

Planning Your Mystery

Setting	What is Your Setting?
<p>Decide where your story will take place.</p> <ul style="list-style-type: none"> • a school • a theme park • your house • the shopping centre • the library <p>Don't forget to include the time the crime was committed in the setting of your story.</p>	

Problem	What is Your Problem?
<p>For a story to be a mystery, there must be a puzzle, secret or mysterious problem to be solved. Decide what crime or prank has been committed, or what has been stolen, or what mysterious event will happen in your story.</p> <ul style="list-style-type: none"> • something being stolen • something or someone gone missing • anonymous letters being sent to a character • strange smells or noises <p><i>*Please do not choose a problem that includes violence.</i></p>	

Suspects	Who are Your Suspects?
<p>You 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.</p> <p>Circle the suspect who will end up being guilty of the crime.</p>	

Detective	Who is Your Detective?
<p>You will need to have a detective in your story. The detective can be 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.</p>	

Clues	What are the clues in your story?
<p>You must include the lead to the suspects.</p> <p>These clues might be:</p> <ul style="list-style-type: none"> • fingerprints • witnesses • items left at the scene of the crime • no alibi for the suspect • or anything else that you think might help the reader figure out who is guilty. 	1.
	2.
	3.
	4.

Sequence of Events	
<p>Using the boxes below, briefly describe the main events in your story, ending with the solution to the mystery.</p> <p>*If there are not enough boxes, attach an additional sheet of paper.</p>	
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

