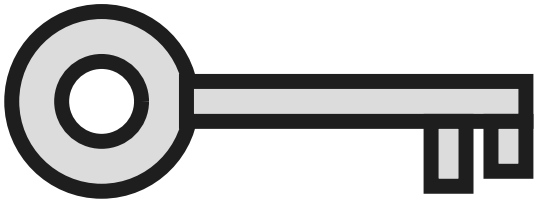
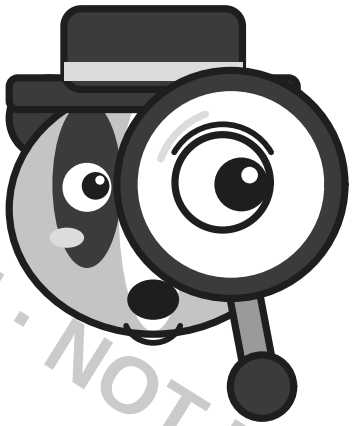
Inspector Badger's Detective Missions

The Case of the Golden Key

A Mystery Puzzle and Activity Book for Kids Ages 7-11
to Practice Memory and Attention





JOLOVA

FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

FREE SAMPLE · NOT FOR SALE

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions
The Case of the Golden Key – A Mystery Puzzle and Activity Book for Kids Ages 7-11 to Practice Memory and Attention

© 2026 JOLOVA. All rights reserved.
No part of this book may be reproduced without the author's permission, except for the buyer's personal use.

Illustrations: JOLOVA

This is a puzzle book. It works on memory ("remembering to do something later") and attention, but it is not a treatment and does not replace professional help.

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

For parents and teachers

Guide for Grown-ups

What this book works on

Each mission combines a simple path with a "secret message": an instruction the child has to remember and carry out later, while doing something else. This is called prospective memory (remembering to do). It also works on attention and flexible thinking. It is a puzzle book, not a treatment.

Who it is for

For boys and girls ages 7 to 11. It is designed for autistic kids, kids with ADHD and any child who loves detective adventures: rules that never change, one new thing at a time, uncluttered pages and quick rewards. At age 7, chapters 3 and 4 may need an adult nearby; older kids can work on their own and try the expert challenges.

How it is organized

First there are 3 practices, each with one new rule. Then come 4 chapters that get harder little by little. Each mission takes two pages: read on the left, play on the right. At the end of each chapter there is an optional expert challenge.

No rush

There is no time limit for the missions here: just calm and eyes wide open to discover the clues.

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

For parents and teachers

Guide for Grown-ups (2)

The cut-outs

The secret message and the rules are always visible. Looking at them is not cheating. On page 99 there are two cut-outs: the agent card, to cover the secret message, and the rules cut-out, to cover "How do you move?" once your child knows the rules by heart. The back of the rules cut-out explains what a step is, so it can be checked whenever needed. Each mission done without looking at the message earns a star on the card. Keep it a challenge, never a must.

If your child gets frustrated

If the path gets blocked, usually a number was skipped or the change of direction was forgotten. Encourage your child to go back to START. You can read the message out loud together. The solutions are on page 92.

Moving is fine

Many children think better when they move. Your child can do the mission standing up, rocking or squeezing something with the other hand. There is no need to sit still to do well.

Small adjustments

If the multi-step rules are hard, read each rule together and ask your child to repeat it in their own words before starting. Counting steps on fingers also helps. The expert challenges can be skipped.

FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

This book belongs to Agent

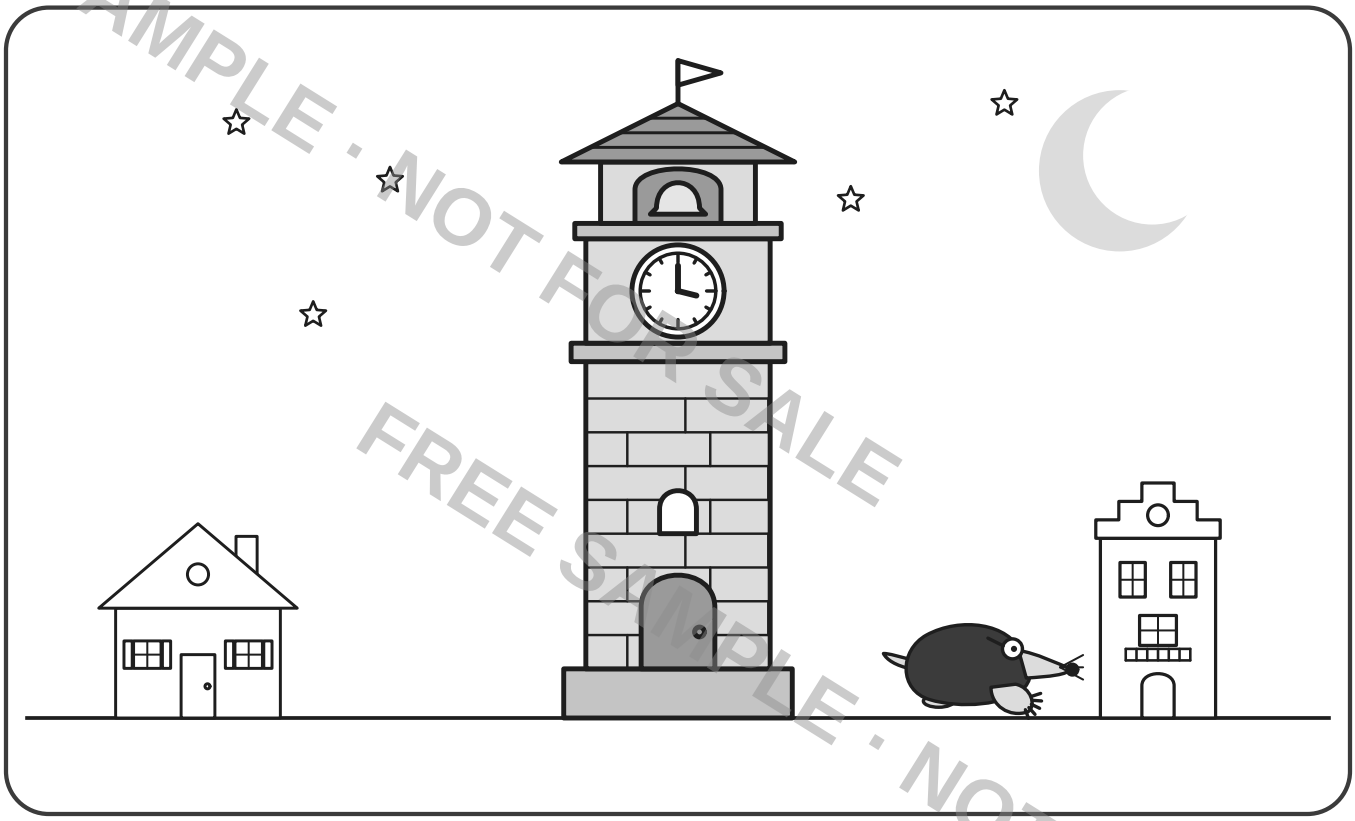
Draw your agent face here.



FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

The Case of the Golden Key



Bellbrook is a small town with a very tall tower. At the top of the tower there is a big clock.

Every year, the clock rings to open the Lantern Festival. To make it ring, Mr. Mole, the clockmaker, winds it with a golden key.

FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE

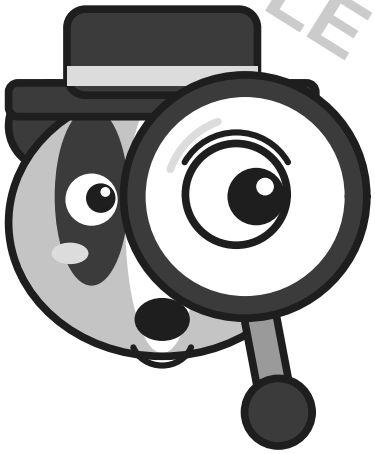
Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

But tonight, Mr. Mole climbs the tower… and the key is not on its hook.

“Without the key, the clock won't ring and there will be no festival!” says Mr. Mole, very worried.

Inspector Badger arrives right away. She looks at the tower with her magnifying glass and says to you:

“I need a junior agent. Someone with a good memory and sharp eyes. Will you help me find the key?”



I, _____, accept the mission.

Write your agent name.

FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

Your Agent Book

Before you start, Inspector Badger explains how it works.

1 **Training**
You start with 3 practices. In each one you learn a new rule.

2 **Missions**
Each mission takes two pages: you read on the left and play on the right. If you reach the EXIT, you find a clue.

3 **Cut-outs**
For a challenge, cover the message and the rules with your cut-outs (p. 99). The back of the rules cut-out explains what a step is.

4 **Detective Notebook**
At the end of each chapter you write down your clues and discover the keyword.

