MININISTERIES Nysteries Cody's Casebook

REM 118

A TEACHING RESOURCE FROM...





Authors Joan Stringham Mary Keller

ILLUSTRATIONS

Danny Beck

©2000

©Copyright by Remedia Publications, Inc. All Rights Reserved. Printed in the U.S.A.

The purchase of this book entitles the individual teacher to reproduce copies for classroom use. The reproduction of any part for an entire school or school system is strictly prohibited.

To find Remedia products in a store near you, visit: http://www.rempub.com/stores

Remedia Publications, Inc.
15887 N. 76™ Street • Suite 120 • Scottsdale, AZ • 85260



INTRODUCTION

Bree Cody is a police detective in Newtown, U.S.A. She and her cat, Rico, take students on a trek through the adventures of police work. They investigate cases of arson, a missing person, theft, and much more. Students get a chance to follow the clues to their logical conclusions.

They will meet the young people of the Hawkeye Detective Club; Dora Seabright, a teacher; Mr. Dower, the druggist; Junkyard Jesse, an old miner from Landpuddle Lake; and even a shy little pack rat.

In this reading-comprehension book, students are encouraged through clever questions to analyze situations and to predict outcomes, in addition to getting facts. The book is versatile. Most of the stories may be read to the students to test listening ability, or the students may read the stories to test their logic skills. A combination of both may prove to be the best approach. The stories start with simple mysteries and develop in difficulty as the students progress. A wide selection of high-interest stories is presented in an easy-to-read vocabulary. Suitable for grades 4 and up. Readability is on the 4th to 5th grade level.

CONTENTS

The Case of the Rigged Ransom	1-2
The Case of the Grinning Peeper	3-4
The Case of the Bashful Barterer	5-6
The Case of the Two-Faced Coin	7-8
The Mystery at Brightman Park	9-10
The Case of the Missing Mrs.	11-12
The Case of the Theater Theft	13-14
The Case of the Soccer Switch	15-16
The Case of the Distressed Druggist	17-18
The Case of the Battered Bike	19-20
The Mystery of the Missing Cap	21-22
The Case of Skullduggery	23-24
The Case of Mistaken Identity	25-26
The Case of the Barking Burglar Alarm	27-28
The Case of the Bungling Bomber	29-30
The Case of the Missing Jewelry Box	31-32
The Case of Squatter's Rights	33-34
The Case of the Troublesome Tickets	35-36
The Case of the Farm Inferno	37-38
The Case of the Mismarked Mongrel	39-40
The Case of an Error in Time	41-42
The Case of the Vanishing Valuables	43-44

Name		



The Case of the Rigged Ransom

Sissy Morgan's dog, Rags, wandered into the yard where Buddy, Miriam, and Justin were playing. A note was attached to Rags' collar. Buddy took the note from the dog's collar and read it aloud to the other children. The message read: "Buddy, if you want to see Sissy again, put \$36.29 into an envelope. Leave it in the hole in the old oak tree near the east gate of Lancaster Park."

The children ran next door to Detective Bree Cody's house. "Sissy has been kidnapped!" they shouted. Bree took the ransom note from Buddy and studied it. The handwriting looked like that of a young person. She thought the kidnapper had asked for an unusual amount of money for a ransom request. She asked Buddy who knew about the tree where they left messages. He told her only he and Sissy knew about hiding messages in the oak tree.

Detective Cody walked to the Morgan's home. She asked Sissy's mother where Sissy had gone. "I'm not sure," Mrs. Morgan answered. "She wanted to go to the mall to buy a sweater, but she didn't have enough money. I told her I couldn't lend it to her because I have some unexpected bills to pay this month. Sissy was angry when she left. Has something happened to my daughter?"

Bree told her Sissy was fine.



Name		

CASE #0001

THE CASE OF THE RIGGED RANSOM

1.	Who wrote the ransom note?
	Why?
2.	What was tied to Rags' collar?
3.	Name the friends who were playing together when Buddy received the note.
4.	How much money did the note ask for?
5.	In paragraph 2, what clues did Bree notice when she read the note?
6.	Where did Sissy want to go?
7.	What did Sissy want to buy?
8.	Why couldn't Mrs. Morgan lend Sissy money?
9.	What kind of mood was Sissy in when she left home?
10.	How would you feel if a friend lied to get money from you?



