

Plan a whodunit

Make a plan for your own mystery story, one step at a time.

A whodunit is a mystery story. Something goes wrong, a detective looks for **clues**, and the reader tries to guess who did it. Plan your mystery here.



① **Pick the mystery. Colour one bubble.** _____

- ☐ The lost library book
 ☐ The empty cookie jar
☐ The missing soccer trophy
 ☐ My idea: _____

② **Pick the setting. Where does it happen?** _____

- ☐ a school
 ☐ a castle in Wales
 ☐ a museum in Mexico City
☐ a farm in Saskatchewan
 ☐ My idea: _____

③ **Name your characters. You need two suspects.** _____

Detective	Suspect 1	Suspect 2
_____	_____	_____

④ **What clues does the detective find?** _____

Clue 1	Clue 2
_____	_____

⑤ **Solve it. Who did it, and why?** _____

⑥ **Start your story.** _____

One morning,
