

English: KS3

Mystery Story Game



Use this game to invent different stories based on Lye Cemetery and Chapeks.

How to play:

1. Cut out the cards. Divide into groups of 4-6 children and make sure there is one set of cards for each group.
2. Each member of the group chooses a card.
3. Invent a story using all of the cards chosen – a maximum of 6 per group.
4. Decide which story to feedback to the class.
5. Each child writes an opening paragraph for their story.

A dark and stormy night	Christmas Eve	A full moon	A thunderstorm
A mysterious stranger	A wealthy widow	A young girl	A long-lost son
An empty grave	A smashed gravestone	The sound of horses hooves	A scream in the night
A diamond ring	An empty suitcase	The sound of bells	A broken window
A creaking door	Mysterious shadows	The sound of singing	Eery laughter
A shovel	A large horse-drawn Hearse	A howling dog	A puddle of fresh blood