

Design Your Own 'Sleuth Astrid the Mind-Reading Chook' Mystery

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So you've enjoyed reading the e-books 'Sleuth Astrid, the Mind-reading Chook'.
Now you can design your own mystery, based on the characters of:

Astrid who rides a Harley –D motorcycle, and has a Z-com under her wing.

Ben the agent who gets work for Astrid

1. Where Did You Get the Idea?

At 'Varuna' a retreat for writers in the Blue Mountains, Hazel met an animal rescuer. He mentioned looking after a chook which performed with a magician and could read minds. The rest of this story is fiction.

Jane Connory illustrated the books, and added some clues in the pictures.

2. What You Need for Your Mystery

1. Mysteries depend upon
 - place (setting),
 - person (characters or suspects) and
 - plot (what happens next ?)
2. What 's your mystery? e.g. 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

3. Questions used to Plot the Story.

These were the starting questions to plot Book 2 'The Lost Voice at the Grand Final' Read the story and find out which questions were answered.

Carrot the Parrot has lost his voice

Where could the voice be found?

- In a recording studio?
- At the back of the throat?
- Online?
- In a choir of voices?
- Ear, Nose and Throat Hospital?
- Where the voice was last heard?

How will Sleuth Astrid find the voice?
What funny things might happen?
Include: sign language? sound clues? Mime?
Why does Carrot want his voice back?
Why might he NOT want his voice back?
What can a Parrot say?
Why might a voice be lost?

In what ways could Astrid's mind-reading be a problem In this mystery?
What clues does she find for the lost voice?

Extension:

In a new story , what else could be lost that Astrid has to find?

- Confidence?
- Direction? How would a chook use/read a map? Substitute for a Chook GPS?
- Memory? For spelling words? For names? What if you can spell in Chook but not in other languages? Do you use SpellChook?
- Who might lose each of these?
- Where will the story happen? Choose a setting.
- Now you have MORE stories

e.g. W.I.P. (Work in Progress)

1. Choose a Title. Play around with ideas which are clues to what the story is about. SpellChook? (plays on the idea of Spellcheck)

Sleuth Astrid and the Missing Word

Hi-Tech Speller

Spells, Speller and Sleuth Astrid.

Or choose titles for each chapter and then take the best one for the book title.

2. What goes wrong? Someone can't spell? .Or using the wrong spelling has BIG consequences?

3. Setting. TV Game show? Emergency sign in Farmyard? Hospital? Supermarket? Spelling Bee?

4. How does Sleuth Astrid get involved? What is the mystery she has to solve?

5. Twist for the ending.

4. Create a Character Dossier

Sleuth Astrid is a series. Create your new character to include in Story No 3. Add to some of the characters already mentioned and you MUST keep Sleuth Astrid.

Name:

Job:

Skills: Is good at.....

Is NOT good at.....

Lives.....?

Favourite object:

Wears?

Owns?

Draw this character

5. Other Media

Explore different media to share your story.

Audio with sfx (sound effects)?

Magabook (halfway between magazine and book)

E-book

Graphic novel

Cartoon?

Curriculum Links: Reading & Writing Outcomes:

- Analyse how mysteries are structured
- Develop characters
- Sequence the story
- Engage the reader

Useful Links:

www.hazeledwards.com

<http://www.janeconnory.com/>

<http://www.redbubble.com/people/janeconnory/t-shirts/>

