

The
M **y** **S** **t** **o** **r** **y**
of

EDUCATION PACK

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CAST & CREATIVE TEAM

Performed by	Danyah Miller
Directed by	Dani Parr
Designed by	Kate Bunce
Lighting & Video Designed by	Gillian Tan
Music & Sound Designed by	Arun Ghosh
Stage Managed by	Matt Llewellyn Smith
Writing Consultant	Phil Porter
Writing Consultant	Robin Stevens
Education Consultant	Mo Serby

With thanks to our Super Sleuths:

Noah-Kekeli Ansah, Noah Chentoufi, Blaise Everitt, Riley Everitt
Nevayah Francis, Raphael Joly-Morris, Mateo Josa, Kaia Langebek
Ona Romieux, Daniel Pimm, Ashley Scott, Daisy-Mae Scott

A DMS Productions and Little Angel Theatre Co-Production

Supported by Arts Council England

Running time: 65 minutes, no interval | Suitable for everyone aged 7-107 years

ABOUT THE SHOW

Calling all trainee detectives! Join us for 'The Mystery of...', a brand new, board-game style theatre show where your skills are needed to solve this thrilling murder mystery.

From the award-winning creators of 'I Believe in Unicorns' comes this new brain-teasing interactive adventure. Team up with super sleuth Danyah Miller to navigate through secrets and surprises. We'll examine evidence, inspect video footage, and interrogate suspects, every clue bringing us closer to the truth. Can we crack the case together? Expect intrigue, mischief, spontaneity, and a sprinkle of magic. Get involved... get it solved!

Danyah takes on the role of the game player. Once they start playing the game they become 'Constable Newbie'. It is Constable Newbie's job to solve the crime with the help of the audience. The audience become part of the show and are the 'Trainee Detectives'.

The Game Voice announces that there has been a murder in a theatre. An actress, Chloe Branding, has died and the team playing the game have to solve the mystery of what happened and work out who the murderer is.

Constable Newbie introduces the 5 suspects:

Paul Chalmers, Chloe's Co-Star

Ryan Flattage, Stage Manager

Dame Olivia Stratford, Theatre Royalty, Co-Star

Kitty Backstitch, Dresser/wardrobe assistant

Lucas Quill, Producer and Playwright/writer

Each suspect tells us who they are via voice recording and why they couldn't have been the murderer!

Danyah and the audience play the game in three rounds:

Round 1 - Motives. The audience choose which suspects they want to investigate. Constable Newbie shares the evidence linked to them to try and work out possible motives.

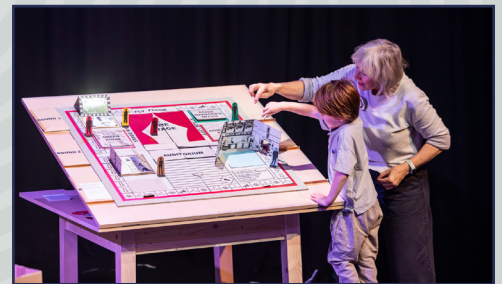
Round 2 - Alibis and Means. The audience examines evidence around alibis. Where was each suspect at the time of the murder? Could they have done it?

Round 3 - Secrets. The audience watch videos and interrogate suspects (or people linked to the suspects) to try and find out any secrets that might help to solve the case.

At the end of each round the audience votes for the suspect they believe is the murderer, before the secret is revealed at the end of the show.

Did you solve the mystery?

Remember - share the show, but don't share the secret!



Photography credit: Ellie Kurtz

ENGLISH

OVERVIEW

The show can support teachers in the following National Curriculum areas:

- Vocabulary and Grammar
- Appreciation of Literary Heritage
- Spoken Language
- Drama Skills

PRE-PERFORMANCE ACTIVITIES

1. Exploring Questions to Develop Character Literacy:

Discussion Starter: What makes a good question? What do you need to do to formulate a good question?
How can questions reveal character details?

Activity: Develop a checklist for listening closely to discover clues.

2. Discussing Mystery Stories:

Group Discussion: Which mystery stories have students read or seen. What makes a good mystery story?
What type of character solves a mystery?
Consider how mysteries are solved, discussing terms like motive, means, and opportunity.

3. Character Development with Props:

Activity: Use simple props (hat, coat, umbrella, book, pen etc.) to explore characters and what we can discover about them through these objects.
Develop questions about these characters - why do they have that particular pen on them?
Who carries a pen? Where do they carry it? Where did they get it etc?

Hot Seating: Teacher in role to hot seat a single prop or a combination of props, modelling how to answer questions in role before offering this to children.
Use peer support to help with answering questions as necessary.

