

WRITE YOUR OWN MATH MYSTERY

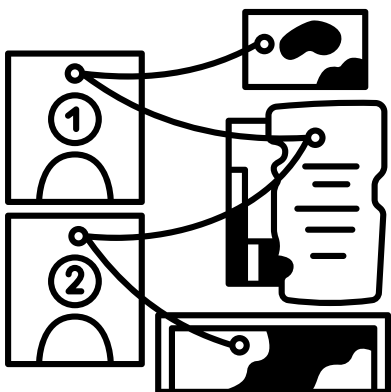
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STORY SETUP

(eg. a missing laptop)



- **Introduce the Scene:** The mystery could take place at a homeschool co-op, for example. (the main meeting room, a specific classroom, the outdoor area)
- **Create Characters:**
 - Who is the student whose laptop is missing?
 - Who are some other co-op members (students or parents) who might have information?
 - Who is the "detective" (the student solving the mystery)?
- **Describe the Crime/Problem:** What is missing? (laptop with presentation). When and how did it disappear?
- **Explain the Importance:** Why is it important to find the laptop? (e.g. for a presentation, etc.)
- Example: "It was presentation day at the homeschool co-op. Sarah and her friends were excited to present their video about the perils of social media, but when she went to get her laptop, it was gone! Detective Alex needed to find the missing laptop before the end of the day."



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LIST POSSIBLE SUSPECTS



- **Make a Table:** Create a table with possible suspects (other co-op members who might have seen something).
- **Add Details:** Include details about each suspect that can be used in the clues.
 - **For suspects:** what they were doing, where they were, any special skills (or lack thereof), etc.

Suspect	What They Were Doing	Where They Were	Clue Detail
Timmy	Setting up his volcano	Science Classroom	Accidentally set off the fire alarm last week
Mrs. Davis	Organizing handouts	Main Hall	Known for her "lost and found" skills
Billy	Practicing his nature presentation	Outdoor Area	Claims he can talk to squirrels
Ashley	Finishing her clay sculpture	Art Room	Once glued her hand to a project

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CREATE MATH CLUES



- **Choose Math Skills:** Select appropriate math skills for the age group (e.g. fractions, geometry, measurement, decimals). Make it relevant to the setting.
- **Design Clue Activities:** Create math problems or activities that reveal parts of a clue.
- **Make Answer Keys:** Prepare answer keys with the solutions to the math problems and the corresponding clue elements (e.g., a letter, a word, a phrase).
- **Connect Clues to Locations/Suspects:** Make sure the clues progressively eliminate suspects from your list.
- **Example:**
 - Clue 1: Solve a series of measurement problems to determine the dimensions of the room where a suspect was last seen.
 - Clue 2: Solve fraction problems to decode a message left by a suspect.
- **Important:**
 - Each clue should narrow down the possibilities.
 - The final clue should lead to the solution.



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WEAVE CLUES INTO THE STORY



- **Integrate Clues:** Describe how the detective finds each clue in the story. (e.g., a note left at the scene, a coded message, a puzzle)
- **Order the Clues:** Decide the order in which the clues are discovered.
- **Example:** "Detective Alex found strange symbols drawn on the whiteboard in the science room. It looked like a math equation..."

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SOLVE THE MYSTERY

- **Solution Page:** Create a final page where the student can write down the solution to the mystery.
- **Checklist:** You can also include a checklist for students to mark off as they solve each clue.
- **Provide Feedback:** Include a space for an answer key to confirm if the solution is correct.

