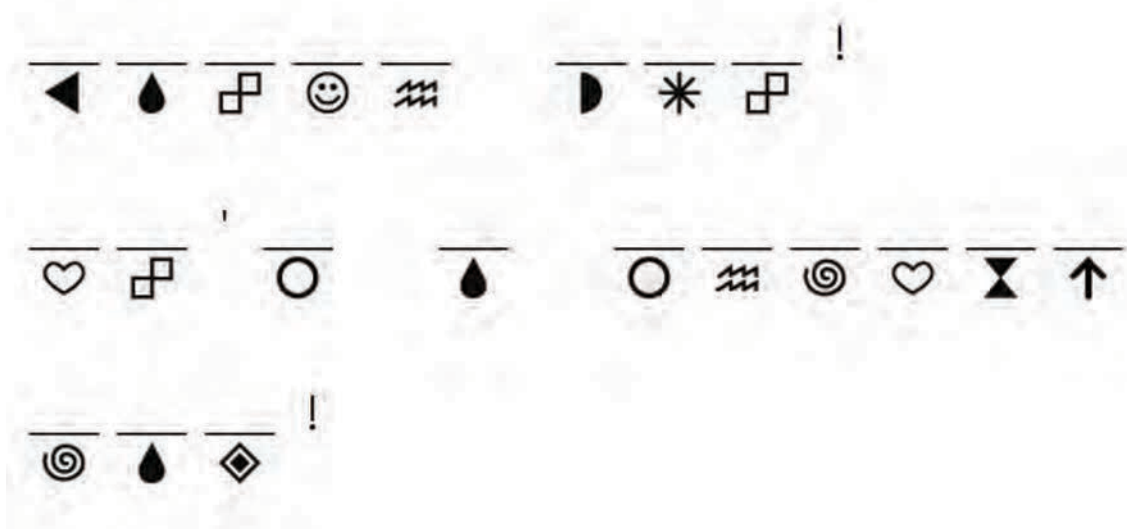
CAN YOU CRACK THE CODE?

HELLO FELLOW SUPER SECRET SMB AGENTS,

MY NAME IS, WELL ACTUALLY I CAN'T TELL YOU MY NAME BECAUSE IT IS A SECRET... BUT I HAVE AN URGENT MESSAGE FOR YOU! I RECEIVED A CODE THAT I CAN'T CRACK. IT IS UP TO YOU TO FIGURE IT OUT. THIS SECRET MESSAGE UNLOCKS A MESSAGE FROM THE FUTURE!

CAN YOU CRACK THE CODE TO REVEAL THE SECRET HINT ABOUT BOOK #2?

-Q



FORSYNTHIA: RISE OF THE CUPCAKES

CAN YOU CRACK THE CODE?

ANSWER KEY

SOLUTION

Forsynthia: SECRET MESSAGE FROM Q

A	B	C	D	E	F	G	H	I	J	K	L	M
💧	◻	😊	🎯	●	⚡	⊗	⚡	♥	⚡	↑	⚡	▯
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
⌘	◐	▽	✕	🌀	◯	⊞	✳	■	◀	★	◊	△

W A I C H Q U I !

◀ 💧 ◻ 😊 ⚡ ◐ ✳ ◻

I I ' S A S H R I N K

♥ ◻ ◯ 💧 ◯ ⚡ 🎯 ♥ ⌘ ↑

R A Y !

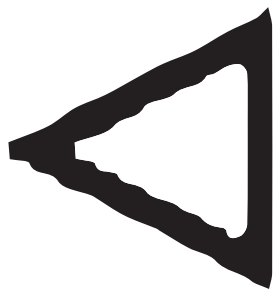
🌀 💧 ◊



Z

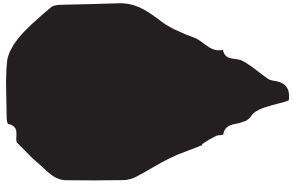


O



P

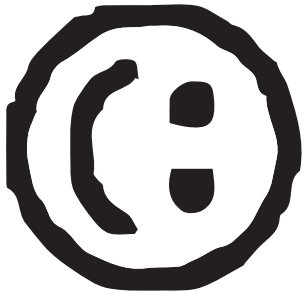
CLUE!
PAGE 40,
SECOND PANEL,
FIRST LETTER IN THE
TOPIC OF THE BOOK.