4. Drama Character Development Game:

Activity: If she was a tree....
Player One sits in the middle of the circle, and thinks about someone in the circle.
Everyone asks questions to identify the person, along the lines of 'If the person was a tree, what tree would they be? What kind of music, what kind of animal, fruit, vegetable?'
Player One answers these questions.
When everyone has asked a question they guess who it is before *Player One* reveals the answer.

5. Storytelling and Summarising:

Activity: Retell familiar stories in groups, such as childhood fairy tales or fables.
Collaborate together in identifying key points of a story and how this supports the retelling of them.
Encourage children to share stories with each other.

ENGLISH

POST-PERFORMANCE ACTIVITIES

1. Expressing Opinions

Discussion Questions: About the performance including -
What did you enjoy? What surprised you? When and how did you guess the murderer?

Activity: Write a brief review of the performance, focusing on personal reflections and analysis.

2. Character Development

Activity: Hot Seating & Role-Play
Explore some of the characters in the show - who do you remember?
What questions can you ask them? Role-Play as the detective to question them.
Who else could you have interviewed during the performance? Knowing what you do about the murderer, what would this character reveal?
Revisit characters from the show. In groups, act as detectives to interview these characters.
Discuss what new insights or clues might emerge.

3. Drama Character Development:

Activity: Greetings Game: Two lines, students greet each other as if they are:

- Long-lost friends
- Worst enemies
- Elderly individuals
- Robots
- Rock stars

Activity: Names and Actions:
Have a pot of different names and encourage students to create an action for each name.
Repeat the name and action.
How many names can you remember? What does the action reveals about the character?

4. Drama Character Development Game:

Discussion: What is writing cohesion?
What is a clue?
How do clues link to story cohesion?
Explore how stories drop clues into different parts of the story for them to be picked up later on in order to build cohesion.
What skills might the investigator have that are needed to solve the problem?
What clues might be left behind so that the story can continue to unfold - can a found object lead the reader to a new place and ideas?
Discuss different ways to plan a mystery story - start with the solution and identify how you might lead a reader to that solution through various clues.

Activity: Create a story map for a mystery story - start with the murder / mystery and lay clues on the trail. Tell your story, deciding which clues to give when, and see if others can solve the mystery.

MATHS & COMPUTING

OVERVIEW

The show can support teachers in the following National Curriculum areas:

- Reason mathematically by following a line of enquiry, conjecturing relationships and generalisation
- Developing an argument, justification or proof using mathematical language
- Solving problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication
- Breaking down problems into a series of simpler steps and persevering in seeking solutions.
- Analyse problems in computational terms, including practical experience of writing computer programs in order to solve such problems

PRE-PERFORMANCE ACTIVITIES

1. Maths: Simple Logic Problems

Objective: Build foundational reasoning skills through simple logic puzzles.

Activity: Explore logic problems that promote systematic working and logical reasoning.
Visit [NRICH LogicProblems](#) for engaging problem sets designed for Key Stage 2 learners.

POST-PERFORMANCE ACTIVITIES

1. Maths: Further Logic Problem Solving

Objective: Deepen understanding of logical reasoning and problem-solving.

Activity: Continue exploring more advanced logic puzzles.
Use [NRICH Logic Problems](#) for challenging tasks that encourage systematic thinking and perseverance.

2. Computing: Exploring Logic in Computing

Objective: Understand how logic is applied in computing and develop practical programming skills.

3. Writing and Debugging Algorithms:

Activity: Learn the basics of writing and debugging algorithms by visiting the [STEM AlgorithmsResource](#).
Engage in practical activities that illustrate the process of breaking down complex problems into manageable steps.

4. Using Scratch to Explore Logic Statements:

Activity: Use Scratch to create a mystery game incorporating logical statements like And, Or, and If.
Search for "Cluedo" on the Scratch homepage to explore existing games for inspiration.
Then, guide students in writing their own mystery games, applying logical structures to solve challenges.

ART & DESIGN

OVERVIEW

The show can support teachers in the following National Curriculum areas:

- Produce creative work, exploring students' ideas and recording their experiences

PRE-PERFORMANCE ACTIVITIES

1. Explore the Cluedo Game Board

Discussion: Who has played Cluedo before? What do they know about how it is played? What do they enjoy about the game? Why has Cluedo, first released in 1949, remained popular for so long?

Activity: Play the Cluedo game to familiarise students with its mechanics, character roles, and the mystery-solving process.

