



## Teacher Guide

### A to Z Mysteries: Clue Club

#### 1. Overview

- Inspired by Ron Roy's hit chapter book series, this show lets you join the Clue Club with Dink, Josh, and Ruth Rose. Piece together clues and interview witnesses to solve brand-new mysteries all over Green Lawn
- **Season 1 & 2**
  - 20 episodes; 12-19 minutes each
  - Target grade range: 1st-4th grade (Ages 6-9)
- **Episodes can be listened to in any order**

#### 2. The Flow

- **Before listening:** You can preview the content of each episode with the breakdown in this guide. Each episode begins with the Clue Club (Dink, Josh, and Ruth Rose) discovering a mystery, and continues with them finding and following clues to investigate until they ultimately crack the case. Before beginning the series, introduce the vocabulary words, contained in this guide, that are commonly associated with mysteries. Teach/review the concept of problem and solution, and connect this text structure to a mystery. Direct students to listen for the problem (What is the Clue Club trying to solve?), the suspects, the clues, and finally, the solution to the mystery.
- **While listening:** Listen for the different clues that eventually lead the Clue Club to the prime suspect.
- **After listening:** Have students turn-and-talk to a neighbor to discuss the solution to the mystery. Is this what they were expecting? If not, who were they thinking it could have been? With partners, groups (stations/centers), or individually, have students complete the activity sheet(s) found in this guide. There are two options for first/second grade, and two for third/fourth grade.

#### 3. Implementation Ideas

- **Have students write their own mysteries!** Use one of the activity sheets below as a graphic organizer to begin the writing process. They can make up their own Clue Club, or use Dink, Josh, and Ruth Rose as their detectives. Students can even record their stories, just like the **A to Z Mysteries: Clue Club**.
- **Students can rewrite the ending to an episode,** by adding/removing characters and changing the clues that came up along the way.
- **Challenge students** to come up with simple motions or movements to accompany each segment's theme song that they always do when that music comes on.

## 4. Standards Alignment

### CASEL- SEL CORE COMPETENCIES

- Relationship Skills
  - Seeking help
  - Resolving conflicts
  - Working cooperatively

### CCSS

- CCSS.ELA-LITERACY.CCRA.R.3: Analyze how and why individuals, events, or ideas develop and interact over the course of a text.
- CCSS.ELA-LITERACY.CCRA.R.5: Analyze the structure of texts, including how specific sentences, paragraphs, and larger portions of the text (e.g., a section, chapter, scene, or stanza) relate to each other and the whole.
- CCSS.ELA-LITERACY.CCRA.W.3: Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.
- CCSS.ELA-LITERACY.CCRA.W.4: Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.
- CCSS.ELA-LITERACY.CCRA.SL.4: Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience.

<b>Vocabulary</b>		
<b>Word</b>	<b>Definition</b>	<b>Sentence</b>
<b>Suspect (n)</b>	A person who people think may have possibly committed a crime.	After questioning the <b>suspect</b> , the police officers did not think he stole the bicycle.
<b>Clue (n)</b>	A fact or object that helps solve mysteries.	The final <b>clue</b> in the scavenger hunt helped the kids find the special treat that was waiting for them at the end.
<b>Detective (n)</b>	A person who collects information to attempt to solve mysteries.	The <b>detective</b> discovered something at the crime scene to help her solve the mystery.
<b>Witness (n)</b>	Someone who sees a crime being committed and can possibly help solve it.	A <b>witness</b> at the scene of the car crash told the police officers what she had seen.

# SEASON 1

Ep. #	Episode Name	Description	Time
1	<b>The Bicycle Burglars</b>	Someone is stealing bikes all over Green Lawn. Are the thieves sending secret messages to help with their heists?	12 min
2	<b>The Disappearing Deliveries</b>	Packages are being pinched off porches. The Clue Club tracks the thieves' trail.	17 min
3	<b>The Runaway Robot</b>	Androy, the robot who can do almost anything, has gone missing from Green Lawn High School. Follow the beeps to find him!	14 min
4	<b>The Cashbox Caper</b>	Who stole the money box from Howard's Barbershop? Listen for lies as the Clue Club interviews suspects	16 min
5	<b>The Convert Catastrophe</b>	On the night of the music teacher's last concert, his lucky baton goes missing! Decode the ransom notes to track it down.	14 min
6	<b>The Diner Disaster</b>	Ellie has lost her precious charm bracelet. The Clue Club is in for a tasty surprise as they search the diner for the charms.	17 min
7	<b>The Stars and Stripes Swindle</b>	In the middle of a concert in Center Park, the ticket money is swiped! Follow the clues to the crashing conclusion.	14 min
8	<b>The Pawsome Pursuit</b>	Josh's dog, Pal, is on the loose. Can the Clue Club anticipate his next stop as they chase him through the park?	12 min
9	<b>The Perplexing Pages</b>	The Clue Club discovers strange riddles tucked into library books. Are the notes more than they appear?	18 min
10	<b>The Missing Manuscript</b>	The last chapter of Wallis Wallace's new novel was snatched at the Shangri-la Hotel. Wallis' daughter, Abbi, joins the Clue Club in pursuit of the missing pages.	17 min

## SEASON 2

<b>Ep. #</b>	<b>Episode Name</b>	<b>Description</b>	<b>Time</b>
1	<b>The Matinee Mayhem</b>	Uncle Warren treats the Clue Club to a Broadway show. But when the curtain falls, the sleuthing begins.	17 min
2	<b>The Vanishing Vase</b>	Did a valuable vase disappear from the Duncan's yard sale? The Clue Club discovers which neighbor took more than their money's worth.	19 min
3	<b>The Lurking Legend</b>	The legendary Green Lawn Lurker has been heard haunting the Senior Center. Who's behind the presence of this ghostly ghoul?	17 min
4	<b>The Vending Vandal</b>	Who took the tasty treats from the vending machines? The investigation goes swimmingly until the Clue Club spots an unlikely suspect.	12 min
5	<b>The Hometown Hero</b>	A good luck charm is swiped at the tennis courts. Who's at fault? The Clue Club swings into action to find it.	16 min
6	<b>The Suspicious Sitter</b>	The pet sitter had the purr-fect opportunity to steal a painting. Did she take it? Or can the Clue Club clear her name?	17 min
7	<b>The Horse Hijinks</b>	Who's been horsing around in the stables? The Clue Club relies on their animal instincts to investigate.	14 min
8	<b>The Rear Window Revelations</b>	Ruth Rose is stuck at home with the flu. Turns out she has the best view to witness a crime! Can she radio in to reveal the clues?	16 min
9	<b>The Touch Tank</b>	A visit to the aquarium puts the Clue Club in the middle of a fishy disappearance. Follow the trail to the slippery thieves.	16 min
10	<b>The Pirates Plunder</b>	Thar's treasure in Green Lawn, mateys! The Clue Club discovers where X marks the spot.	17 min