Help solve the mystery! Download the free app at sparky.org/appworld.
"I can't wait for your Aunt Dotty's grand opening party for her Best Beepers Smoke Alarm Factory!" Rosalie said to Sparky the Fire Dog, as she and her friends Owen and Nina left the fire station. "Balloons! Music! And free smoke alarms for all the guests," said Sparky. "I bet Aunt Dotty has the best smoke alarms in town," Nina giggled. "Beep, Beep, Beep!" the kids all shouted. Sparky nodded his head, "You got it, Nina. Glad to hear you all know what a smoke alarm sounds like."
“Aunt Dotty has been busy planning the grand opening. We need to stop by her house to pick up the cake and balloons,” said Sparky, gesturing to a big house in front of them. "Yum, I love cake!” said Owen. "I’ve never been in Aunt Dotty’s house before," whispered Rosalie. "It looks so mysterious."
The gang suddenly noticed that the front door of Aunt Dotty's house was open. "That's strange," said Sparky. "When I walked by this morning on my way to the fire station, that door was shut." "Wait!" Owen said, grabbing Sparky's paw. "Who is that?"
Sparky, Nina, and Rosalie turned their heads just as a mysterious character dashed across the street, carrying a big bag over his shoulder. The balloons they were picking up for the party flew behind him, and in one hand he carried the cake! "Hey!" yelled Nina. Sparky gave a powerful bark.
As the intruder ran across the street, something fell out of his bag and clattered on the pavement. Sparky hurried and picked the object off the ground. He held the item up for the kids to see. "It's a smoke alarm!" he growled.
"We all need smoke alarms in our homes," Sparky said. "They let us know if there's a fire."
"Why would someone steal Aunt Dotty's smoke alarms?" Owen asked sadly. "And the cake!" he pouted. "We need to find out now," said Rosalie. She opened the creaking wooden door of the house.
Inside, Sparky and the children began to look for clues. Sure enough, the smoke alarm in the hallway was missing. "We're dealing with a greedy thief," said Sparky. "Good thing I have a few spare smoke alarms on me!" He dug in his backpack for a new one. "Thanks, Sparky," said Nina with relief.
"Who was that person, and what was he doing in Aunt Dotty's house?" asked Nina. "I don't know!" said Owen. "Doesn't he know that it's dangerous when you don't have working smoke alarms?" "We have to track him down!" Sparky headed into the next room.
A smoke alarm will let you know there is a fire.

“Who was that person, and what was he doing in Aunt Dotty’s house?” asked Nina. “I don’t know!” said Owen. “Doesn’t he know that it’s dangerous when you don’t have working smoke alarms?” “We have to track him down!” Sparky headed into the next room.
In the living room, the kids noticed another smoke alarm was missing. Sparky replaced that one, too. Owen poked and prodded everything in the room. "Do you have to touch everything?" asked Rosalie. "But look, there are fire safety tips hidden everywhere!" he said. "Aunt Dotty sure knows how to stay fire safe!"
A smoke alarm makes a loud BEEP, BEEP, BEEP, sound.

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The kids and Sparky investigated the music room next. It was filled with cool instruments. "Wow, an old radio!" said Owen, jabbing at the dials. "Gee, Aunt Dotty even listens to songs about smoke alarms," he groaned. "Hey, look!" Nina pointed to a baseball hat on top of the radio. "Aha!" said Sparky. "A clue."
In the library, Rosalie spotted an old book. "Look! It's called Astounding Inventions That Will Amaze You, by Jerome Jinx," said Rosalie. Rosalie opened the book to find a hand made diagram. On it was a picture of the most ENORMOUS smoke alarm she had ever seen.
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Get outside and stay outside.

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Go to your outside meeting place.

