



# FLY ON THE WALL INVESTIGATIONS

The Case of the Empathy Empanada

## ACTIVITY BOOK

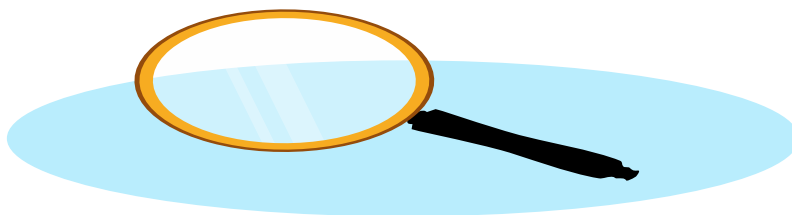




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# FASCINATING FLY FACTS



House flies taste with their feet, which are 10 million times more sensitive to sugar than the human tongue.

Speaking of tongues...flies have a long tongue called a proboscis, which sucks up food almost like a straw.

Flies only eat liquids. When a fly finds a snack, if it's not a liquid the fly vomits on the snack to dissolve it.

Flies have hairy, sticky feet and can stick to almost any surface.

# JUICY JUMPING SPIDER FACTS

Jumping Spiders can jump as far as 10 to 50 times their body length.

Jumping spiders have amazing eyesight. They even have eyes on the back of their head. That really helps to keep them safe when a predator is approaching them from behind.

Jumping spiders are very smart and have good memories.

Jumping spiders are adorable and some people keep them as pets



# WHAT IS



Really Listening

Putting Yourself in Someone Else's Shoes

Showing that You Care

Letting Someone Know That You Understand  
Their Feelings

Being Aware of Emotions That Someone  
Is Feeling That You Have Also Felt

Letting Someone Know that You  
Understand Their Feelings

# STELLA SPIDER'S SECRET CODE



Stella sometimes leaves messages for Arty. When she wants to be sure that no one else can read her message she writes it in “code”.

Stella’s favorite code is the one below. The number 1 is used for the letter A. The number 2 is used for the letter be B and so on.

1	2	3	4	5	6	7	8	9	10	11	12	13
A	B	C	D	E	F	G	H	I	J	K	L	M
14	15	16	17	18	19	20	21	22	23	24	25	26
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

This is a message that Stella wrote to Arty while they were solving The Case of the Empathy Empanada.

12-15-15-11 6-15-18 3-18-21-13-2-19!

Can you figure out Stella’s message?