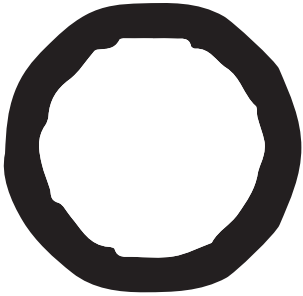


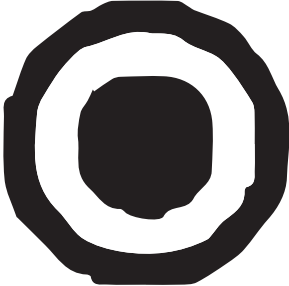

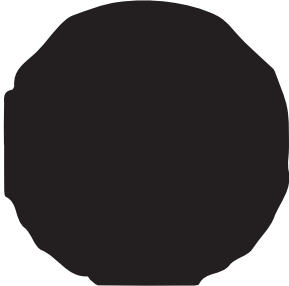



B

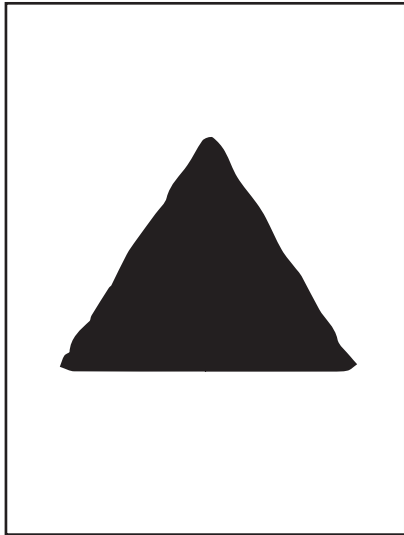


C

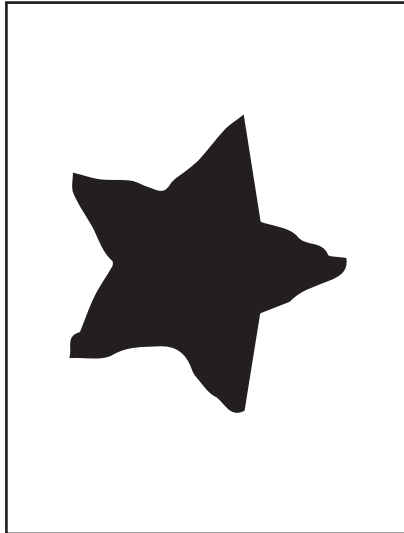


	
	<p style="text-align: center;"> CLUE! PAGE 134, FIRST PANEL, SECOND WORD, THIRD LETTER. </p>
	<p style="text-align: center;"> CLUE! PAGE 18, FIRST PANEL, SEVENTH WORD, FIRST LETTER. </p>

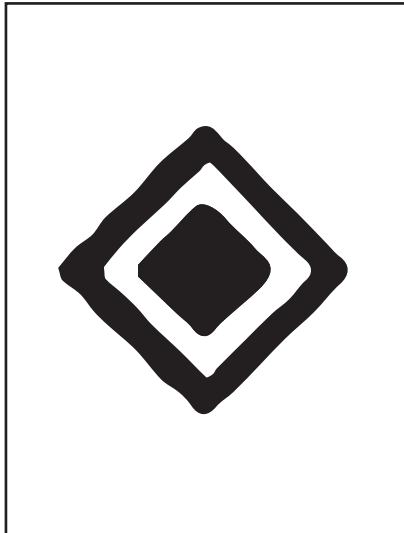
	
	
	



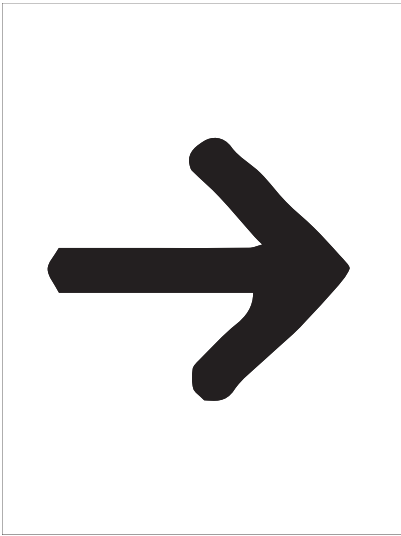
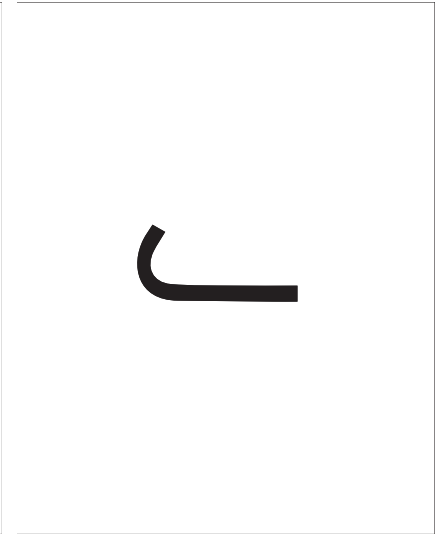
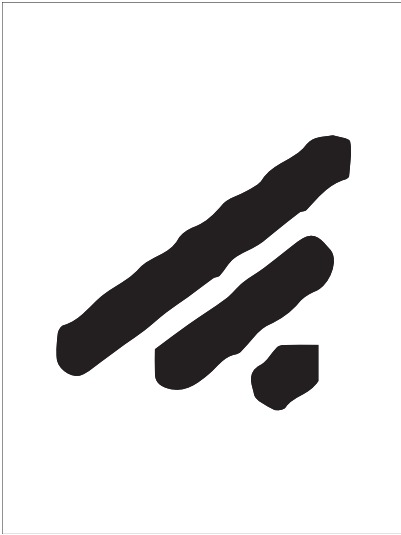
CLUE! PAGE 47,
FIRST LETTER.



