

# LITERARY Séance

*A one-period literary mystery*



## Ten classic characters. Three clues. One last message.

Students start with a cold first impression, use the Spirit Directory to revise, then write in character and challenge the class to identify the speaker.

TIME  
~40 MIN

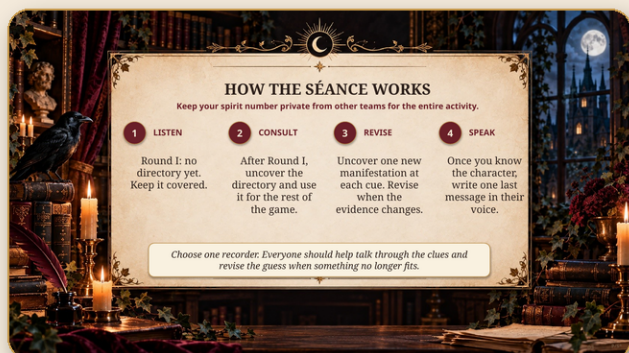
PREP  
LOW

READING  
NONE REQUIRED

FILES  
PPTX • PDF • DOCX

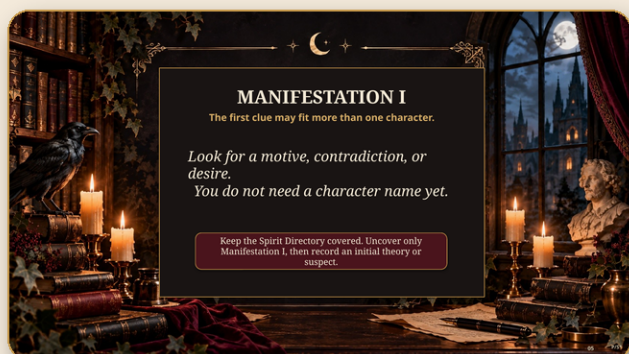
# HOW THE MYSTERY UNFOLDS

Students infer, revise, and lock a theory as new evidence appears.



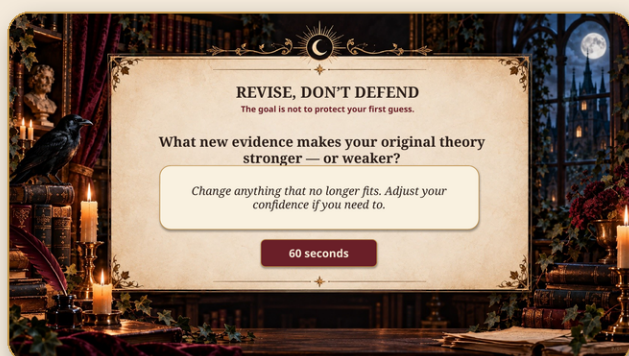
## 1 START WITHOUT THE DIRECTORY

Get a first impression before students can look anything up.



## 2 READ THE FIRST MANIFESTATION

The opening clue is broad enough to leave room for more than one possibility.



## 3 REVISE WHEN THE EVIDENCE CHANGES

Teams use the directory and later manifestations to test the theory they already have.

## No prior reading required.

The directory supplies the context students need after the cold first round.

# WHAT STUDENTS ACTUALLY USE

Simple pages. Clear jobs. The atmosphere comes from the experience, not extra busywork.

The image displays three sample pages from the 'Plotting Something' activity, each with a light cream background and a dark border.

- Séance Log:** Titled 'LITERARY SÉANCE // SÉANCE LOG'. It includes a 'Séance Log' header, a note 'Round I may be a description or a name. Revise after every new manifestation.', and a form for 'Spirit Number' and 'Team'. Below is a table with columns: 'ROUND', 'INITIAL THEORY / SUSPECT', 'EVIDENCE THAT MOVED US', and 'CONFIDENCE'. The table has three rows labeled 'I', 'II', and 'III'. At the bottom, there are sections for 'FINAL IDENTIFICATION' and 'FINAL CONFIDENCE', and a prompt 'What clue mattered most in the end?'.
- Message from Beyond:** Titled 'LITERARY SÉANCE // MESSAGE FROM BEYOND'. It includes a 'Message from Beyond' header, a note '45-65 words. Do not name the spirit or the work.', and a prompt 'Your spirit gets one last chance to speak.'. Below is a box labeled 'INCLUDE' with bullet points: 'one concrete object or place from the clues', 'one regret, warning, or unresolved desire', 'a voice that sounds like a person — not a summary', and 'no direct quotations from the original text'. There is a section for 'Draft your message:' with several lines of text. At the bottom, a note says 'Before reading aloud, circle one phrase that gives the class its best chance to identify the spirit.'.
- Spirit Files:** Titled 'SPIRIT FILE 01'. It includes a note 'Your teacher has pre-folded this file. Open only one section at each cue. Keep your Spirit Number private from other teams for the entire activity.'. Below is a section for 'MANIFESTATION I' with a text box containing the text 'I distrusted appearances, distrusted myself, and turned hesitation into a kind of occupation. The harder I looked for certainty, the less certain I became.'. Below this is a section for 'MANIFESTATION II'.

