



Design Your Own Mystery For PROJECT SPY KIDS

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: Art and India.



CHARACTERS

Art: who works out clues.

India: who's an ace reader.

Mars Bar: who messes up and the dog **Tiny** who is BIG!

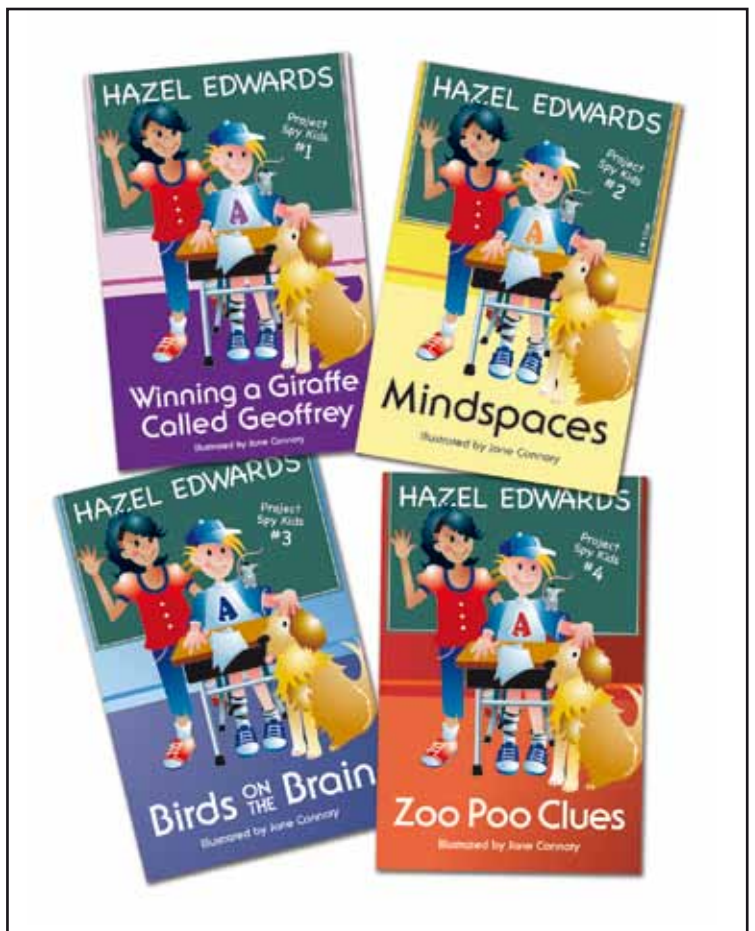
Will you design an e-mystery, audio story, magabook or another format?

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.

READING OUTCOMES

- How have you engaged your reader?
- Have you developed characterisation?
- Have you used a variety of sentence structures?
- Do your paragraphs sequence the story line?



Download the eBooks from www.hazeledwards.com

Further information:

Visit Hazel Edwards at www.hazeledwards.com and follow the links for further teacher resources, including great activities for the **Frequent Flyer Twins** series.

Visit Jane Connory at www.janeconnory.com to see more of her illustrations and check out the t-shirts and stickers available there.

'Like' the **Project Spy Kids Series** on Facebook.

978-0-9871078-6-2 - Winning a Giraffe Called Geoffrey,
978-0-9871078-7-9 - Mindspaces,
978-0-9871078-8-6 - Birds on the Brain,
978-0-9871078-9-3 - Zoo Poo Clues