

Planning Your Mystery

Setting	What Is Your Setting?
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. <i>* Please do not choose a problem that includes violence.</i>	

Suspects	Who Are 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.	

Detective	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.	

Clues	What Are the clues in your story?
<p>You must include clues that lead to the suspects.</p> <p>These clues might include 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.</p>	1.
	2.
	3.
	4.

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