



MURDER MYSTERY HUNT



▶▶ GETTING INTO THE ACTIVITY

There's been a murder and you're needed to help search across the UK for hidden clues. How quickly can you eliminate the suspects and find the guilty person?

You will need access to Google Maps. For using as part of a virtual session use screenshare, for face-to-face settings consider setting up a projector or large screen so everyone in the team can fully participate. Ideally it should be the team operating Google Maps (rather than a leader).

Split into small teams of roughly 4-5. Each team needs a copy of the murder mystery activity sheet, which has all the instructions as well as the list of 10 suspects and clues. The activity uses UK postcodes which teams will need to visit and use street view to find the hidden clues and solve the murder. Groups **must** work through the clues together, rather than splitting up the clues amongst the group and working on them individually. All the streets used have a connection to BB, so make sure to zoom in on the map and head up the correct street. A sheet for leaders is attached, which can be used to provide additional clues if needed (not to be seen by young people).

Competition: Complete this activity during March or April 2021 and enter our national competition. Time how long it takes to complete the murder mystery hunt and submit your time to <https://boys-brigade.org.uk/murder-mystery-hunt>. Timer should be started once they start looking for their first clue (i.e. put their first postcode into Google Maps). At the end of April we'll announce the quickest team and send certificates to the winners.

☑☑ WHAT YOU'LL NEED

- Murder Mystery Hunt Activity Sheet
- Leaders Guide / Help Sheet
- Computer with Internet (Google Maps)
- Projector / Large Screen (Face-to-Face)
- Pen & Paper

! KEEPING EVERYONE SAFE

Maintain social distancing as required. When using the internet, please ask young people to stick to using Google Maps only.

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LEADERS GUIDE

This sheet is designed to be used by leaders to help run the activity, keeping the groups on track and allowing you to give additional clues when needed.

How to Run the Activity:

- A leader should ideally try out the activity beforehand, so you are familiar with where the clues can be found.
- Young people taking part should operate Google Maps, to ensure the activity is as interactive for them as possible.
- All the clues refer to a suspect's name. Encourage teams to study the suspects names before starting the activity.
- Before going into street view each time, it's worth encouraging groups to look at the street names first. The streets we need all have a BB connection and these clues are given with each postcode.
- To access street view, click and drag on the little yellow man at the bottom of Google Maps. Drag him to the street you wish to visit and release. This will then provide you with a street view image.
- If the group is unsure of a clue, they can leave it and come back to it later when they hopefully have less suspects to narrow down.
- To enter the competition, groups **must** work through the clues together. Splitting up the clues, or young people working ahead of the rest of the group is not allowed. Leaders should try to keep an eye on this.
- Make sure to set a stopwatch at the beginning of the activity. Send your scores to BBHQ via <https://boys-brigade.org.uk/murder-mystery-hunt> and see how your time compares to other groups across the UK & RoI.

Ideally groups shouldn't require any further clues or instructions other than what is on their sheet. However please find below some additional clues or tips which you can give if a group is really struggling. **Please try to refrain from giving these unless absolutely necessary. This should be after at least a few minutes of trying (per clue) or if groups have gone off course significantly.**

Clue 1 - Anchor Street. The clue is the name of a shop at one end of the street and matches one of the suspects surnames.

Clue 2 - Orbiston Street. The Anchor can be found on the building after Flo Gas (red building). Continue down the road by a couple of buildings and on the right is a transport services business at number 343.

Clue 3 - Smith Street. As you get to the end of the street, the lamp post on the right has something chained to it. What is it? (Bike). Is there a suspects name that rhymes with this? (also the surname should match the colour of the bike).

Clue 4 - Felden Lane (BBHQ). Head up the hill. On the right (just after Roefields Close) is the sign welcoming you to Felden Lodge. If you need to, emphasise the following words in the clue the young people have. "Attached to this sign is a clue that points us in the right direction." (Arrow is pointing to the right when climbing up the hill, as per the instructions). Do any of the suspects have a name that 'points right'?

Clue 5 - Glasgow Street. The clue can be found at the top of the street (away from the main road). Look for houses 78 & 80 and the letters showing in the brickwork. These initials match one of the suspects.

Clue 6 - Company Street. At one end of the street is a skip. What is the name on the skip?

Clue 7 - Queen Street. Part way up the road on the right hand side is a co-op, with a 1908 stone on the wall. What is next to the stone? Does this object have a similar name to one of the suspects?

Clue 8 - Culcavy Road. If the group is struggling to find BBNI HQ, encourage them to come out of street view and find it on the map, before dropping the street view man outside the building. The vehicle you are looking for is a small black van with the name 'Irish Stone'. Do any of the suspects have the same name as a well known 'Rock' in real life?

Clue 9 - Steadfast Road. The clue is towards the south end of the road (opposite the sign for Brazilian Jiu-Jitsu). There are two street signs for this clue, so if you miss the first one, the second one can be used, however this is harder to read (broken sign).