

MYSTERY MAX



Activities for children ages 3 - 7
by WonderSpark Puppets

Pre-Show Discussion

WORDS YOU'LL HEAR IN THE SHOW

In the story, Mystery Max uses **the scientific method** to help him solve mysteries. It's a step-by-step process that you can use to discover the truth.

The steps of the scientific method are:

- Question - ask something that can be proven through fact-finding and trying things out
- Hypothesis - an idea of what you think the answer to your question will be
- Experiment - test your idea and gather information
- Conclusion - based on what you know now, was your hypothesis correct, or not?



Pre-Show Activity

EYE SPY

15-20 minutes

Detectives have a keen eye for finding clues.

Find something in the room around you (don't tell anyone what it is!) and say:

"I Spy With My Little Eye, Something That Begins With the Letter _____"

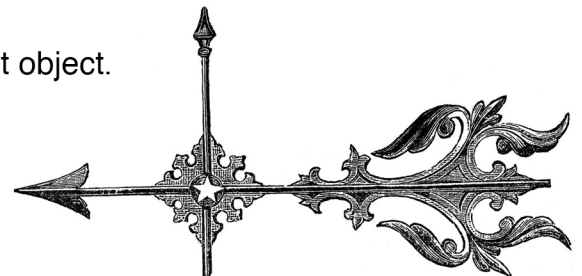
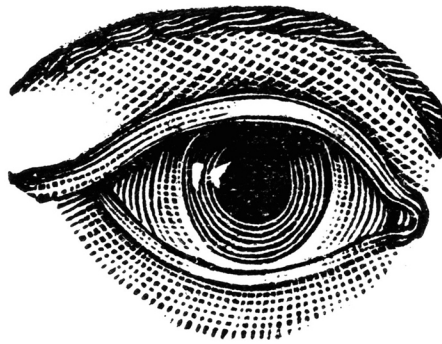
Everyone else in your group will look around and try to guess what it is. You have to say either yes or no and give them hints ("it's the color ____") if they need help. If no one knows how to spell yet, stick to shapes, colors, and other descriptive words instead of what letter it begins with.

Whoever guesses correctly leads the next round and spies the next object.

20 QUESTIONS

15-20 minutes

Think of either an object, person, or thing (easy mode: have it be someone or something nearby). Have everyone else ask up to 20 yes or no questions to determine what it is!



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Post-Show Discussion

POP QUIZ!

- What type of animal was Finn?
- What was Nancy allergic to?
- What was the first clue Max discovered?
- What tool did Max use to help him on his investigation?

TAKEN

Finn the Fox took without asking and made Red very sad.
What could he have done instead?

DR LAZERUS' LAB

Dr Lazerus has a very special laboratory with complex machines.
What type of machines do you think he has in his lab?
What machines would you like to have at home?



Post-Show Activities

JUNIOR DETECTIVES

Activity Requirements: paper, crayons or markers.
15-20 minutes

Mystery Max needs your help. He has too many cases to solve all by himself! He needs a Junior Detective to help him solve many mysteries. Think up a new character that can help Max solve mysteries. They can be a person, an animal, or anything you can imagine.

Draw (or discuss) who can help Max and become a Junior Detective.

CRAFTING A STORY

15-20 minutes

Now that you have a Junior Detective, it's time to make a story! Write down (or discuss) WHERE the story will take place, WHO are the characters, and WHAT is at stake (what is the problem that drives the story?). Your tale needs a beginning, middle and end. How can your Junior Detective solve the problem and save the day?

If you are in a group, choose volunteers to act out each part. Maybe everyone's characters could play a part.

