



Design Your Own Mystery For THE FREQUENT FLYER TWINS

Devised by Hazel Edwards and Jane Connory

So you've enjoyed reading the series books. Now you can design your own, based on the characters of: Amy & Christopher.

Ten year old Asian-Australian twin sleuths solve mysteries at various airports. **Amy and Christopher** are UMs (Unaccompanied Minors) who travel to meet their working eco-photographer parents. Their zany but scared-of-flying - **Aunty Viv** who runs an Animal Actors business drives them to the airports.

Will you design an e-mystery, audio story, magabook or another format?

You might like to try a similar activity for the **Project Spy Kids** series. There are heaps of teachers resources ready to be downloaded from www.hazeledwards.com.



Download the eBooks from www.hazeledwards.com

CHARACTERS

Sleuths

Christopher (bottom right) and **Amy** (top left) **Lee**: Experienced travellers and 10 year old U.Ms (Unaccompanied Minors)

Suspects

Tim: Courier with uncut opal in white plastic shopping bags.

Arlene: Superstitious passenger who believes opals bring bad luck.

Carolyn: Backpacker. Jewellery-design student.

Old Dave: Prospector. Opal buyer.

Zak: Jewellery shop owner and 'boyfriend' of the twins'Aunty Viv.

Indigenous dancer from 'Rainbow' group which uses the rainbow theme in their special dance.

Tourist Guide

Cabin crew

Aunty Viv: The twins' 'gothic' aunt who's scared of flying.



WHAT YOU NEED

1. Mysteries depend upon: place (setting), person (characters or suspects) and plot (what happens next ?)

2. What's your mystery?
Eg. Something lost or thought to be lost?

3. HOW was the mystery committed?
Clues?

4. WHEN did it happen?

5 WHERE did it happen?

6. Find out the facts.
Google or visit the place.

7. By telling, acting or reading, share your version of the story.

8. Motives:
Why did the person do that?
Why did the sleuths want to find out?

9. Choose an unforgettable title.

10. Design your cover.

SAMPLE SCENARIO

Choose your airport.

At airport, travellers browse in the Duty- Free shop. There is a special opal display. Indigenous dancers are also performing their 'Rainbow Dance' in preparation for a Dance Festival. Someone plays the didgeridoo. Tourists gather to listen and to buy.

An upset woman passenger 'gives' the twins a rare opal with a fossil inside. She says the opal is 'bad luck' and she must not accept any payment for it. She does not wish to give it to her family or friends.

The power goes off, lights go out and rushes out of the shop followed by because

The twins work out that someone on their flight is definitely involved in lost or misplaced opals because

Unfortunately, at the end, the opal splits and loses its value because

Further information:

- 978-0-9871078-0-0 - False Bottom
- 978-0-9871078-1-7 - Gameplay
- 978-0-9871078-2-4 - The Ideas Pirates
- 978-0-9871078-3-1 - Artnapping
- 978-0-9871078-4-8 - Fleeced

Visit Hazel Edwards at www.hazeledwards.com. Visit Jane Connory at www.janeconnory.com.

'Like' the Frequent Flyer Series on Facebook.