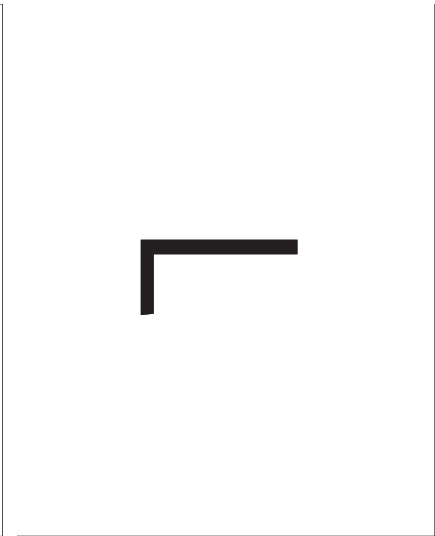
X

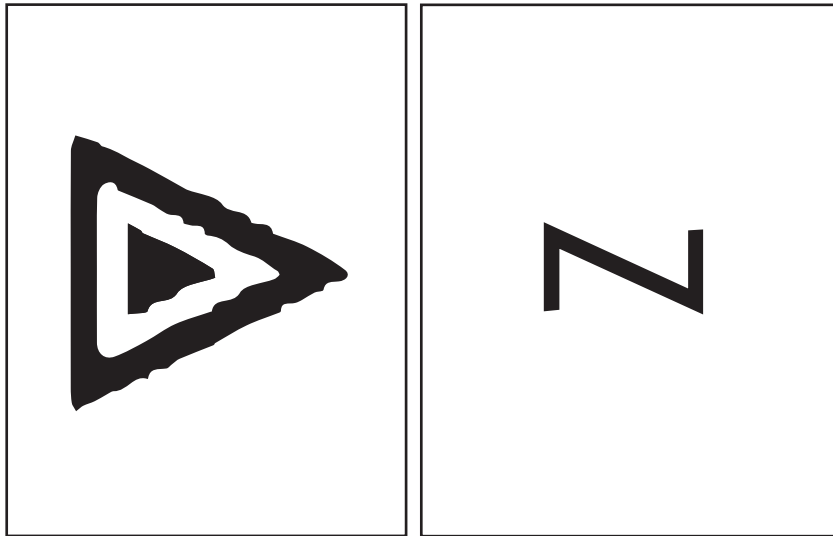
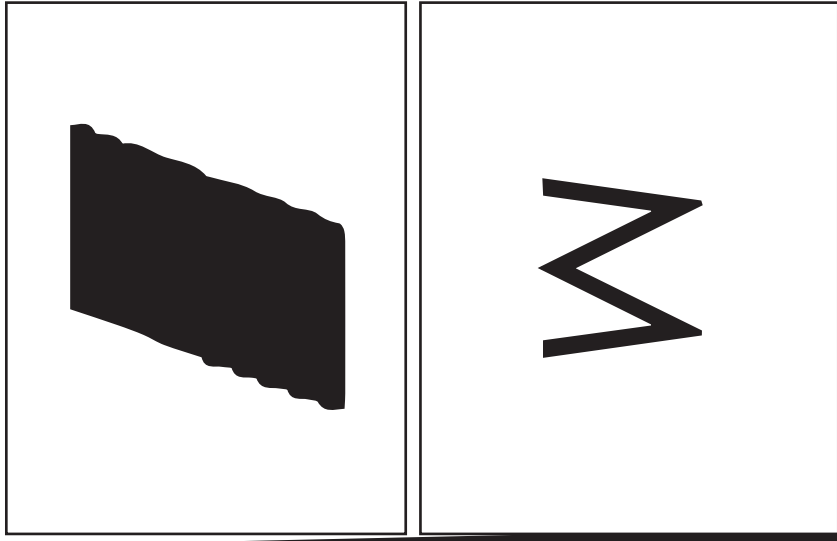