POST-PERFORMANCE ACTIVITIES

1. Art & Design Project with English

Discussion: What features of Cluedo were reflected in the show? Which features worked best, and why? How could the Cluedo game be improved to make it more modern?

Activity: Design a Mystery Game:
Game Board: Design a unique game board inspired by their story.
Characters: Develop new characters with distinct roles and backstories.
Rules and Situations: Write the rules and set up character situations for their custom game.

2. Revisit the Cluedo Game Board

Reflection: On questions asked prior to the show

Activity: Replay Cluedo to reinforce understanding of game mechanics and inspire further creative thinking for their own game designs.

3. Write a Mystery Story

Activity: Encourage students to craft their own mystery stories, incorporating suspense and intrigue. Create illustrations to accompany their mystery stories, enhancing visual storytelling skills.

THEATRE TERMS GLOSSARY

- Wings:** Areas to the sides of the stage, out of audience view, used for performers to enter and exit and for storing props or set pieces.
- Box Office:** The place where tickets are sold for a performance.
- Dressing Room:** A private space where performers get ready, apply makeup, and change costumes before and during a performance.
- Stage Manager:** The person responsible for coordinating all aspects of a production, ensuring smooth execution during performances.
- Wardrobe:** The department or room where costumes are stored, maintained, and prepared for performers.
- Green Room:** A room where backstage crew and actors can relax, eat their meals, have a drink before and after performances.
- Dresser:** A member of the wardrobe staff who assists actors with quick costume changes and ensuring costumes are worn correctly.
- Fly Floor:** The elevated platform where crew members operate the flying system to move set pieces or scenery on and off stage.
- Props:** Objects used by performers on stage to enhance the storytelling or create a realistic environment.
- Sets:** The constructed scenery that establishes the location and mood of a production on stage.
- Usher:** A person who helps seat the audience and ensures the theatre remains orderly during the performance.
- Producer:** The individual responsible for the financial and managerial aspects of a production, overseeing its overall organisation.
- Writer:** The creator of the script or screenplay for a theatrical production.
- Actor:** A performer who portrays a character in a play or production through dialogue and action.

SPONTANEOUS STORYTELLING GAMES

Have fun with these storytelling games from Danyah Miller.
Here are some of her storytelling top tips:

- There is no right and wrong way to tell a story.
- Don't worry if the story is silly, daft stories are fun.
- The more you play the games the stronger everyone's imaginations become.
- Often, surprisingly, the more mundane the story the more interesting and satisfying it can be.

THE MYSTERY OBJECT GAME

Find a medium-sized, closed cardboard box and put two holes in it, so that the participants can reach right inside.

Choose a number of items that will fit into the box and, without the participants seeing, place the first item in the box.

Player 1 reaches their hands into the box to guess what the object is, only by touch.

When they've made their guess the Player 2 makes up a short story based on that object (or what they think it is).

Exchange the object for a different one.

Player 2 reaches in to guess this new object.

Player 3 tells a story using this object as a prompt.

Repeat until all the objects have been in the box.

At the end you can take out all the objects to show the participants.

You can either make up one story between you or each participant can make up their own short tale.

STORY DETECTIVE GAME

For one or more players (to be set up by someone who isn't playing).

Gather several small objects from different rooms in your house and attach a label to each one.

Decide on the order you will hide each object, where you intend to hide them and what the clues will be to enable players to move from one clue to the next.

Write each clue on the appropriate label before hiding the objects to create a treasure hunt.

Choose as many or as few clues as you like, the final clue leads to the prize.

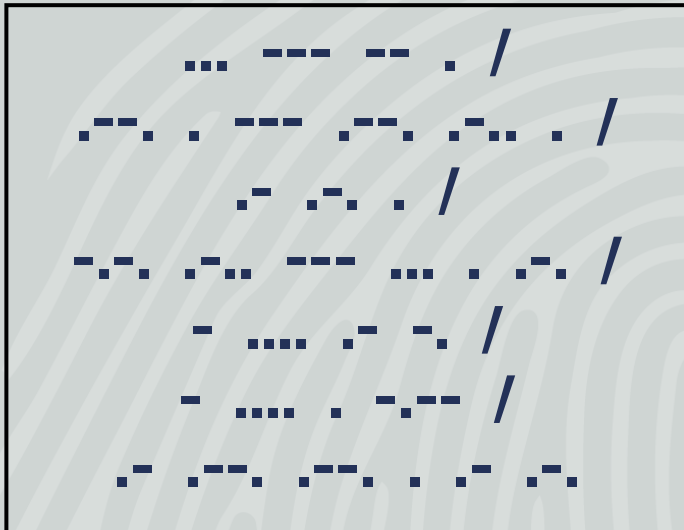
When the treasure hunt is prepared and the players are gathered, make up a story to set the scene, and to set up the game, sharing the first clue with them as part of the tale. They are now ready to set off on their treasure hunt.