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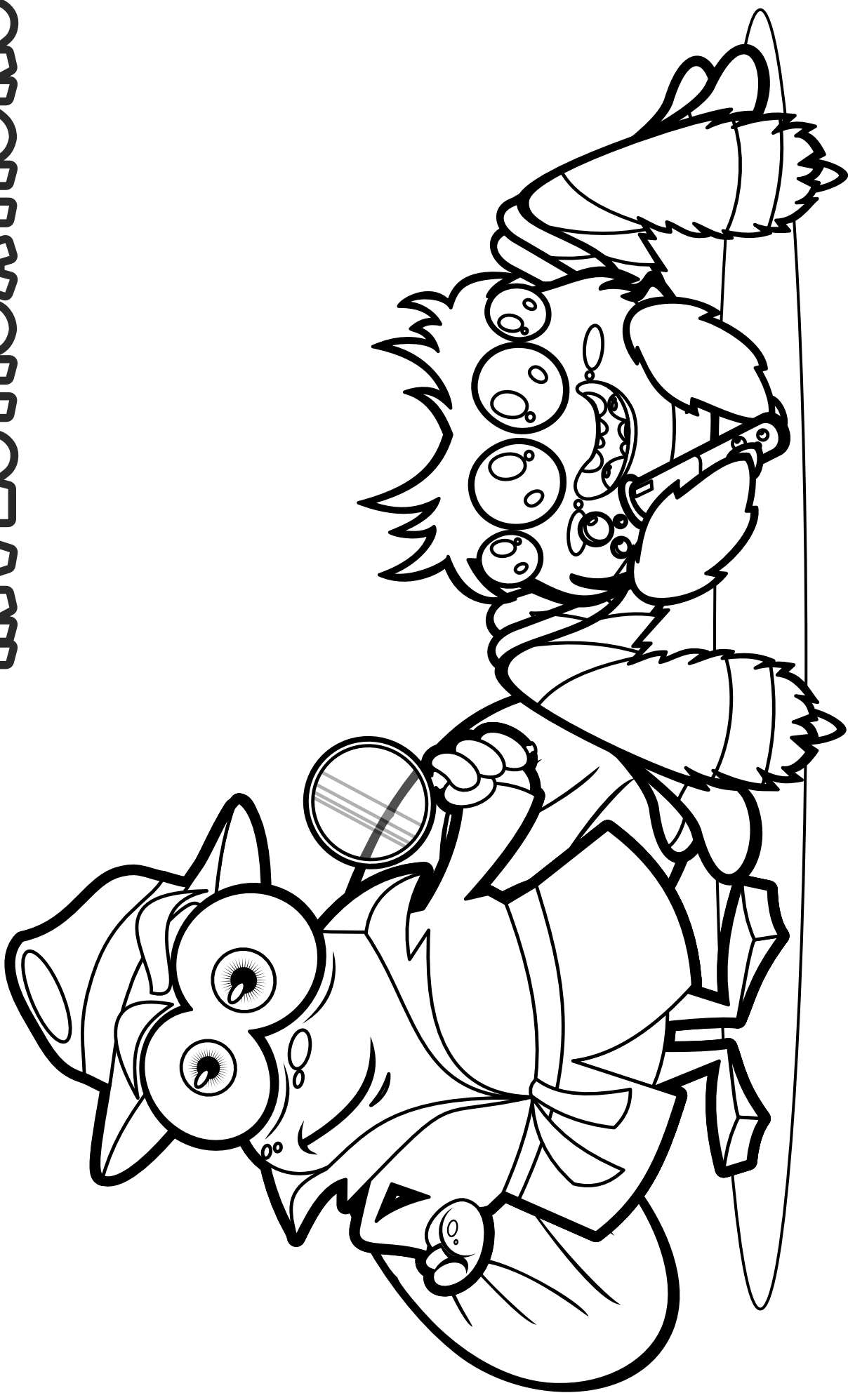
Using Stella’s code, write your own secret messages for a friend!