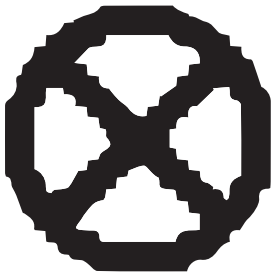


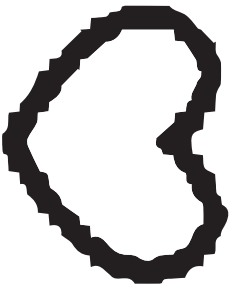

Y



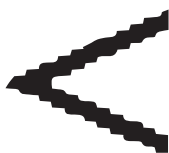
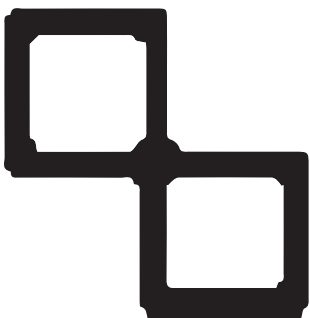
CLUE!
PAGE 90,
FIFTH PANEL,
LAST LETTER IN
THE FIRST WORD.





	
	<p style="text-align: center;"> CLUE! PAGE 106, PANEL 3, FIRST LETTER IN THE SIXTH WORD. </p>
	

CLUE!
PAGE 64,
THIRD PANEL,
FIRST LETTER IN FIRST WORD
OF RESTAURANT NAME.



Library Escape Room Challenge!

(School, Library, Homeschool)

Level: Easy Peasy

Scenario:

There is only 20 minutes until this cryptex will self destruct and destroy this secret message FOREVER! Inside is a MESSAGE FROM THE FUTURE giving a super secret hint to Forsynthia, book #2!

Versions :

Independent: Can be done as a solo activity where the participants creates their own cryptex (or it can be pre-made), the clues are printed, clues are solved using the Forsynthia book, if the participant finds the solution to the cryptex in time the participant succeeds and wins the secret message.

Group: Can be done as a group event where each participant works on their own cryptex and gets to take it home!

Items needed/Downloads:

1. A toilet paper roll
2. Print: DIY Cryptex Sheet (included)
3. Scissors
4. Clear tape
5. Print: Code Breaker's Worksheet (included)
6. A timer (on the computer or a physical kitchen timer)
 1. Ex. <https://www.online-timer.net>
7. Use the QR code to submit your final code and access the secret hint.
 1. **NOTE:** Libraries may choose to print the QR poster and leave it on a table for independent use from patrons.

How to set up the game: 25 minutes

1. Print out Cryptex sheet, follow directions to put it together (10 min)
2. Print out the bookmarks and cut them out. (5 mins)
3. Timer (use one on your phone, bring in a kitchen timer, set a timer on your computer...)
4. Create the Cryptex.
 1. NOTE: You only need one cryptex however if you want to make this additionally fun, each kid can make their own cryptex.
 2. To make a cryptex: Cut out the strips , tape them on so that they may rotate around the tube.
 3. Draw two colored lines to indicate where the code lines up.
 4. Bookmarks: Follow the directions to place these in the following books

Adventure Directions:

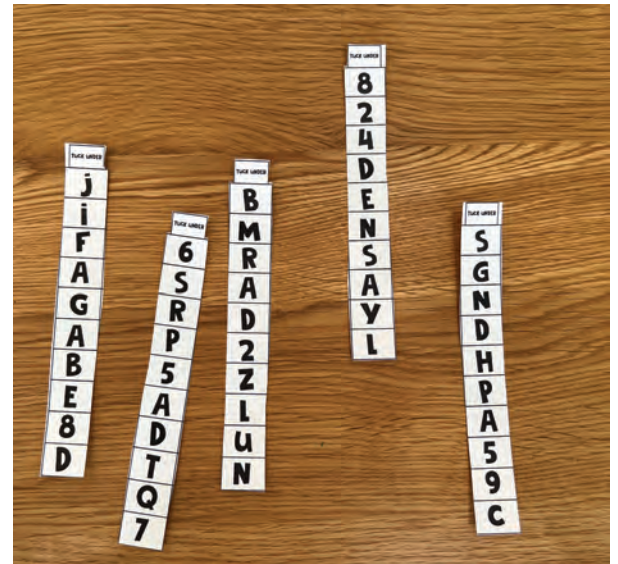
1. Have participants make their Cryptex OR have the single codex ready at the front of the library/classroom.
2. Set the timer for 20 minutes (increase or decrease time depending on age level)
3. Hand out Code Breaker's Worksheet
4. Give codebreakers their copy of Forsyntha: Rise of the Cupcakes to crack the code!