## SÉANCE LOG

Record the suspect, evidence, and confidence after each round.

## MESSAGE FROM BEYOND

Write 45–65 words in character without naming the spirit.

## SPIRIT FILES

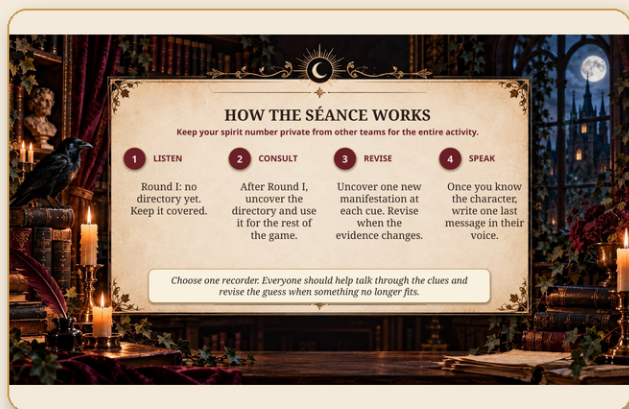
Ten numbered files unfold one manifestation at a time.

## BUILT FOR ONE CLASS PERIOD

- cold first impression
- Spirit Directory opens after Round I
- three-stage evidence progression
- final character-voice writing
- whole-class guessing round
- optional Banquo bonus

# EVERYTHING YOU NEED TO RUN IT

Editable files for you + print-ready PDFs for class.



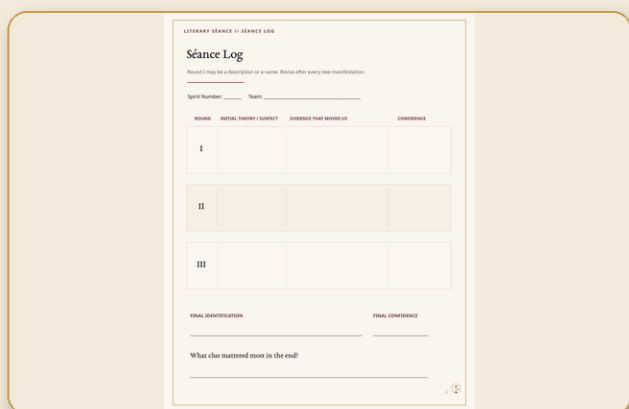
## 18-SLIDE TEACHER DECK

PowerPoint + PDF



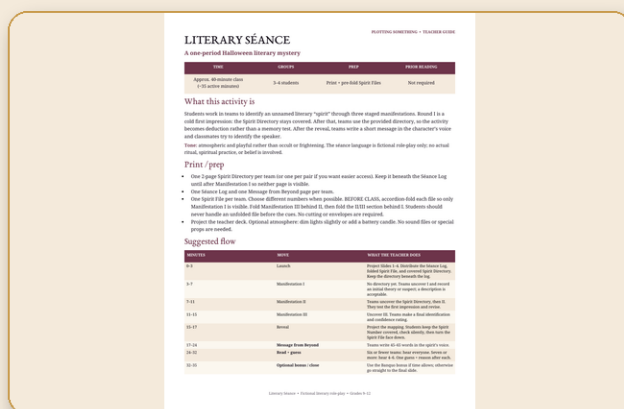
## 10 SPIRIT FILES

PowerPoint + PDF



## 4-PAGE STUDENT PACKET

PowerPoint + PDF



## 4-PAGE TEACHER GUIDE

Word + PDF

36

UNIQUE PAGES/SLIDES

10

CLASSIC LITERARY SPIRITS

~40

MINUTES

0

REQUIRED TEXTS