My Mystery Adventure Outline- done in my pink notebook

Decide the mystery -The big problem of your story -Who/what goes missing, what is discovered, what note or letter arrives, what message arrives from long ago..

What is the solution to your mystery (so you can also work backwards)? it should be surprising.

Who will be the characters to take on the adventure?

Who will try and stop them?

Make sure to describe the setting of your story.

What are the steps /clues that will lead your characters to a solution? kind of like the puzzle that they need to put together.

What steps back (obstacles) do your characters take because they were stopped, misled or trapped until they got help to move forward again?

Make sure everything that was used to solve the mystery can be connected to a l0gical reason or event from the life of the characters.

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| CATEGORY | 5 | 4 | 3 |
| Introduction | Beginning has a strong "grabber" or catchy beginning. It sets the mood of the story. | Beginning has a subtle "grabber". It attempts to set the mood. | A catchy beginning was attempted but was confusing rather than catchy. It did not set the mood. |
| Setting | Many vivid, descriptive words are used to tell when and where the story took place. | Some descriptive words are used to tell the audience when and where the story took place. | The reader can figure out when and where the story took place, but the author didn't supply much detail. |
| Characters | The main characters are named and clearly described in text. Most readers could describe the characters and their personalities accurately. | The main characters are named and described. Most readers would have some idea of what the characters are like. | The main characters are named. The reader knows very little about the characters. |
| Problems/Conflict | Many problems were presented for the main characters to face and and get passed. | One problem was presented for the main characters to face and and to get passed. | A very minor problem was presented but it did not require a large amount of work to solve. |
| Solution/Resolution | The solutions to the character's problems are easy to understand, and is logical. There are no loose ends. | The solutions to the character's problems are easy to understand, and is somewhat logical. but with incomplete ideas | The solutions to the character's problems are a little hard to understand. |
| Organization | The story is very well organized. One idea or scene follows another in a logical sequence with clear transitions. | The story is pretty well organized. One idea or scene may seem out of place or confusing. | The story is a little hard to follow. The transitions are sometimes not clear. |
| Elements of a mystery | Strong evidence of victim, helping characters and stopping characters, clues, discoveries, disappearance... | evidence of victim, helping characters and stopping characters, clues, discoveries... | Some use of evidence of victim, helping characters and stopping characters, clues, discoveries... |
| Sentence Structure, Spelling, Punctuation and Grammar | There are very few errors in the final draft. Character and place names that the author invented are spelled consistently throughout. | There are some errors in the final draft. | There are many errors in the final draft. |

Rubric for Your Mystery Adventure Story Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_