FORSYNTHIA: RISE OF THE CUPCAKES

CRYPTEX ESCAPE ROOM CHALLENGE



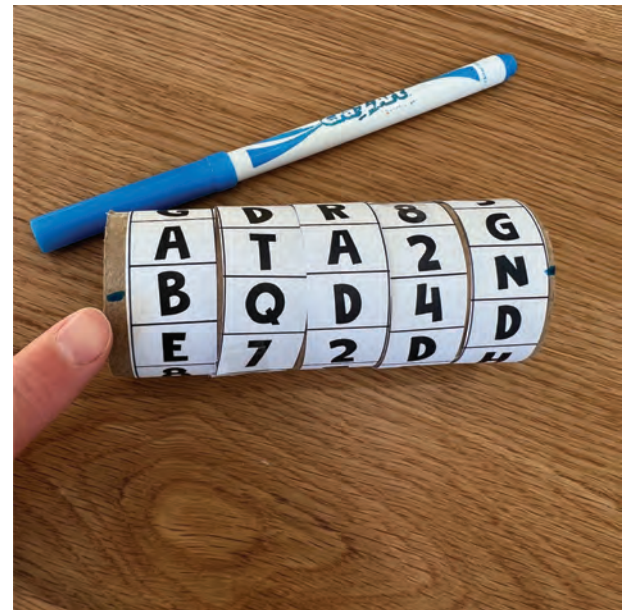
GATHER SUPPLIES



CUT AND KEEP IN ORDER



TAPE SO THAT THE PAPER CAN STILL ROTATE AROUND TUBE



ADD BLUE LINES TO INDICATE WHERE FINAL CODE WILL LINE UP





ANSWER KEY: FDMDN

FORSYNTHIA: RISE OF THE CUPCAKES

CRYPTEX ESCAPE ROOM CHALLENGE

DIRECTIONS: CUT OUT VERTICAL STRIPS. USE CLEAR TAPE TO TAPE IN ORDER AROUND CARDBOARD TUBE. MAKE SURE STRIPS CAN ROTATE FREELY.

TUCK UNDER 1	TUCK UNDER 2	TUCK UNDER 3	TUCK UNDER 4	TUCK UNDER 5
J	6	B	8	S
i	S	M	2	G
F	R	R	4	N
A	P	A	D	D
G	5	D	E	H
A	A	2	N	P
B	D	Z	S	A
E	T	L	A	5
8	Q	U	Y	9
D	7	N	L	C

FORSYNTHIA: RISE OF THE CUPCAKES

CRYPTEX ESCAPE ROOM CHALLENGE

CLUE #1: PAGE 3, THE FIRST LETTER OF THE FIRST WORD.

ANSWER: _____

CLUE #2: PAGE 30, PANEL THREE, FIRST LETTER OF THIRD WORD.

ANSWER: _____

CLUE #3: PAGE 68, THIRD LETTER IN THE SECOND WORD OF THE RESTAURANT'S NAME.

ANSWER: _____

CLUE #4: PAGE 110, SECOND PANEL, FIRST LETTER OF SECOND WORD.

ANSWER: _____

CLUE #5: PAGE 135, FIRST LETTER OF THE NAME OF THE CHARACTER WHO JUST WALKED IN THE ROOM.

ANSWER: _____

CLUE #1: PAGE 3, THE FIRST LETTER OF THE FIRST WORD.

ANSWER: _____

CLUE #2: PAGE 30, PANEL THREE, FIRST LETTER OF THIRD WORD.

ANSWER: _____

CLUE #3: PAGE 68, THIRD LETTER IN THE SECOND WORD OF THE RESTAURANT'S NAME.

ANSWER: _____

CLUE #4: PAGE 110, SECOND PANEL, FIRST LETTER OF SECOND WORD.

ANSWER: _____

CLUE #5: PAGE 135, FIRST LETTER OF THE NAME OF THE CHARACTER WHO JUST WALKED IN THE ROOM.

ANSWER: _____

CLUE #1: PAGE 3, THE FIRST LETTER OF THE FIRST WORD.

ANSWER: _____

CLUE #2: PAGE 30, PANEL THREE, FIRST LETTER OF THIRD WORD.

ANSWER: _____

CLUE #3: PAGE 68, THIRD LETTER IN THE SECOND WORD OF THE RESTAURANT'S NAME.

ANSWER: _____

CLUE #4: PAGE 110, SECOND PANEL, FIRST LETTER OF SECOND WORD.

ANSWER: _____

CLUE #5: PAGE 135, FIRST LETTER OF THE NAME OF THE CHARACTER WHO JUST WALKED IN THE ROOM.

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ANSWER: _____

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ANSWER: _____

CLUE #4: PAGE 110, SECOND PANEL, FIRST LETTER OF SECOND WORD.

ANSWER: _____

CLUE #5: PAGE 135, FIRST LETTER OF THE NAME OF THE CHARACTER WHO JUST WALKED IN THE ROOM.