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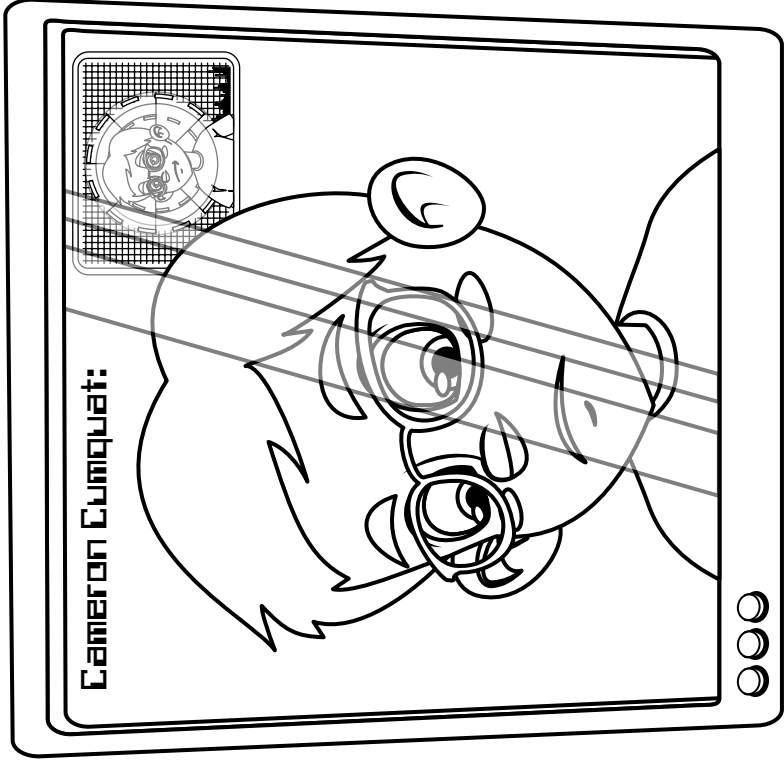
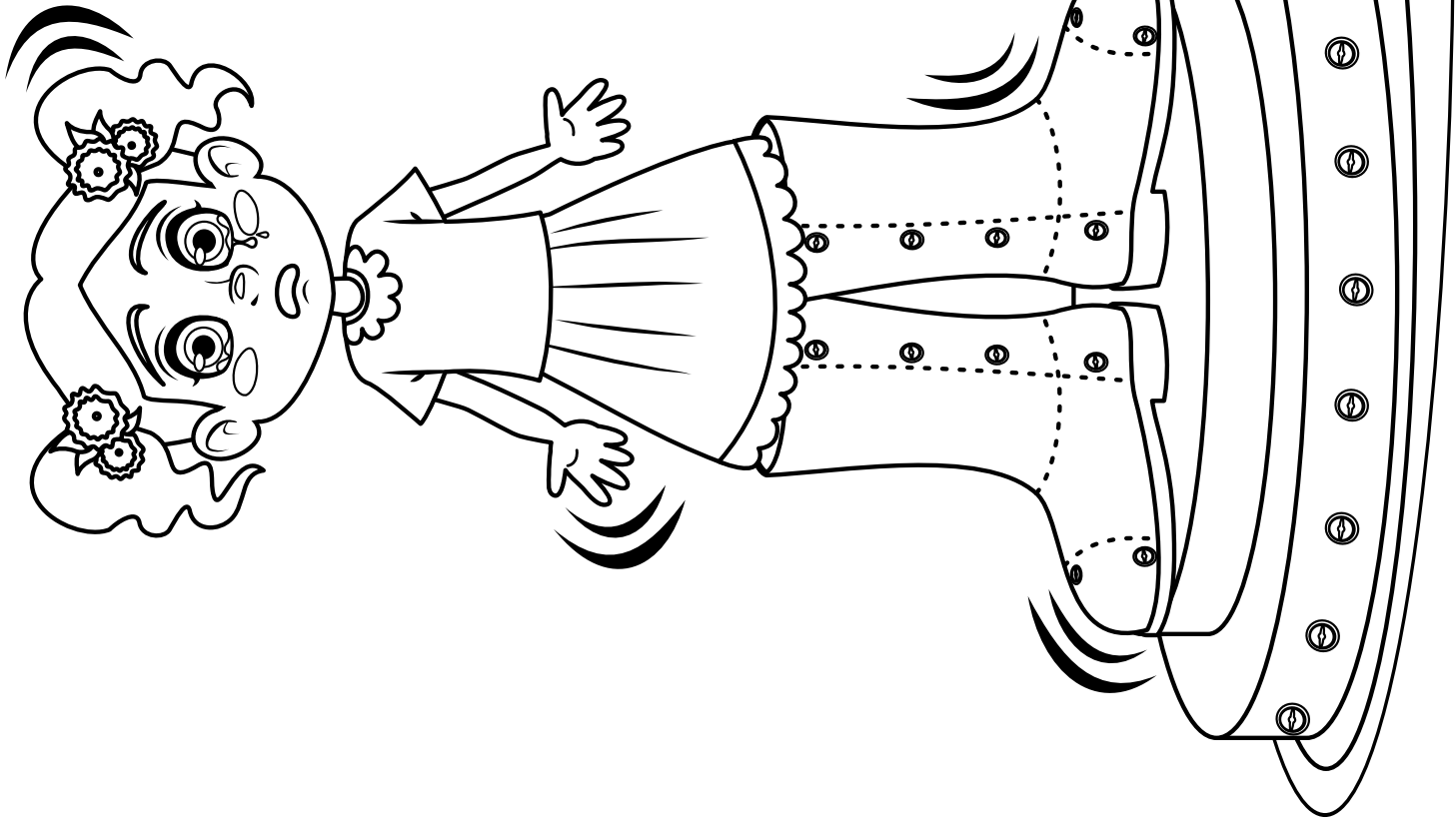
