

Le Mystère du Passé

Un crime est arrivé chez nous !

Un événement s'est passé !

"In Livonia's war on crime, the worst criminal offenders are pursued by the detectives of the Major Case Squad. These are their stories."

A crime has been committed! As a crack team of detectives, we have been charged with solving the most important crimes in the city.

But first, we need to have crimes. In groups of 3 or 4, you will create a crime. Here's the plan:

À l'aide !

Au secours !

Planning the perfect crime

- Brainstorm a scenario for the crime. Be sure to envision all aspects of the crime, the suspects, and their individual roles in the crime. Be creative: this can be a murder, a theft, arson, embezzlement...
- Plan the crime. You each must play a character connected with the crime in some manner (suspect, victim speaking from the grave, police). You are each responsible for developing your own involvement in the plot, and you may reveal as much or as little about the specifics of the crime—as long as the information supplied is sufficient enough for the audience to solve the crime).
- Determine the setting (be able to describe where and when the crime took place)
- Determine the relationships among the characters (potential motives)
- Determine the specifics of the actual crime (weapons, evidence, possible alibis)
- Convert your mystery into written French to use as a working script (outline) in order to present the entire scenario to the audience. Everyone must be a part of this.
- Gather physical materials for the presentation (props, costumes, evidence, maps, vocabulary lists).



The investigation

1. We will draw numbers to determine which groups go first.
2. Desks will be arranged with nametags of each character (these must be prepared in advance).
3. You may remain seated or act out any or all parts you choose.
4. Present your character's relationship to the plot.
5. Audience detectives will be taking notes (talk slowly enough for this to happen).
6. You will be questioned by the audience detectives.



The arrest

1. Your audience evaluation depends on the number of questions asked. I will call on you in the order the hands are raised.
2. No second questions are allowed until all first round questions are asked.
3. **THIS IS EXTREMELY IMPORTANT. THIS IS WHERE I CAN TELL IF YOU KNOW THE PASSÉ COMPOSÉ, THE IMPARFAIT, AND THE PLUS-QUE-PARFAIT!**
4. You are given 2 points for every correctly constructed question, and 1 point for other attempts.
5. At the end of the questioning time, any detective who indicates that he or she can solve the crime will be allowed to state a guess at the crime. You must tell 1) whodunit, and 2) why you think so. The first person to correctly solve the crime earns 5 points.

