## High ranking criminals

## Introduction

- Level: B2
- Skills: Reading
- Topics: Vocabulary (Crime and punishment)


## The enigma

- Keywords

Crime, Matching

- Toolbox

Card game, printed picture, white board with a marker, printed description / files of the criminals

- Description of the enigma

On a desk or during another enigma, the players must have found a series of 6 files about different people who have committed crimes.

A board has been placed in the room. On the top it reads: 'Criminal rank' and '- The crosses are a part of the key -‘.

On the left side, you can fix with tapes some cards from a card game (from 1 to 6 ). On the right side of the board, you have picture of characters (same than in the files).

> Agnes Smith: in a car
> Jean Dupont: with a knife
> Cindy James: outside a bank

Bob Digs: tattoo and sunglasses in a street
Mark Miler: with a cop's cap
Anais Marks: in an airport

## High ranking criminals

When they read the files, the players must understand the specificities of criminals and the rank of those people. A whiteboard and marker should allow players to link the ranking card with the pictures.

Agnes Smith: Driving high speed - Lowest
Jean Dupont: Threatening people with a knife - Right above Agnes
Cindy James: Bank robbery - Right under Anais
Bob Digs: Local gangster - Under Mark
Mark Miler: Dirty cop - between Cindy and Bob
Anais Marks: International criminal - Most dangerous


Then the cross of the lines will give a number to the players. This number should be combined with the results of other enigmas to unlock the locker that blocks the exit door.

## Hints

If you forget the code, look at the board.
The matching of the criminals is the key.


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## More information

## Possible restrictions

Make sure that the names or the pictures of your characters are not discriminatory against categories of people. Ensure that different categories of people (origins, gender, age, shape...) are represented.

Connecting elements can be difficult for learners with SLDs: encourage other players to take roles in this enigma (one has the cards, the other has the criminal files, one traces the line on the whiteboard, and another one says or shows between which elements to trace a line).