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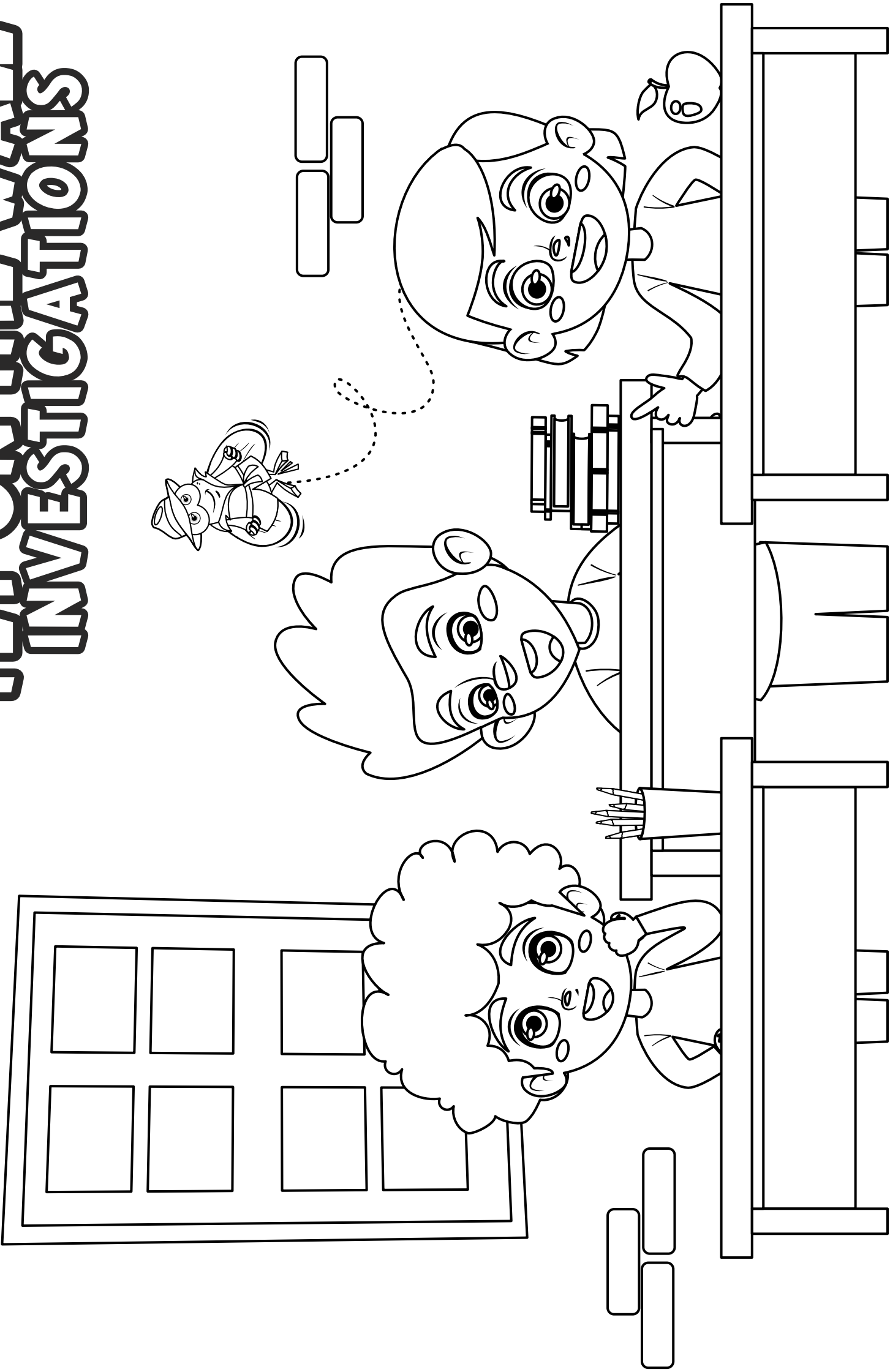
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# MYSTERY WORD SCRAMBLE