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"Okay, I'm a big fan of smoke alarms, as you know," said Sparky. "But I can't imagine why anyone would need one that big." "Hmm... The plot thickens."
"Okay, I'm a big fan of smoke alarms, as you know," said Sparky. "But I can't imagine why anyone would need one that big." "Hmm... The plot thickens."
"This house is a little creepy," said Nina, eyeing a portrait on the wall. "With all these windows, doors, and stairways, Aunt Dotty definitely has two ways out of every room in case of a fire," said Rosalie. "Or in case you find a bunch of spooky eyes staring at you!" said Owen.
In the master bedroom, Sparky got to work replacing another missing alarm. "Every bedroom needs a smoke alarm!" he exclaimed. Nina heard a crunch under her foot. She picked up a crinkled piece of paper lying on the floor.
"It's an invitation to the party this evening," said Sparky. "It says: You are invited to the grand opening of the Best Beepers Smoke Alarm Factory. Dress your best for fire safety!" "I think we have our next clue, gang," said Rosalie. "Let's go to the factory and check it out."
Safe When You Sleep

A smoke alarm will sound beep, beep, beep. You need a smoke alarm where you sleep. What if it's night and I'm tucked in bed? It will wake you up, you sleepy head!

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Outside the Best Beepers Smoke Alarm Factory, Owen pointed at the window. The kids and Sparky all looked inside. In the middle of the room they saw a gigantic shape, covered with a big sheet. "What in the world is that?" Nina whispered. Suddenly, someone jumped out from behind the sheet!
When the Smoke Alarm Sounds,
Don't Hit the Floor.
Instead get up and get out the _____.

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Sparky and the gang crept inside the factory. "It's my greatest invention!" the man cried. "The Fantastic Flying Beep 'n' Go!" The man pulled the sheet off and revealed a supersized smoke alarm that the kids had seen in the diagram back at the house. "Hey, said Nina. "We saw you at Aunt Dotty's house." "You stole the smoke alarms!" said Owen. "But why?"
"I didn't steal them. I borrowed them," exclaimed the man. "Don't you know that leaving a house without smoke alarms is dangerous?" scolded Rosalie.
The kids could see the bandit's eyebrows quiver. Then a tear rolled down his cheek. "I didn't think of that!" he said. "I was going to put all the smoke alarms back after the party." "Well, I already put new smoke alarms into the house. And luckily, no one got hurt," Sparky explained.
"Who are you, anyway?" said Nina. "My name is Jerome Jinx, and I work for Dotty." he said to them. "I grabbed the smoke alarms so I could use the batteries to power the Fantastic Flying Beep 'n' Go at the party!" "The Flying Beep 'n' Go is for Aunt Dotty's party?" gasped Rosalie.
Jerome nodded. "I thought that maybe if I built it, she would promote me to Superstar Scientist at her smoke alarm factory! She's my hero... and so are you, Sparky." "Jerome, you're a brilliant inventor," said Sparky, "but you've got a lot to learn about fire safety." "Oh gosh," said Jerome. "I was so busy inventing I forgot the most important stuff!"
"I think you learned your lesson," said Sparky. "But never forget: Every home needs working smoke alarms! Now, how about giving us a ride?" "Sure!" said Jerome proudly. "Climb aboard!" Soon they had floated out of an opening in the roof and were soaring over the rooftops. "Well that's one very memorable way to make an exit!" joked Rosalie.
Let's Talk About This Story

1. Why did the kids and Sparky think it was so dangerous that Jerome Jinx stole the smoke alarms from Aunt Dotty's house?

2. Describe what happened at Aunt Dotty's house. What else happened?

3. Who is Jerome Jinx? What did he do?

Let's Think About This Story

1. Pretend that Aunt Dotty asked you to meet with Jerome Jinx to teach him about fire safety. What would you say to him? What do you think he needs to learn?

2. We learn in the story that every bedroom should have a smoke alarm. Why would a home need more than one smoke alarm?

3. Is there a fire-safety tip you think is the most important? Explain.
Hi Parents!

Our collection of free fire-safety resources was designed to give parents the tools they need to teach their kids about fire safety in a fun and meaningful way.

Download any of our free fire safety apps at sparky.org/appworld. Find teacher lessons, parent printables, music videos and more at Sparkyschoolhouse.org

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Sparky's Birthday Surprise
(Targeted at ages 3–6) Help celebrate Sparky's birthday and learn about fire safety.