5 **Solutions**
They are on page 92. Look at them when you finish the mission or if you have been stuck for a long time.

6 **If you make a mistake**
That's OK. Go back to START and try again. Real agents repeat missions too.

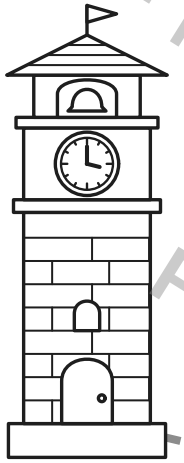
Ready? Look at the town map and start your training.

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

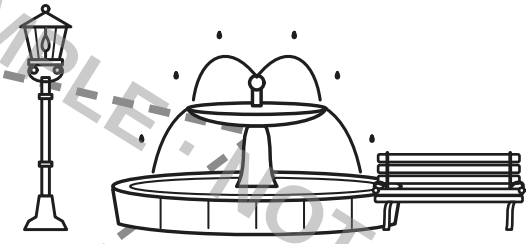
Map of Bellbrook

When you finish a chapter, color its place on the map.



1 The Clock Tower

2 The Square



4 The Walnut Tree

3 The Houses





FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

Practice 1: The Path

Inspector Badger gives you your first lesson.
"A good agent knows how to follow a path. Start here."

How do you move?

1. Begin at START.
2. Count as you move: only up, down, left or right. NEVER diagonally, and never go back to a square you have already used.



Always to the next number.

What's new today

You just need to get from START to EXIT following the numbers: 1, 2, 3, 4, 5.



Got it?
The board is on the next page.

FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

Practice 1: The Board

START		EXIT	
1	4	5	4
2	3	3	2
3	5	4	1
3	1	1	3

Did you reach the EXIT?

Color the stamp!

MISSION COMPLETE

Inspector Badger's Tip

If you get stuck, that's OK. Go back to START and check that you always add 1. Real agents repeat missions too.

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

Practice 2: Back to 1

"Very good. Now the path is longer,"
says the Inspector. "Remember: after 5 comes 1."

How do you move?

1. Begin at START.
2. Count as you move: only up, down, left or right. NEVER diagonally, and never go back to a square you have already used.
3. After 5 comes 1.

after 5, back to 1



Challenge: cover them with your rules cut-out.

What's new today

The path is longer. When you reach a 5, look for a 1 next to it and keep counting.



Got it?
The board is on the next page.

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

Practice 2: The Board

1	5	2	3	5
3	4	1	4	2
5	4	5	5	1
2	3	2	3	3
1	4	2	5	1

EXIT

START

Did you reach the EXIT?
Color the stamp!

MISSION COMPLETE



Inspector Badger's Tip
If you get stuck, that's OK. Go back to START and check that you always add 1. Real agents repeat missions too.

FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE
FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

Practice 3: The Secret Message

"Last practice. Agents get secret messages.
Follow the message and you will find a word."

How do you move?

1. Begin at START.
2. Count as you move: only up, down, left or right. NEVER diagonally, and never go back to a square you have already used.
3. After 5 comes 1.

after 5, back to 1



Challenge: cover them with your rules cut-out.

Secret message

Each time you step on a 4,
write down its letter.

You can look at it whenever you need to.

☐ **Challenge: I did it without looking (color a star on your card)**



Got it?
The board is on the next page.

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

Practice 3: The Board

EXIT

3 S	4 L	5 C	4 S	4 Z	1 T
2 S	1 B	1 Z	2 J	4 O	5 F
4 E	5 J	4 L	3 M	3 R	3 C
3 G	1 Z	5 T	1 P	2 S	1 F
2 R	1 D	5 C	4 H	1 V	3 V
3 P	1 G	2 H	3 S	1 B	2 F

START

Clue found: ☐ ☐ ☐ ☐ ☐

MISSION COMPLETE



Inspector Badger's Tip

If you get stuck, that's OK. Go back to START and check that you always add 1. Real agents repeat missions too.

FREE SAMPLE · NOT FOR SALE

Inspector Badger's Detective Missions · © 2026 Jolova · Free sample · Not for sale or distribution

FREE SAMPLE · NOT FOR SALE

This is the end of the free sample of
Inspector Badger's Detective Missions: The Case of the Golden Key

Thank you so much for trying it!

I'd love to hear your honest opinion:
what worked for you and what didn't.

Jolova

FREE SAMPLE · NOT FOR SALE

FREE SAMPLE · NOT FOR SALE