Figuring out mysteries is like solving a puzzle. Can you help Arty unscramble these words and solve the puzzle?

1. CLEU \_\_\_\_\_

2. IRLDDE \_\_\_\_\_

3. CESRTE \_\_\_\_\_

4. TEYSMYR \_\_\_\_\_

5. ZUPELZ \_\_\_\_\_



1. CLUE 2. RIDDLE 3. SECRET 4. MYSTERY 5. PUZZLE

# WRITE YOUR OWN MYSTERY STORY



Did you know that a good mystery story begins with a problem, has clues about how to solve the problem, and then solves the problem?

What could your problem be?  
Maybe one shoe covered in mud with a note stuffed in the toe was left outside the front door.

Who is the detective in your story? The 'detective' doesn't have to be an actual detective. But there is usually a main character who solves the mystery. What are this person's character traits? Smart? Funny? Suspicious?

What could some clues be?  
The shoe was a size 14 extra wide.  
The shoelace is missing.  
What other ideas can you come up with?

## Red-Herrings

Not every clue has to be real. The story may be more interesting when the reader has to figure out which clues are useful and which are red-herrings (fakes).

Who is the culprit? (The person who created the problem)  
What is the culprit's personality?  
What is the culprit's motive? (Motive is the reason they did what they did.)

What is the solution?  
Whatever your imagination comes up with!  
Here's a tip that lots of mystery writer's use: Figure out the solution first, then work backwards to put in all of your clues.





# THE EMPATHY GAME



Showing EMPATHY means that you try to understand what the other person is feeling. This fun game is a good way to practice figuring out other people's emotions.

**Number of Players:** 2+

**Materials:** Slips of paper with different emotions written on them (see the list below).

**Directions:** Write different emotions on individual slips of paper and place them in a hat or bowl or bag.

One player at a time picks a paper out of the hat and silently acts out the emotion.

Everyone else tries to guess the emotion. First guesser to answer correctly gets one point. Everyone takes a turn acting.

The game ends when everyone has had a chance to act out an emotion. At the end of the game the player with the most points wins. If there is a tie, all players with that score win.

**Here are Some Ideas for Emotions to Write on the Slips of Paper:**  
Happy, Surprised, Angry, Sad, Jealous, Exasperated, Grumpy, Aggravated, Frustrated, Disgusted, Embarrassed, Horrified, Panicked, Shocked, Delighted, Annoyed, Cranky, Relieved, Proud, Disappointed, Gloomy, Astonished.

# LET'S DO A PUPPET SHOW!

## Putting on a puppet show is so much fun!

When you do a puppet show you get to work with your friends and make new friends. You get to laugh and applaud. You get to be kind about sharing the spotlight and to be empathetic about how it feels to be in the spotlight. You get to cooperate with everyone doing the show and maybe even to be the person who says “All quiet on the set please”.

## Every puppet show needs puppets!

Below are some pictures of the characters ready for you to use. Ask a grown-up to print the pictures.

- Cut out the pictures.
- Paste them onto craft paper or a file folder.
- Glue something like a pencil or ice cream stick on the back to use as a handle and you're ready to go.

## Every puppet show needs a story!

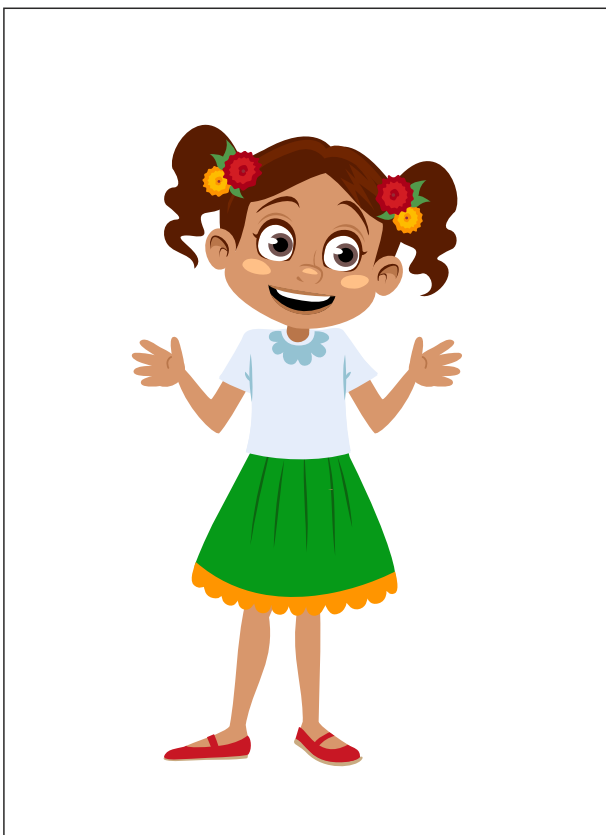
You can use the audio book from our story as your puppet's voice and then move your puppet around in the same way you would if the puppet actually were speaking.

You could instead write your own story and then you could be the puppet's voice and make it move around as if it were actually speaking.



[HERE'S](#) the link for the AUDIOBOOK of *Fly On The Wall Investigations*.

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