ANSWER: _____

FORSYNTHIA: RISE OF THE CUPCAKES

CRYPTEX ESCAPE ROOM CHALLENGE

DID YOU CRACK THE CRYPTEX CODE?

**TYPE IN YOUR SOLUTION HERE TO
REVEAL THE SECRET CLUE TO BOOK #2.**



**(OR, HEAD TO [FORSYNTHIA.COM](https://forsynthia.com)
AND CLICK ON THE 'CRYPTEX DECODER')**

**DIRECTIONS: TYPE YOUR ANSWER INTO THE
PASSWORD FIELD TO SEE IF IT IS CORRECT!**

HINT: USE ALL CAPS



Forsynthia's Monster Cupcake Cutouts!

Creators make their own MONSTER CUPCAKES!

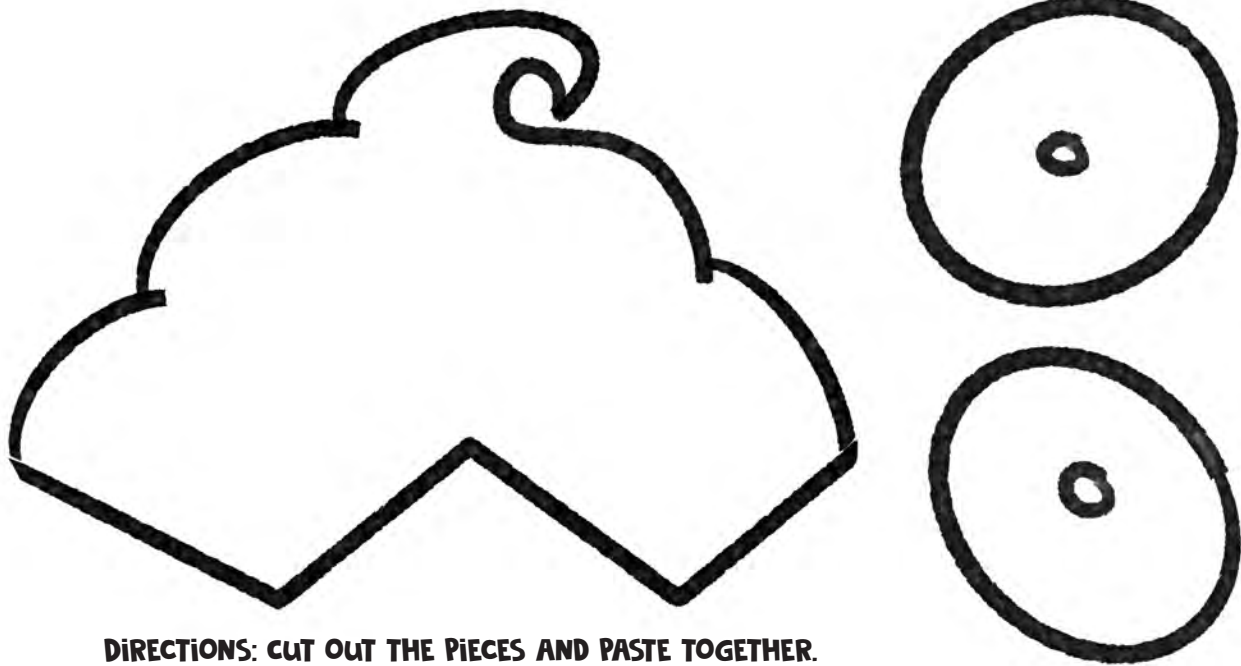
Items needed/Downloads:

1. Cupcake Pieces Template
2. Construction Paper
3. Scissors
4. Glue
5. Optional: Googly eyes, markers, and anything else to make your cupcakes extra special!