Sparky's Match Game
(Targeted at ages 3–5) Learn what a smoke alarm looks like and the sound it makes.

Rescue Dogs, Firefighting Heroes, and Science Facts
(Targeted at ages 7–12) NY Times best-selling authors share non-fiction stories about fire safety.

Little Rosalie
(Targeted at ages 3–6) PBS Kids star SteveSongs sings about fire safety.

What's That Sound
(Targeted at ages 7-9) Emmy Award–winning band Recess Monkey tells kids what to do when they hear a smoke alarm.
Welcome Teachers!

There are dozens of ways Sparky's new app can be used in the classroom:

- Create fire-safety tip posters. Students illustrate each fire-safety tip.
- Become a fire-safety expert! Create a safety presentation board to share with other students and families.
- Read the storybook aloud. Discuss story elements such as characters, setting, plot, conflict, and resolution.
- Become Sparky and his friends! Have students mount storybook characters on craft sticks. Reenact the story as a puppet show.
- Write Sparky’s next adventure. Use The Case of the Missing Smoke Alarms as inspiration for your own story. Where do Sparky and his friends go on The Fantastic Flying Beep ‘n’ Go?

Additionally, we have created a suite of essential and lifesaving educational fire-safety resources for teachers and parents. All of our materials and supporting classroom materials can be downloaded for free at sparkyschoolhouse.org.

Our free Fire-Safety Materials include:

- Interactive whiteboard lessons.
- Two upbeat, fun music videos from award-winning kids' bands SteveSongs and Recess Monkey.
- Two deluxe storybook apps including the award-winning Sparky's Birthday Surprise.
- A nonfiction e-book written by NY Times best-selling authors.
- Printable worksheets to send home.
- Printable PDF lessons relating to all content for all grade levels.
The Case of the Missing Smoke Alarms

has been aligned to the Common Core State Standards (CCSS). While many standards have been met, these are the key standards that we focused on:

- **CCSS.ELA-LITERACY.RL.1.3**
  Describe characters, settings, and major events in a story, using key details.

- **CCSS.ELA-LITERACY.SL.2.2**
  Recount or describe key ideas or details from a text read aloud or information presented orally or through other media.

- **CCSS.MATH.CONTENT.1.OA.A.1**
  Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.

- **CCSS.MATH.CONTENT.2.OA.B.2**
  Fluently add and subtract within 20 using mental strategies.

Common Core State Standards is a registered trademark of the NGA Center for Best Practices and the Council of Chief State School Officers.
About the National Fire Protection Association (NFPA)
NFPA is a worldwide leader in fire, electrical, building and life safety. The mission of the international nonprofit organization, founded in 1896, is to reduce the burden of fire and other hazards on the quality of life by providing and advocating consensus codes and standards, research, training and education. All NFPA codes and standards can be viewed at no cost at www.nfpa.org/freeaccess.

About Sparky the Fire Dog®
Sparky the Fire Dog was created for the NFPA in 1951 and has been the organization’s official mascot and spokesperson ever since. He is a widely recognized fire-safety icon who is beloved by children and adults alike. In addition to connecting with the public through educational programs, he has a very active website, sparky.org, which allows kids to explore and learn about fire safety in a safe, interactive environment. Sparky the Fire Dog® is a registered trademark of the NFPA.

About Cupcake Digital
Cupcake Digital Inc., headquartered in New York City, was established in June 2012 with the intent of transforming children’s entertainment properties into deluxe story experiences infused with educational elements. Cupcake Digital partners with additional major children’s entertainment properties to help bring educational Children’s apps to life.

About MDR
MDR helps a wide range of organizations—from nonprofits sharing their missions to foundations with a focus on children to corporations involved in branding programs. A division of marketing expert MDR, a Dun & Bradstreet Company, MDR builds original, measurable, and meaningful digital print campaigns delivered to teachers, students and families.

About Lazoo
Since 2011, Lazoo Worldwide Inc. has specialized in developing innovative interactive technologies that bridge video content, apps, and physical products, focusing on deepening engagement with entertainment. We implement these technologies on our properties as well as those of our partners. For more information, contact info@lazoo.com.