The Case of the Grinning Peeper



The weather was stormy, the wind was blowing hard, and soon it would rain. Sarah was sitting at the kitchen table studying for her Monday morning math test. Her parents were out to dinner. She had felt quite grown up as she waved good-bye to Mom and Dad when they backed out of the driveway. Now she was alone.

For the first time, Sarah

noticed the dark, shadowy corners of the room and how the house creaked when the wind blew. "I'll listen to some music," she thought as she switched on the radio. There was a thump that startled Sarah. Was the noise inside the house or outside? There was no way for her to know. "Maybe I should phone Mom and Dad at the restaurant," she wondered. "No, they'll think I'm a baby. It was probably just the wind."

"Was that something at the window?" she worried. She looked quickly, but there was nothing there. "Stop it, Sarah," she scolded herself aloud. "You're just scaring yourself."

The house was quiet for a few minutes, and then there was a loud crash. Some glass had broken, but where? The lights went out. Something was at the window again. It looked like a small person wearing a cap. It grinned. She screamed. Sarah hurried to the phone and dialed 911, and then she fainted.

When Sarah opened her eyes, the lights were on and the radio announcer was saying, "... monkey escaped from Golden Rings Circus tonight. It was wearing a brown vest and a green knitted cap. If you see this valuable circus performer, please contact the ringmaster at 555-2334."

Detective Bree Cody had come in response to Sarah's 911 call. "I know what frightened you, Sarah," she said reassuringly.

Do you know what had frightened Sarah?

Name		

CASE #0002

THE CASE OF THE GRINNING PEEPER

1.	Do you know what frightened Sarah?
2.	How did Sarah feel as she waved good-bye to her parents?
3.	Who else was in the house with Sarah?
4.	What did Sarah notice about the house?
5.	After the lights went out, what did Sarah think she saw at the window?
6.	What number did Sarah phone?
7.	What did she do after she dialed the number?
8.	What did the radio announcer say had escaped from the circus?
	How was it dressed?
9.	Who responded to Sarah's phone call?
	Did Sarah do the right thing by calling 911?
	Explain.



The Mystery of the Bashful Barterer

Detective Bree Cody was looking forward to the weekend. She was on her way to spend a couple of days with her friends, Charlie and Hope Martin. Bree was happy her cat, Rico, was also invited to the Martins' country cabin.

As Cody was driving through the woods, she saw a mound of twigs and stones that stood about four feet high. It was a nest built by a family of pack rats.

When Bree arrived at the cabin, Hope rushed up to her. "Bree, please come quickly," she said. "Charlie is very upset because he can't locate his college class ring. He searched the entire cabin. Yesterday, he and our handyman, Bert Brown, were looking at it and now it is gone!"

Hope showed Cody the table where the ring had been left. There was no ring. Only a crooked, brown twig and a small, smooth stone lay where the ring had been.

Rico leaped onto the table, inspected the stone, and gave a soft meow. He jumped down and slipped outside through a broken board in the wall. As he did, Bree went out the door to the backyard. The black cat put his nose to the ground and, with his tail over his back pointing straight ahead, he set out across the field. Rico followed a trail of tiny footprints, which led to the large pack-rat nest at the edge of the woods. When Rico reached the nest, he stuck his paw into a small opening and out rolled the ring.

"Rico has found the ring," said Bree. "There was no thief, only a bashful barterer." What



Name	

CASE #0003

THE MYSTERY OF THE BASHFUL BARTERER

1.	What was the bashful barterer?
2.	Bree's cat is named
3.	What did Bree see in the woods on the way to the Martins' cabin?
4.	How tall was the mound?
5.	It was a nest built by a family of
6.	Why was Charlie Martin upset?
7.	What two items were left on the table?
8.	How did Rico slip out of the cabin?
9.	Rico followed a trail of tiny to the nest.
10.	Pack rats like shiny objects they can carry to their homes. What other items
	might a pack rat carry back to its nest?