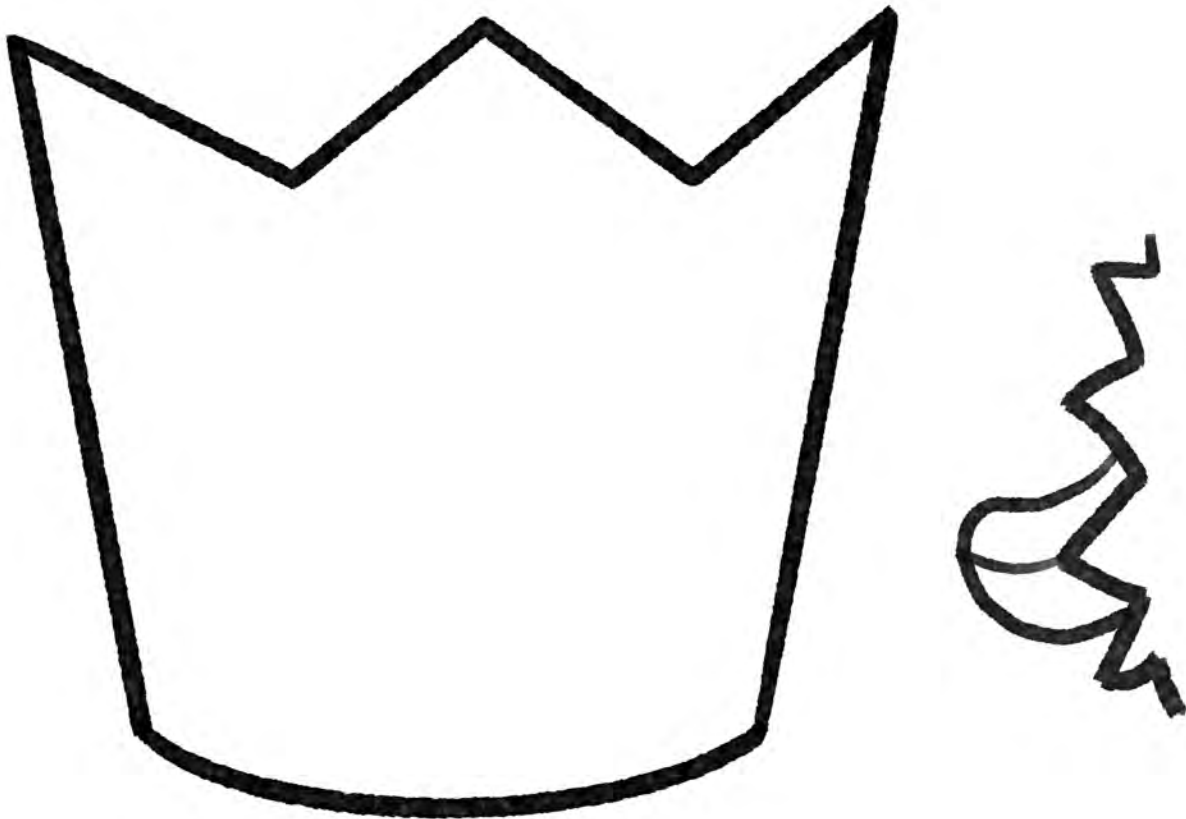


FORSYNTHIA: RISE OF THE CUPCAKES

BUILD YOUR OWN CUPCAKE MONSTER ACTIVITY



**DIRECTIONS: CUT OUT THE PIECES AND PASTE TOGETHER.
OR! USE EACH PIECE AS A STENCIL TO TRACE ON
COLORED PAPER. FOR ADVANCED ARTISTS, CHALLENGE
YOURSELF TO ADD YOUR OWN FACE WITH A MARKER!**



FORSYNTHIA: RISE OF THE CUPCAKES

BUILD YOUR OWN CUPCAKE MONSTER ACTIVITY



GATHER SUPPLIES



CUT OUT SHAPES



PRACTICE ARRANGING



GLUE DOWN



ADD WHAT THE ARTIST WANTS: FRAME, NOSE, ETC.



ALL DONE!

