## BROWNIES

## CHectacce

## What you'll need:

- Paper
- Pens


## Note to leader

Write out the five parts of the secret story, including the number, on separate pieces of paper.

## Aim of activity

The \# ran away with the @? Transform yourselves into story detectives and solve the mystery with your unit.

(1)
What's the best story you've ever read? Do you think you could tell it to someone with words?
(2) Get into five groups. Your leader will give you a part of a story.
(3) It's time to create your code. Together, read out your part of the story, make sure other groups don't hear you! Draw a code for your part of the story. You could use symbols, emojis or colours to help explain. For example, if you had 'Jack and Jill went up the hill', you might have an outline of a boy, a plus sign (+), an outline of a girl, an arrow pointing upwards and a picture of a mountain. Ready? You have three minutes to draw out your code.All move to another group's code, but leave your code behind for the next group. Can you figure out the new code? Write down the number of the part of the story and what you think is happening on a piece of paper. Keep going until you think you have cracked all the other group's codes.

Come back together and take turns to read out what you think happened in the full

story. Your leader will read out the actual story. Did anyone get it right? What funny stories did you come up with?Now you've solved the first mystery, it's time to make up your own. Write down your own part of a story and create a code for others to crack. Play the game again, what


