

# Table of Contents

<b>Introduction</b> . . . . .	3
<b>Mysteries at Home</b>	
Hometown Mysteries . . . . .	4
Investigating Change . . . . .	8
<b>Mysteries in History</b>	
Mysteries in History . . . . .	10
Writing Historical Mysteries . . . . .	14
<b>Clues and Cues</b>	
Scales of Justice . . . . .	17
Want-Ad Mysteries . . . . .	19
Secret Codes . . . . .	20
Secret Code . . . . .	22
Identifying the Suspects . . . . .	23
Round Up the Suspects . . . . .	25
Mystery Hunt . . . . .	27
<b>Skills and Strategies</b>	
Convince Me! . . . . .	29
Syllogism Sleuths . . . . .	30
Sorting It Out . . . . .	33
Unlocking Words . . . . .	36
Strange Sounding Words . . . . .	39
<b>Making Predictions</b>	
Perplexing Predictions . . . . .	41
Clozing the Case . . . . .	44
<b>Mysteries and Poetry</b>	
Mystery for Two Voices . . . . .	46
Puzzling Poems . . . . .	48
<b>Literature Based Mysteries</b>	
What's Up, Sherlock? Learning About Sherlock Holmes . . . . .	49
The Power of Observation . . . . .	52
The Eleventh Hour: Time to Start a Mystery . . . . .	53
The Mysteries of Harris Burdick . . . . .	54
Drawing a Mystery . . . . .	56
The Mystery Picture Party . . . . .	57
Two Sides to Every Story . . . . .	60
Mystery Reviews . . . . .	61
<b>Mysterious Oral Reading</b>	
Shivering Mystery Theater . . . . .	63
Back Cover Voices . . . . .	66
<b>The Mystery Series</b>	
The Mystery Series . . . . .	67
Favorite Mystery Series . . . . .	68
A New Adventure Starring My Favorite Detective . . . . .	70
Another Exciting Episode: Mystery Series to Explore . . . . .	72
<b>Mysteries Too Good to Miss</b> . . . . .	75
<b>Resources for Mystery Lovers</b> . . . . .	77
<b>References</b> . . . . .	79

# Mystery Hunt

After reading the exploits of detectives such as Nancy Drew and the Boxcar Children, your students may crave their own adventure. Fulfill their wishes by forming teams for a Mystery Hunt!



**Objectives:** Students will write clues.

Students will read and follow clues.

**Standard:** Uses the general skills and strategies of the writing process

**Benchmark:** Uses content, style, and structure appropriate for specific audiences and purposes

**Standard:** Uses the general skills and strategies of the reading process

**Benchmark:** Establishes and adjusts purposes for reading

**Skill Development:** Forming inferences, writing skills, cooperative learning

**Organization:** small groups

## Materials

- paper and pencils
- box to hold final destination slips
- prizes, such as no-homework passes or passes for special privileges such as extra computer time or extra recess

## Teacher Preparation

To prepare for the lesson, select final destinations (one for each team), write each final destination on a slip of paper, and place the slips in a box. Then hide prizes at each final destination. Suggested prizes include no-homework passes or tickets for special privileges such as extra recess or computer time.

You may wish to limit the mystery hunt to a small area such as one classroom or the playground. Seek approval from the principal and other teachers if the students will be wandering about the entire school.

## Procedure

1. Review favorite mysteries the class has read. Discuss the ways in which the characters found clues and followed leads.
2. Tell the class that they will have an opportunity to write clues and to follow clues.
3. Divide the class into teams of three to five members. Ask one member of each team to draw a final destination slip from the box. Remind the teams not to reveal the destinations they have drawn. In order for everyone to enjoy an adventure, there must be secrecy.

# Mystery Hunt *(cont.)*

## Procedure *(cont.)*

- Each team must write five clues to lead other teams to their final destination. Each group should place its clues throughout the school or classroom. You may want to have each group use a different color paper if all groups will be hunting at the same time.

### Examples:

Clue 1: It's cold in here. I need my jacket!

*(Clue 2 is hidden in the coat closet.)*

Clue 2: Now I'm too hot. I need fresh air.

*(Clue 3 is hidden on the windowsill.)*

Clue 3: I'm going on a trip and I'll be away for several days. I will leave a message for my teacher and my friends.

*(Clue 4 is hidden on the ledge of the chalkboard.)*

Clue 4: It's going to be a long trip. I will take a good book to read on the train.

*(Clue 5 is hidden in the classroom library.)*

Clue 5: Now it's time to go. Good-bye everyone!

*(The final destination is the front door of the classroom. The special prize, an envelope with no-homework passes, is taped to the front door of the classroom.)*

- Provide time for each team to follow a set of clues to find a prize.

