



CLASSROOM ACTIVITY 1 - THE MURDER MISTERY ON PAPER

OBJECTIVES

Develop a story based on the contribution of a series of objects that will serve as mechanisms to understand how any narrative works, and how those listening understand them.

TIME REQUIRED

15 minutes: 5 for work on the story itself, 5 for speculation on another group's story and 5 for presenting the stories and evaluating them.

NUMBER OF PEOPLE

Groups of 3-4 people.

TECHNICAL REQUIREMENTS

Pieces of paper and some markers.

INSTRUCTIONS

1. One paper is distributed per group, where the silhouette of a corpse is drawn.
2. Each group must draw three objects to help explain how the death occurred. Therefore, there needs to be a certain coherence between the objects.
3. Once this phase is over, the papers are exchanged, and each group tries to solve the mystery of the death that they have in front of them from the three objects drawn on the paper.
4. Finally, the story of the murder or death is presented in front of everyone, trying to capture the interest of the rest of the attendees.

SELF-EVALUATION AND REFLECTION GUIDE

The exercise tests students' abilities to create stories and use mechanisms to generate them. In this sense, it raises:

- The need to use inductive reasoning to motivate the narrative (in this case, the objects that explain the reasons for the death).
- The obligation to specify an element that causes a twist in the story (the drawing of the object that represents the murder weapon usually has these implications).
- The convenience of inserting elements that serve as the catalyst for the story, and, therefore, its development (the third object drawn often fulfills this function).
- The personalisation of the narrative and the detail that is put into circulation in trying to make the story credible.
- The beginning and ending structures that provide a framework for the narrative.

For example: *A plainclothes policeman (this fact implies why one of the objects is a gun) was spying on a suspect at a gas station and, while waiting, lit a cigarette. Unfortunately he forgot he was wearing a mask, causing the mask to catch fire and ending in his death from smoke inhalation.*

But this can be explained differently, by presenting the ending first: *He died of smoke inhalation. He was in pursuit of a suspected high-end car thief - the ringleader of the most dangerous mafia in Europe within his grasp. That Tuesday, July 1st, in broad daylight and 38 degree weather, Antoni watched as the suspect plotted something at the town gas station. He could become famous if he caught the thief. Very famous. No wonder he was so nervous. He lit a cigarette as he watched, quite unluckily for him also lighting the FFP2 mask he was wearing on fire. Three hours later, the plainclothes police officer, having failed to catch the mob boss, died of smoke inhalation.*