



MYSTERY AT A MUSEUM GRADE 3-4

Instructions for the teacher

The Mystery at a Museum game is a QR code orienteering game. Print out each QR code on a separate piece of paper and place them inside or outside in a place where students can easily scan the code. The tasks are completed in numerical order. If more than one group or student is playing the game at once, you can print out more than one set of codes to allow several groups or students to work on the same task at the same time.

You can use the Mystery at a Museum game as a final test or beginning of a copyright lesson. To complete the game will take about 30-45 minutes. After completing tasks, it is good to discuss the questions and answers with the students.

Start by reading the opening story together or independently. After this, the students solve copyright quizzes behind the QR codes. Quizzes can be opened with a mobile device and a printed QR codes. In order to read the QR codes, the students need a smart phone or tablet with an Internet connection and a QR code reader application. A QR code reader can be downloaded to devices from the app store. The applications are usually free of charge. To read a QR code, point the device's camera at the QR code. The code will open the task on your device's screen.

For each task, the students receive a letter code when answering a question correctly. The letter codes need to be filled in an answer form in numerical order (the code of the first task in the first box, the code of the second task in the second box etc.). After completing all 10 tasks, the students enter the solution code into the mystery box to solve the mystery. There are three different resolutions to the story, depending on the answers. The solution code can be entered by clicking the mystery box found inside the classrooms of grades 3-4 in Kopiraittila School or directly via the 11th QR code.

The Mystery at a Museum game can only be played on a mobile device with the help of a QR reader.

Good luck on your exciting adventure!



MYSTERY AT A MUSEUM

(Written by Tuutikki Tolonen)



An exhibition of old movies had opened at Kopiraittila Museum. Annie and Casper's class was invited to see a show at the museum. However, when they arrived, they found a police car in front of the museum. What had happened?

The class hesitantly stepped inside the museum. In the lobby, an agitated museum guide was giving an explanation to a police officer: "All the old movie tapes have been stolen! A thief took them from the box that was next to the back door while I was carrying chairs to the auditorium." "Let's take a look at that box," suggested the police officer.

The guide and the police officer disappeared in the direction of the back door.

"What should we do now?" Lisa asked the teacher.
"Should we go back to the school?" continued Larry.
The teacher looked pensive.

"Let's wait for a moment. Maybe they'll find the movie tapes. Take your coats to the clothes rack and then return here."





At the clothes rack, Annie was met with a surprise.
A parrot was sitting on the hat rack!

“Oh wow, look! I wonder if he’s sat there for long,” said Annie to Casper.

Casper looked at the parrot and said:
“I bet he’s the only witness to the theft. It’s a shame he can’t tell us.”

The parrot looked at the children with his beady black eyes.

“Maybe I can,” he suddenly whispered in a hoarse voice.
“What?” exclaimed Annie and Casper. “You can talk?”

“What do you think?” answered the parrot.

“Well, who took the movies tapes?” asked Casper.
“Information for information, an answer for an answer,” croaked the parrot. “What does that mean?” asked Annie.

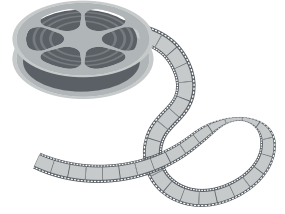
The parrot stared at Annie and answered:
“I’m a copyright parrot. I ask, you answer. If your answer is correct, you will receive a letter. The letters will then tell you who stole the tapes.”

Almost the entire class was gathered around the parrot.
The children glanced at each other.
“All right. Give us the first task!” said Casper.



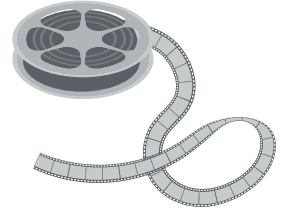
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MYSTERY AT A MUSEUM



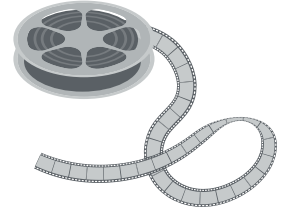
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MYSTERY AT A MUSEUM



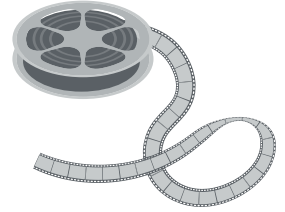
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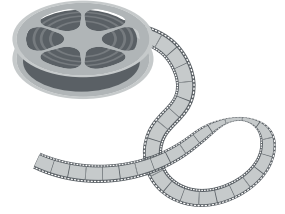
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MYSTERY AT A MUSEUM



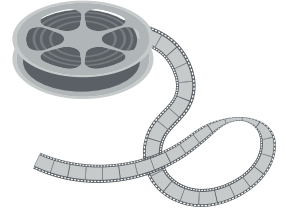
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MYSTERY AT A MUSEUM



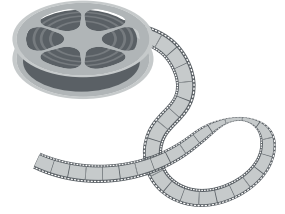
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MYSTERY AT A MUSEUM



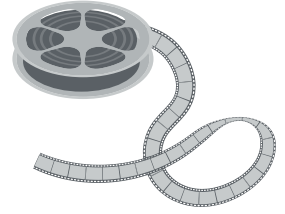
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MYSTERY AT A MUSEUM



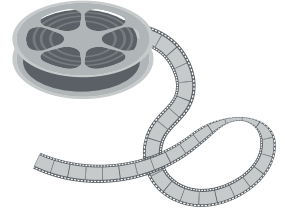
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MYSTERY AT A MUSEUM



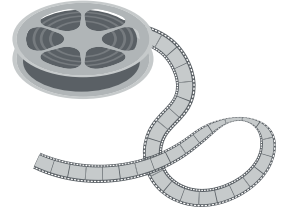
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MYSTERY AT A MUSEUM



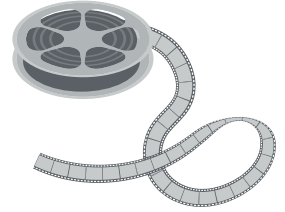
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MYSTERY AT A MUSEUM



11

MYSTERY AT A MUSEUM



1	2	3	4	5
6	7	8	9	10



1	2	3	4	5
6	7	8	9	10



1	2	3	4	5
6	7	8	9	10



1	2	3	4	5
6	7	8	9	10

