Table of Contents

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

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.)

4. 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.

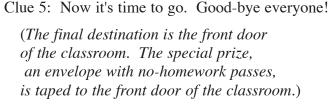
(Clue 3 is hidden on the windowsill.)

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.)



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