Each object prompts the players to the location of the next object, for example, if the first clue is a toothbrush, this encourages them to go to the bathroom to find the next clue and so on.

ROBIN STEVENS MYSTERY PUZZLES

Solve these puzzles to reveal some clues to help you solve the mystery!
Created by Robin Stevens, author of the brilliant *Murder Most Unladylike* series.

Can you translate this clue using the Morse alphabet??



Morse Code Alphabet

A .-	H	N -. .	T -
B -..	I ..	O ---	U ..-
C -.-.	J .---	P .-.-	V ...-
D -..	K -.-	Q ---.-	W .--
E .	L .-..	R .-. .	X -.-
F ..-	M --	S ...	Y -.-
G --.			Z --..

Can you flip the script and work out this secret message?

There are secret words hiding in these strings of numbers.
Can you work out what this really says?

sknarp thgim dael
ot redrum

5 14 10 15 25 / 20 8 5 /
13 17 9 3 / 15 6 / 20 8 5
20 8 5 1 20 18 5

There's a message hidden inside this newspaper article about *Bloodspattered's* first few weeks.
Can you spot it?

Early reviews are in for the murder mystery *Bloodspattered*, the new production from Murder in the Maldives writer Lucas Quill – and the outlook is not good. There were great expectations for Chloe Branding, who plays ingenue Bianca Cooper. Branding is a fresh face in theatreland – she is a star of social media, but theatregoers were uncertain how her trademark brand of blunt wit would translate to the stage. Unfortunately, it now seems that Quill has made a misstep in casting her. Unable to remember her lines – she mumbles and butchers Quill's script – and unable to play off of her more experienced co-stars Dame Olivia Stratford and Paul Chalmers, she's a huge disappointment. She even makes eating a biscuit look like torture. Chalmers and Stratford both seem weak and unfocused as a result of Branding's shenanigans.
Final verdict: this production is in big trouble.

REVIEWS & AUDIENCES

PRESS REVIEWS

"Lots of juicy intrigue... leaves the audience abuzz. A dynamic production."

"There's no one like Miller to ensure a young audience's involvement."

The Guardian

"Our host, Danyah Miller, is a brilliant storyteller..

A great hour of story making, performance and audience interaction that will have the kids enthralled."

Everything Theatre

"Children become trainee detectives in this wonderfully engaging murder mystery."

"Danyah Miller captivates children from the second she bounces onto the stage. They will love it."

Time Well Spent

"A true family experience, brilliant for adults and children alike."

Stage to Page



Photography credit: Ellie Kurtz

AUDIENCE FEEDBACK

"From start to finish Danyah had the audience fully engaged, we especially loved becoming detectives and taking part... amazing show."

"Very intense. Amazing for kids 7 and over: Lots of mystery!"

"A very engaging show where grown ups and little ones spent a fantastic afternoon trying to solve the crime."

"Fun and engaging for both kids and adults! We loved it!"

"We were on the edge of our seats throughout waiting for the next clue."

"AMAZING!!!"

"Interactive, inclusive and SO MUCH FUN!!!"

CLICK HERE TO WATCH TRAILER

DMS PRODUCTIONS

We're passionate about sharing the highest quality stories and storytelling to inspire families and communities.

Formerly known as Wizard Presents.

Productions include: *All You Need is Love*, *Soul Sister* (Olivier nomination for Best New Musical), *I Believe in Unicorns* by Michael Morpurgo, *Why the Whales Came* by Michael Morpurgo, *Perfectly Imperfect Women* by Danyah Miller, *Kika's Birthday* by John & Danyah Miller, *Pippi Longstocking - The Swashbuckling Musical Adventure*, *Meet Astrid Lindgren's Pippi Longstocking* and *The Mystery of... Show* (Best Family Arts Activity, Fantastic for Families Awards 2025).

Our at-home Story-in-a-Box *The Secret Garden Experience* is available online
thesecretgardenexperience.co.uk

Artistic Director **Danyah Miller**
Associate Artist **Sofie Miller**
General Manager **Nicole Keighley**
Production & Stage Manager **Matt Llewellyn Smith**
Press Partner **Kim Morgan**
Associate **Miranda Quinney**
Accountant **Jon Harris**

CREATIVE-CURIOUS-COLLABORATIVE

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