

What's included?

Story starter

STORY ELEMENTS
Museum Mystery

Roll a story starter.

1	An important painting from a high-security museum disappears, leading to a scavenger hunt which reveals centuries-old secrets.
2	A historic museum building experiences a series of unexplained events and eerie sightings when a new exhibit is set up.
3	An ancient artefact is stolen, leading to a cat-and-mouse chase around the world trying to return it to the museum.
4	A time-travelling thief is stealing artefacts from the museum to prevent catastrophic historical events.
5	A museum receives a collection of undocumented paintings, each leading to clues about long-lost treasure.
6	A new set of sculptures at the museum aren't what they seem, and come to life at night, causing destruction through the building.

This is the start of your story.

Write the story starter in your own words.
Something important is stolen. It is an ancient relic. Finding it leads to a race around the world.

Highlight the most important words.
"museo", "artefact", "stolen", "treasure", "museum"

Write down your first thoughts from this story starter.

- There artefact is really important
- The artefact belongs to an ancient time period
- The person who stole it wants to sell it for lots of money
- The person finding it knows how important it is the museum

Design a setting

STORY ELEMENTS
Museum Mystery

Roll a story setting.

Setting	Nouns	Adjectives
1 Art Gallery	Artworks, sculptures, spiralling staircase	Contemporary, sleek, elegant
2 Historical Museum	Sarcophagus, armour, Roman coins	Intricate, echoing, secret
3 Natural History Museum	Dinosaur skeleton, gemstones, prehistoric sounds	Rare, mysterious, unexpected
4 Science Museum	Invention prototype, moon rock, quantum computer	Mysterious, high-tech, advanced
5 Maritime Museum	Shipwreck ruins, model, ancient ship, diving helmet	Salty, weathered, ornate
6 Underground Museum	Hidden chamber, lock and keys, ancient manuscript	Dimly lit, labyrinth, clandestine

Add detail to the setting.

What nouns will you use? You can write more of your own.

- Shipwreck
- Dinosaur
- Treasure chest
- Dinosaur map

Describe the nouns using pictures and/or adjectives.

- Broken
- Dusted
- Rare
- Unexpected

Visualize it! Draw a part of the setting.

Create a character

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Roll a character.

Setting	Nouns	Adjectives
1 Dr Evelyn - art historian	Antique set of paint brushes	Knowledgeable and creative
2 Jack - security guard	Ancient scroll	Keen eye for detail
3 Dr Victor - curator	Mysterious set of keys	Ambitious and devious
4 Lisa - Detective	Security pass to all museums	Sharp mind and no-nonsense attitude
5 Maya - archaeologist student	Fragments of a buried relic	Determined and optimistic
6 Henry - paranormal investigator	Book of ghost stories	Curly and eccentric

Bring your character to life.

Visualize it! Draw your character.

Story problem

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Roll a story problem.

1	Rival treasure hunters face off in an epic showdown.
2	An important jewel is damaged.
3	International authorities force the museum to close, pending investigation.
4	An artefact is actually a code that needs to be deciphered.
5	A rare language is discovered, and the character needs to learn it quickly.
6	An artefact is actually a time portal.

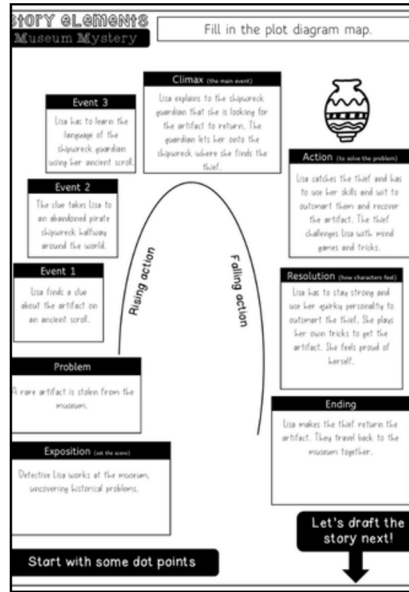
Plan out the main problem.

Problem	Action taken	Solution
Detective Lisa finds a clue about the missing artefact and it leads her to an abandoned pirate shipwreck. There is a guardian there who speaks a rare language.	Detective Lisa has quickly learnt the rare language to speak to the guardian and explain she is looking for the artefact and wants to return it to the museum.	The guardian slowly starts to teach Lisa the language so they can communicate. The guardian helps Lisa because they want the artefact returned to the museum, too.



What's included?

Plot diagram



Paragraph planning

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Write about your character.

Write a paragraph about your character.

My character's name is _____

_____ grew up in _____

_____ lives' parents were _____

As a child, _____ dreamed of _____

_____ has always been (adjectives) _____

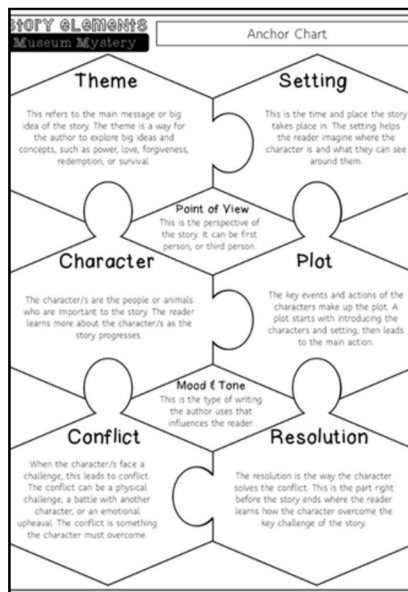
One day, _____ found a (special object) _____

When _____ held the object, they felt _____

A strange sense of importance about the scroll. Lisa's mind raced as she knew uncovering the mystery of this language would lead to an important discovery.

