

### by Elly Griffiths

#### INTRODUCTION

Are you and your class ready to solve the greatest murder mystery of all time? Are you ready to join super-sleuth Justice as she walks into a new school and uncovers a fascinating crime scene . . .?

These Teachers' Notes accompany the brand-new series for fans of Robin Stevens and Katherine Woodfine. Full of mystery and suspense, pupils will be desperate to read *A Girl Called Justice* and find the truth behind the murder at Highbury House School.

The Reading Questions and Activities included in this pack encourage students to become super-sleuth readers, to dig deeper into what they read and to consider the prevalent themes in the book: celebrating difference, coping with big feelings, family, acceptance, and the importance of a good laugh.











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#### ABOUT THE BOOK

Meet Justice Jones: super-smart by day, super-sleuth by night, she's always on the lookout for mystery.

On Justice's first day at boarding school, it's clear there is plenty of investigating to do. . . Why do blondes rule the corridors? Who made the uniform such a charming shade of brown? And do teachers normally hide dangerous secrets about the murder of a chamber maid?

When a deadly snow storm cuts everyone off from the outside world, the body count starts to rise.

Can Justice find the killer – before it's too late?

For fans of Robin Stevens, Katherine Woodfine and Enid Blyton.







# A Girl Called Justice



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#### **READING QUESTIONS**

- What do you learn about the story of *A Girl Called Justice* from the cover and title? Can you guess what the storyline might be? What <u>themes</u> might be important? What do you think the main character will be like?
- What does '<u>justice</u>' mean? Can you use the word 'justice' in a sentence? How do you think it might be important in the book?
- The author, Elly Griffiths, writes the story from Justice's <u>point of view</u> and sometimes includes her journal entries and letters. Why do you think this is effective? What can you <u>infer</u> about Justice's character from the fact she writes journal entries and letters?
- How do you get the sense that Justice views her new school and schoolmates with suspicion in the opening chapters? Why do you think this is?
- Why do you think Justice 'suddenly' finds that she has 'a lump in her throat' when Miss de Vere mentions that her mother 'was a fine writer' (page 37)?
- How does the author, Elly Griffiths, create <u>suspense</u> and <u>tension</u> throughout the story? How does she make you want to read on?
- What do you know of the 'crime novel' <u>genre</u>? How does the author use the conventions of this genre throughout the story?
- How does Elly Griffiths create humour in the story? For example, read the sentence at the beginning of Chapter 13 (spoiler alert: don't read unless you've got to this point in the story!) How does the author turn something very dark and tragic into something humorous? Why do you think she does this?









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#### **READING QUESTIONS (cont.)**

- What is the significance of the hand- or type-written notes throughout the story? How do they add to the mystery?
- Miss de Vere calls Justice an 'incorrigible sleuth'. What does this mean? Do you agree with her, or do you think that Justice changed as the story developed? How?

#### FUN (AND MYSTERIOUS) ACTIVITIES . . .

#### **ACTIVITY 1: MYSTERY HATS**

Reading Comprehension, Writing: Creative Writing

- Get your creative juices flowing with the Creative Writing Hats! Bring three hats (or boxes) into the classroom. In Mystery Hat 1, put bits of scrap paper with different objects written on them (e.g. a broken wristwatch, a chair leg, a taxi, a stolen ring, peppermints, a pair of binoculars).
- In Mystery Hat 2, put bits of scrap paper with locations written on them (e.g. a school, a forbidden forest, a balcony, a sunlit park, a beach, a cave).
- In Mystery Hat 3, put bits of scrap paper with characters written on them (e.g. an orphan, identical twins, a shopkeeper, an old enemy, a magician, a sinister stranger).
- One by one, choose a piece of scrap paper from each Mystery Hat (one object, one location and one character). You've got 5–10 minutes to come up with some initial ideas for a crime story, and maybe even to write the opening line!









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#### ACTIVITY 2: CREATING A CRIME SCENE

Writing: Creative Writing, Drama, Speaking & Listening

- Be inspired to turn into a story detective in this classroom crime scene game! In small groups, analyse and make notes about various bits of evidence placed on different tables around the room. Evidence might include: the outline of a body, a handwritten note or letter, a broken pair of glasses, a bottle, partially eaten food. Fake police tape around the room would also help to create atmosphere.
- As you walk around the room, take notes about what you see but be careful not to touch anything.
- After gathering your notes, use inspiration from Elly Griffiths to turn them into a suspenseful story!
- Create a storyboard showing the different elements of your story.

#### ACTIVITY 3: A SUITCASE PACKED BY JUSTICE

*Reading Comprehension, PSHE, Art and D&T* 

- Why do you think the author, Elly Griffiths, chose to name her main character 'Justice'? What does this word mean? What are its connotations? How does it relate to Justice's personality?
- Imagine you are in Justice's shoes and you are packing to go to your new school, Highbury House Boarding School for the Daughters of Gentlefolk. Create a suitcase template and design it in the style that you think best reflects Justice's taste.









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#### ACTIVITY 3: A SUITCASE PACKED BY JUSTICE (cont.)

Reading Comprehension, PSHE, Art and D&T

- Fill the suitcase with things that Justice might take, according to what you know of her personality. Give reasons for everything that you include in the suitcase.
- Imagine you are about to start in a new school. What would you take? What are your most treasured objects and how do they reflect your identity?
- Create another suitcase of your own and share its contents with your classmates! ٠

#### **ACTIVITY 4: STARTING A NEW SCHOOL**

Reading Comprehension, Citizenship, PSHE, Writing: Writing to Inform

- In the book, Justice starts a new school. How does she feel about this?
- Have you ever started a new school? How did it feel? In pairs, create a mind map of different emotions that you might have.
- Imagine that your friend is starting a new school. What advice would you give them? Write down five key pieces of advice that you might send over text message.
- Create a brochure or poster welcoming new pupils to your school. Remember to inform them of all your school's key benefits and persuade them that it's a nice place to be.
- You could even include your top five tips for how to come prepared on your first day!









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#### ACTIVITY 5: CREATING A (VERY SUSPICIOUS) SCHOOL LIBRARY

Reading Comprehension, Reading for Pleasure, Art and D&T

- Books and reading are very important in A Girl Called Justice. Discuss with a partner whether you agree with this statement or not, and why.
- If Justice could create her own perfect school library, what books do you think she would choose? Why?
- What books would you choose to put in your perfect school library? Choose no more than ten. Remember to cover a variety of different genres, e.g. Crime, Romance, Horror, Comedy - can you think of any more?
- The key to a good library is variety. Swap lists with a partner. Is there enough variety in ٠ your partner's list? If not, add a few suggestions for books in different genres.
- Take a look at your school library and research some famous libraries around the world. Which is your favourite?
- Draw the first design of your perfect library along with annotated sketches of different areas within the library. What materials would you choose to build it? Why?
- Finally, consider whether you could you set a mysterious crime story in your new library!





