| Na | ime: | Date: | |
|--------------------------|--|---|--|
| | Detective | Case Report | |
| | Detectives | Suspects | |
| CHAMMAN CHERS | | | |
| <u></u> | Where does th | e story take place? | |
| | | | |
| | Clues (in order) | Who discovered it? | |
| | 7. | | |
| | 2. | | |
| 0 | 3. | | |
| | 4. | | |
| ATTACA ATTACA | additional clues on back if necessary | | |
| <u> 라크</u> 의 위크리카시(터S | What are the distractions for the | person trying to solve the mystery? | |
| 10.5 | |) | |
| <u>์ ซอโทโตโฟปรทอก</u> ท | What is the conclusion of the mystery? | What is the evidence that helped the detective/s crack the case? | |

Planning Your Mystery

| Seaffing | What is Your Settling? |
|--|------------------------|
| Decide where your story will take place. A mystery can take place anywhere, but here are some ideas: a school, an amusement park, a baseball field, your house, an airport, the mall, or the library. Don't forget to include the time the crime was committed in the setting of your story. | |

| Problem | What Is Your Problem? |
|--|-----------------------|
| In order for a story to be a mystery, there must be a puzzle, secret, or mysterious problem to be solved. You must decide what crime or prank has been committed, or what has been stolen, or what mysterious event will happen in your story. Some suggestions include something being stolen, something or someone gone missing, anonymous letters being sent to a character, strange smells or unexplainable noises, etc. **Please do not choose a problem that includes violence. | |

| Suspects | Wilho Arre Your Suspects? |
|--|---------------------------|
| You will need to create suspects for your mystery story. You must have at least three suspects. You will need to write a short description of each suspect and why they are suspected of committing the crime. | |
| Circle the suspect who will end up being guilty of the crime. | |

| Deltective | Who is Your Detective? |
|--|------------------------|
| You will need to have a detective in your story. The detective can be a child or an adult. Describe your detective and tell a little bit about him or her. If your detective has a partner or a helper, describe him or her as well. | |

| Self-Checker | Name: Date: | | |
|--------------------|--|--|--|
| Characters | | | |
| Setting | Mystery Graphic Organizer | | |
| Clues Distractions | Place a check next to each box in the self-checker after the organizer has been filled in. This is to double check to be sure each element has been included. Set up the beginning of your mystery. Decide on a crime and who has done it. Who are the suspects (characters)? Who will work to solve it? How do the other characters respond to the crime? | | |
| Plot Conclusion | | | |
| CHARACTERS | | | |
| <u> </u> | | | |
| | Where did the crime take place? | | |
| SELLING | | | |
| ה מ | | | |
| | | | |
| | List the clues. Who reveals them? Who discovers them? | | |
| 2003 | | | |
| n | | | |
| | What are the distractions for the person trying to solve the mystery? | | |
| | List Also and a Call and a second sec | | |
| | List the order of the plot — when does each clue or distraction appear? | | |
| 2 | | | |
| | | | |
| | | | |
| | What is the conclusion of the mystery? | | |