



Murder, Mystery and Suspence

Things you need to learn

- How to check out a scene
- How to break codes
- How to read a map
- How to make false blood and wounds
- How to be observant
- How to dress up
- Logical thinking

internet link 1
Internet link 2

You have read all the books and seen all the films and tv programmes, now its time for you to solve the real mystery or murder.

You've guessed it !! its a murder hunt, a treasure hunt, a ghost hunt, its something to be solved.

You need someone to set it up for you, may be a linked activity with another venture unit or section in you're own Group, with a return favour later. If you do it within your own unit then you need all the 'players' and the detective team, so unless you have a large unit it might be difficult to organise... best option is the twinning arrangement.

It is generally better fun if you get into character... CSI, or Sherlock Holmes and of course all the suspects and the poor victim.

It needs a bit of planning and don't forget the props, clues etc.