An ancient scroll with strange symbols. The scroll was an aged yellow color with curled edges. It was rolled up and tied with a silver ribbon that had symbols etched in it. She realized that the symbols were a strange language.

Anchor chart



Vocabulary lists

STORY ELEMENTS
Museum Mystery

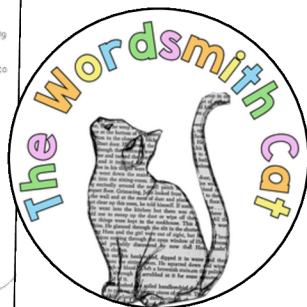
Vocabulary and Phrases

Can you use any of these adjectives to add detail to your character?

- Brave - Willing to face danger or fear.
- Clever - Smart and quick-thinking.
- Loyal - Faithful and trustworthy.
- Kind - Caring and thoughtful.
- Adventurous - Always looking for excitement.
- Mischievous - Playfully naughty or sneaky.
- Determined - Never giving up, even when things are tough.
- Humble - Not bragging or showing off.
- Curious - Always asking questions and wanting to learn.
- Fearless - Not afraid to take risks.
- Selfless - Thinking of others before themselves.
- Hot-headed - Quick to get angry or frustrated.
- Witty - Funny in a smart way.
- Resourceful - Good at solving problems with what's available.
- Grumpy - Easily annoyed or in a bad mood.
- Humble - Acting like a hero, brave and noble.
- Sneaky - Secretive and sometimes a little tricky.
- Gentle - Soft, kind, and careful.
- Ambitious - Wanting to achieve great things.
- Trustworthy - Someone you can rely on.
- Reckless - Taking risks without thinking.
- Optimistic - Always looking on the bright side.
- Mysterious - Hard to understand, full of secrets.
- Charming - Likable and friendly in a special way.
- Stubborn - Not willing to change their mind.

Can you use any of these adjectives to add detail to the setting?

- Mysterious - A place full of secrets and surprises.
- Gloomy - Dark, sad, or spooky.
- Vibrant - Full of bright colors and energy.
- Bustling - Busy and full of movement.
- Serene - Peaceful and calm.
- Majestic - Grand and impressive.
- Icy - Freezing cold and slippery.
- Shadowy - Dimly lit and slightly eerie.
- Overgrown - Covered in wild plants and vines.
- Windswept - Open and affected by strong winds.
- Foggy - Covered in mist, making it hard to see.
- Ancient - Very old and full of history.
- Glistening - Shiny and sparkling.
- Cavernous - Large and echoing.
- Rustic - Simple and countryside-like.
- Lush - Full of green plants and life.
- Desolate - Empty and lonely.
- Enchanted - Magical and full of wonder.
- Sizzling - Very hot and dry.
- Twinkling - Full of little shining lights.
- Dreary - Dull, lifeless, and a little depressing.
- Haunting - Unforgettable and slightly eerie.
- Sweating - Extremely hot and humid.
- Perilous - Dangerous and risky.
- Whimsical - Playful, quirky, and full of charm.



Why you'll love it!

✓ Roll and write story planning

✓ Guided paragraph planning

✓ Vocabulary lists

✓ Filled in example

✓ Engaging format

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••	A historic museum building experiences a series of unexplained events and eerie sightings when a new exhibit is set up.
•••	An ancient artefact is stolen, leading to a cat-and-mouse chase around the world trying to return it to the museum.
••••	A time-travelling thief is stealing artifacts from the museum to prevent catastrophic historical events.
•••••	A museum receives a collection of undocumented paintings, each leading to clues about long-lost treasure.
••••••	A new set of sculptures at the museum aren't what they seem, and come to life at night, causing destruction through the building.

This is the start of your story. 

Write the story starter in your own words.
Something important is stolen. It is an ancient relic, finding it leads to a race around the world.

Highlight the most important words.
"ancient" "artifact" "stolen" "return" "museum"

Write down your first thoughts from this story.

- This artifact is really important
- The artifact belongs to an ancient time
- The person who stole it wants to sell it for
- The person finding it knows how important



How to use this product.

- ✓ Independent writing
- ✓ Week long writing unit
- ✓ Modelled teacher writing
- ✓ Homework task
- ✓ Group writing task
- ✓ Early finisher activity

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••••	Science Museum	Invention prototype, moon rock, quantum computer	Mysterious, high-tech, advanced
•••••	Maritime Museum	Shipwreck ruins, model pirate ship, diving helmet	Salty, weathered, ornate
••••••	Underground Museum	Hidden chamber, lock and keys, ancient manuscript	Dimly lit, labyrinth, clandestine

Add detail to the setting.

What nouns will you use? You can write your own.

Describe the nouns using pictures and/or adjectives.

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Write about the Setting

Write a paragraph about the setting.

The story is set in _____

_____ has lots of (nouns)...

_____ feels (adjectives)...

_____ (the character) can see...

_____ (the character) can hear...

_____ (the character) can touch...

_____ (the character) can taste...

The Wordsmith Cat



Teach writing!

Motivate students to enjoy the writing process.

Encourage reluctant writers by providing a scaffold.

Watch students grow in confidence as they write.

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5	A rare language is discovered, and the character needs to learn it quickly.
6	An artifact is actually a time portal.

Plan out the main problem.

Problem

Detective Lisa finds a clue about the missing artifact and it leads her to an abandoned pirate shipwreck. There is a guardian there who speaks a rare language.

Action taken

Detective Lisa has quickly learnt the new language to speak to the guardian and explain she is looking for the artifact and wants to return it to the museum.

Solution

The guardian slowly starts to teach Lisa the language so they can communicate. The guardian suspects because of the artifact.

The Wordsmith Cat