

What's included?

Museum Mystery
writing theme

MUSEUM MYSTERY
Guided Story Writing
What happens next is up to your imagination

Color in each section as you complete your draft. Make notes about ideas as you go.

Section	Completed	Notes
About the professor		
What the note says		
Adjectives to describe museum and professor		
Problem the professor faces		
Villain who stole the statue		
Exhibition that comes to life		
Next part of the story		
Three words for the ending		

Story starter

The Mystery of the Disappearing Statue

The Museum of Amazing and Ancient Artefacts was a fascinating place to work. There were many mysterious objects from all around the world. Some objects were as old as the dinosaurs and some came from places far, far away.

The Professor who ran the museum loved working there. Everything was well looked after. The Professor took pride in checking every exhibit and every artefact carefully at the end of each day.

One evening, as the Professor was getting ready to go home, something was missing! The Professor noticed this in the Department of Statues. This room was filled with small and large statues from all around the world. The most valuable statue was in the middle of the room on a pedestal. At least, it was normally there...

Plot choice
prompts

Choose adjectives to describe the Professor and the museum.

Professor	Fearless, strong, mighty.	Reckless, nervous, messy.	Organized, clumsy, funny.
Museum	Old room that smells like books.	Brightly lit stain-glass windows.	Marble tiles and oak doors.

Write a detailed paragraph about Professor thinking about the note in the museum.

Professor Ellie nervously looked around her messy office. The light from the stain-glass windows lit up the note on her desk. It didn't feel like an ordinary day at the Museum of History.

Write about the first impression entering the house.
How do the sketches feel? Use adjectives.
What can they see?
What can they hear?
What can they smell?
Use words to paint a picture of the house.

Scaffolded
template

Choose a villain who stole the statue.

Continue the momentum of the story by revealing a villain.

A thief who wants to sell the statue.	An explorer who wants to find out where the statue came from.	A group of people who believe the statue is evil.
---------------------------------------	---	---

Write a detailed paragraph where the Professor realizes who the thief is/they meet.

Continue the story by introducing a villain.
This is the character who stole the statue!
What does the villain do?
What does the villain say?
What happens when the villain and the Professor meet?

Reflection
sheet

Reflection

★★★★★★★★★★★★★★★★★★★★

You have drafted a magnificent Museum Mystery story. Fill out the reflection before you publish your work.

A part of my story I am proud of...	
A part of my story I want to change...	
A part of my story that needs more details...	

Add extra details or words

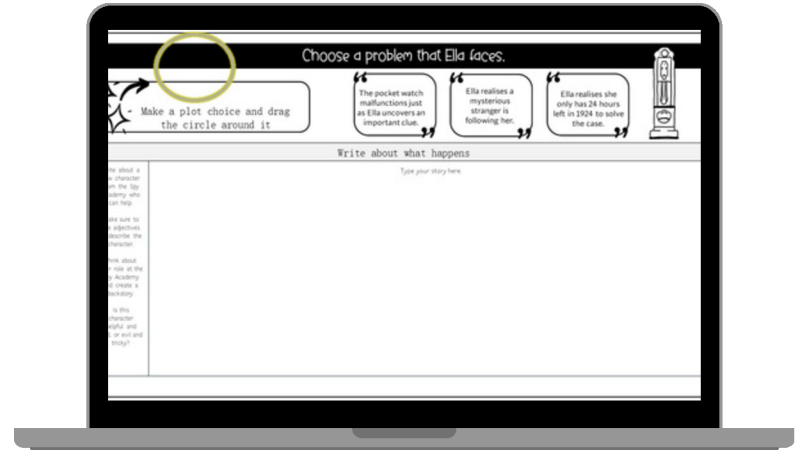
Character	
Setting	
Problem	

The Wordsmith Cat

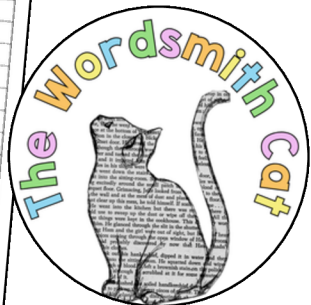
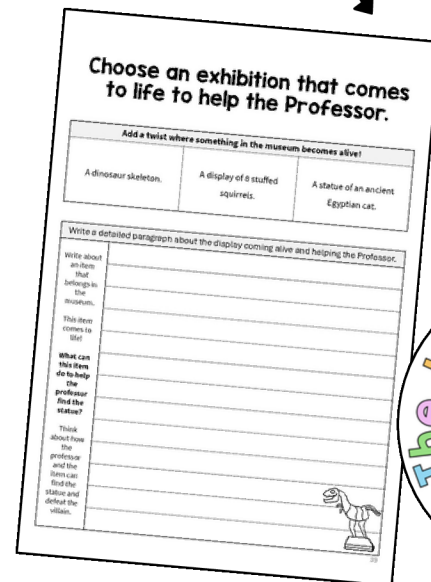
Why you'll love it.

- ✓ Support story writing
- ✓ 2 page story starters
- ✓ Engaging writing theme
- ✓ Printable and digital
- ✓ Scaffolded writing template

Digital (PowerPoint)



Printable



Ways to use this product.

✓ Independent writing practice

✓ Group writing activity

✓ Intervention task

✓ Homework activity

✓ Writing centers

✓ Week long writing unit

Choose adjectives to describe the Professor and the museum.

Professor	Fearless, strong, mighty.	Reckless, nervous, messy.	Organized, clumsy, funny.
Museum	Old room that smells like books.	Brightly lit stain-glass windows.	Marble tiles and oak doors.

Write a detailed paragraph about Professor thinking about the note in the museum.

Write about the first impression s entering the house.

How do the friends feel? Use adjectives.

What can they see?

What can they hear?

What can they smell?

Use words to paint a picture of the house.

Professor Ellie nervously looked around her messy office. The light from the stain-glass windows lit up the note on her desk. It didn't feel like an ordinary day at the Museum of History.



Teach writing!

Motivate students to enjoy the writing process.

Encourage reluctant writers by providing a scaffold.

Watch students grow in confidence as they write.

Choose an exhibition that comes to life to help the Professor.

Add a twist where something in the museum becomes alive!

A dinosaur skeleton.

A display of 8 stuffed squirrels.

A statue of an ancient Egyptian cat.

Write a detailed paragraph about the display coming alive and helping the Professor.

Write about an item that belongs in the museum.

This item comes to life!

What can this item do to help the professor find the statue?

Think about how the professor and the item can find the statue and defeat the villain.

MUSEUM MYSTERY

Guided Story Writing

What happens next is up to your imagination

Color in each section as you complete your draft. Make notes about ideas as you go.

Section	Completed	Notes
About the professor		
What the note says		
Adjectives to describe museum and professor		
Problem the professor faces		
Villain who stole the statue		
Exhibition that comes to life		
Next part of the story		
Three words for the ending		

