

Mystery Matters

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Mystery Matters is a collection of mystery games across a range of KLAs.

“I love solving mysteries, it keeps your brain thinking about how to solve the puzzle and it was really fun because you feel like you’re a real investigator.”

– Student

How can you engage students in authentic learning while having fun in your classroom? How can you equip students with 21st century skills through fun online activities? You might find the answer in *Mystery Matters*. This new resource collection from the Centre for Learning Innovation targets middle years students, taking them on an interactive journey where they gather information, solve puzzles, listen to and observe character interactions, hunt for clues, research answers and ultimately solve the mystery.

Teachers’ notes are provided to help teachers plan and integrate each mystery into their teaching and learning. *Mystery Matters* has proven to be engaging for students. Teachers find that students can’t get enough of playing and learning.

Students enjoy gaming environments and the challenges inherent in finding solutions to problems. *Mystery Matters* enables students to learn in a fun and challenging environment and is flexible enough to adapt to the differing knowledge and ability of your students.

Access *Mystery Matters* through the Teaching and Learning exchange (Tale) www.tale.edu.au (NSW DET access only). It is also available through the DET portal (portal.det.nsw.edu.au) or directly at <http://www.mysterymatters.edu.au>.



Mystery Matters – City of fear mystery

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