



### Mystery Writing

This session is aimed at KS2 and will last for approximately 60 minutes depending on your pupils and how much fun we are having!

#### Session – Tell me a story!

Welcome to historic Hall Place the large mansion of Sir John Champneys who lived nearly 500 years ago. The house has had a rich, vibrant and exciting history - Sir John Champneys' refuge from the deathly plagues of London in Tudor times, the plotters paradise of Sir John Austin during the English Civil War, a private boys school with royal African connections in Victorian times, the party pad of Lady Limerick in the early 20<sup>th</sup> century and secret war time spy station during WWII. Hall Place has so many stories making it the perfect place to inspire your class to write stories of their own.

After a brief meet and greet in the Education room, the children will be escorted across to the main historic house. In the Great Hall they will listen to a short descriptive passage to inspire them, read from a very famous book that will set their imaginations running.

Your class will:

- Learn about the five important parts to a story - the beginning, the build-up, the problem, the solution and finally the end.
- Be encouraged to take part in a word association game. They will be asked “what type of words would you choose to use in a mystery story and what kind of mystery would it be?”
- Learn how to make stories more interesting
- Play a short adjective game
- Tour the historic house

#### House tour

The aim of this tour is to develop the children's use of descriptive words and imaginations in order to write their own mystery story based at Hall Place. The house can be seen in three different ways, as a modern museum, a creepy old house, or set in the past. For example, imagine the house by night - empty, old, dark, eerie, draughty, with creaking floors and doors ...strange smells lingering, the wind blowing and the rain pounding on the tall uncovered windows...

We will encourage the children to use descriptive words and discuss potential story ideas in every room we visit in order to improve their vocabulary and describe what they can see, by touching, smelling and using their imaginations.

You will learn about the generations that have lived here in the past and the ghostly legends associated with Hall Place.

The purpose of this session is to use the house as a literacy resource and get their creative juices flowing! After your visit your pupils will return to school with an abundance of new and exciting words and ideas to create their own mystery story which we would love to read!