FORSYNTHIA: RISE OF THE CUPCAKES

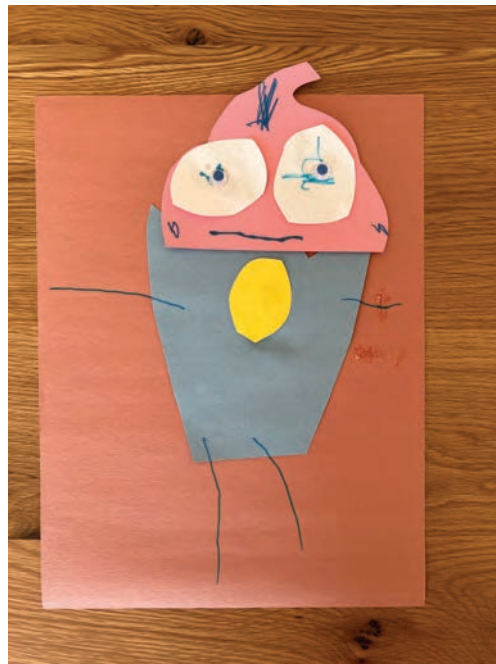
BUILD YOUR OWN CUPCAKE MONSTER ACTIVITY



GATHER SUPPLIES



**CUT OUT SHAPES AND
WITH MARKER ADD PUPILS**



**GLUE AND GET CREATIVE!
THIS MONSTER CUPCAKE HAS ARMS, LEGS,
HAIR, EARS AND GOOGLY EYES!**

FORSYNTHIA: RISE OF THE CUPCAKES

MYSTERY MATH PUZZLE

$$\text{Cupcake} + \text{Cupcake} = 28$$

$$\text{Cupcake} = \text{Cupcake} + \text{Cupcake}$$

$$\text{Cupcake} + \text{Cupcake} = 21$$

$$\text{Cupcake} + \text{Cupcake} - \text{Cupcake} = ?$$

FORSYNTHIA: RISE OF THE CUPCAKES

MYSTERY MATH PUZZLE

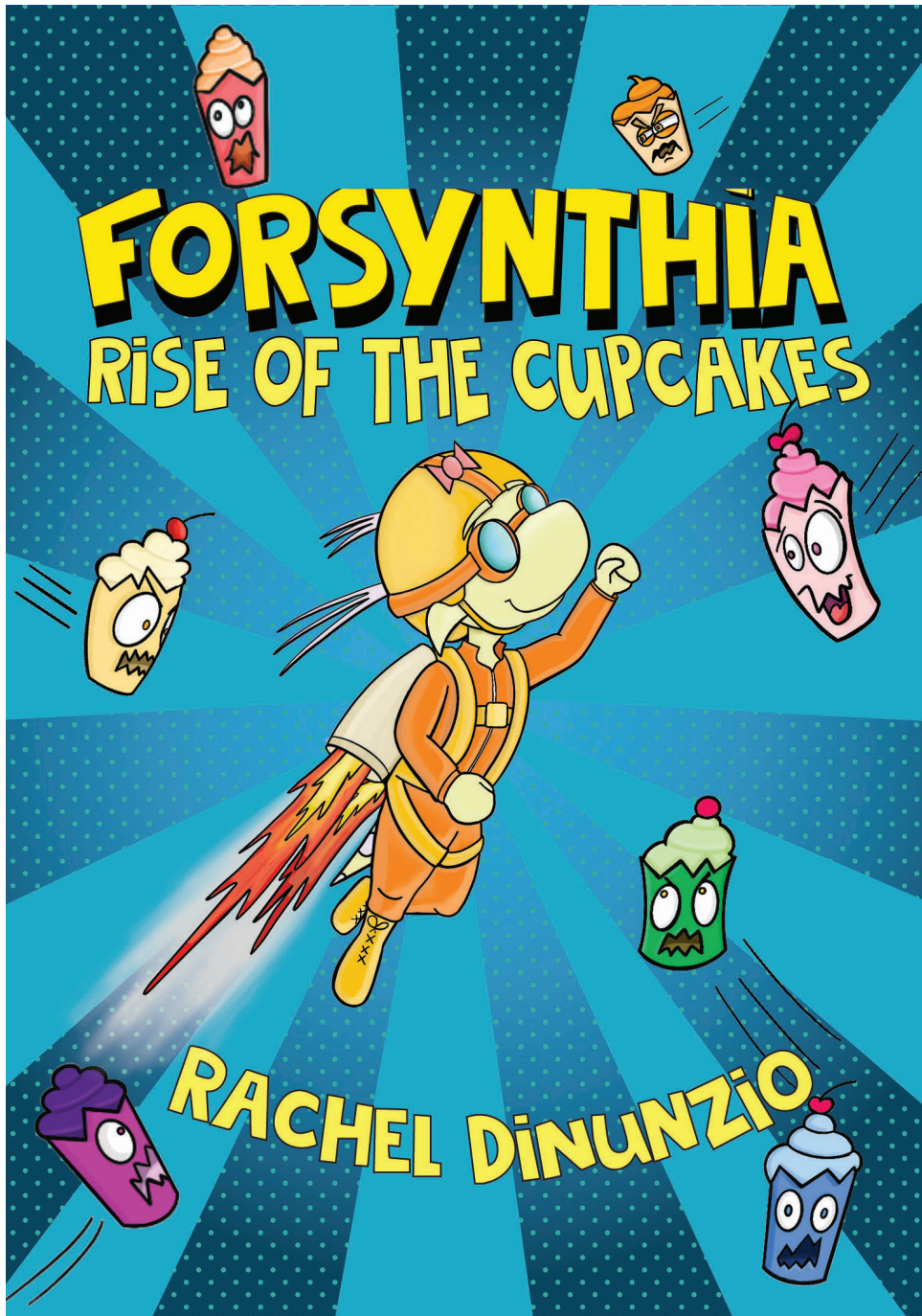
$$\text{Character 1} + \text{Character 2} = 28$$

$$26 = \text{Character 3} + \text{Character 3}$$

$$6 = \text{Character 3} - \text{Character 1}$$

$$29 = \text{Character 1} + \text{Character 2}$$

$$\text{Character 1} + \text{Character 2} + \text{Character 1} + \text{Character 3} = ?$$



FORSYNTHIA: RISE OF THE CUPCAKES
**COLORING
BOOK!**

**12 PRINTABLE
COLORING SHEETS**

