

Preparation and 120-minute session



FICTIONAL MYSTERY / READ, POINT, DRAW OR WORK WITH A PARTNER

Gather and prepare

A4 or Letter paper, pencils and optional envelopes. Adults may cut the cards in advance. All clues and locations are printed; no real trophy, room search, device or personal information is needed.

Allow about 15 minutes. Print the team edition or pages 1 and 3–8 for teams. Keep pages 2 and 9 with the educator because both contain answers. Add page 10 for a second case. Keep all clues visible beside the map at a table. Page 11 gives a 120-minute example with case-making; a shorter session can finish after the first solution.

One 120-minute example / shorten or adapt

10 min	Open the fictional case	Read the boundary and case planner; choose roles.
10 min	Read the map	Name the three invented locations and symbols on page 3.
15 min	Follow the pattern	Use clue 1 and match the next shape to the map.
15 min	Decode the message	Use page 5; read the code from left to right.
10 min	Compare statements	Use clue 3 to rule out two fictional locations.
15 min	Look and record	Use pages 6 and 7; keep pictured facts separate from guesses.
10 min	Check the solution	Explain two clues; use page 9 to compare.
25 min	Create a new case	Use page 10 to write and exchange a consistent fictional case.
10 min	Reflect and reset	Discuss which clue helped and return all cards.

The timings are an example. Offer quiet drawing or observation throughout. Use the safety boundary on page 2 and your local procedures.