The Eleventh Hour Mystery

Objective:
- The students will use the story line and pictures to identify the thief in the story.
- The students will examine the story and relate the aspects of the problem in the story to the pictures in order to solve the mystery.
- The students will give proof of the identity of the thief.

Materials:
- Eleventh Hour book (1 copy for every 3 students)
- vocabulary list (for teachers & assistants)
- Morse Code (one per group)
- mirror available for decoding
- Answer cards with supporting evidence (2-3 cards per group)

Vocabulary:
- See attached sheet

Preparation:
- Read the story ahead of time
- Try to solve on your own
- Prepare a resource and assignment packet for each group.
- Meet with your assistants and discuss how you will do this lesson
- Remove answer key from each book

Session One:
1. Review selected material from the previous day such as songs, vocabulary, dialogue, or jazz chant.

2. Introduce the lesson by discussing what people do to celebrate their birthday. Compare and contrast birthday traditions. Be sure to have
   - Western-style birthday celebrations with neatly wrapped gifts, colorful balloons and sweet cakes with candles are becoming more popular in China
   - Traditionally, Chinese people do not pay a lot of attention to birthdays until they are 60 years old. The 60th birthday is regarded as a very important point of life and therefore there is often a big celebration. After that, a birthday celebration is held every ten years, that is the 70th, the 80th, etc, until the person’s death. Generally, the older the person is, the greater the celebration occasion is.
   - It is becoming more and more popular to serve Western-style birthday cakes, but long noodles are traditionally eaten by the person celebrating his or her birthday. Long noodles symbolize long life. The noodles are meant to be slurped until no more can be stuffed into a person’s mouth before they are bitten. Family and close friends who cannot attend the birthday celebration will often eat long noodles to bring longevity to the person celebrating his or her birthday.

3. Divide the class into groups of 2 and give them the book “The Eleventh Hour”.

4. Read the story to the class as they follow along in their book.
Session Two:

1. Divide the pairs of students among the Americans.

2. Read the story page by page in the small groups.

3. Discuss on each page the following things:
   - difficult vocabulary words
   - the scene
   - What characters are in the scene?

   Tip: Allow the context of the story to help teach the vocabulary. When a word is too difficult, teach the meaning to the group.

4. Do story mapping with the students.
   - Once the story map is complete have them retell the story to each other.
   - Discuss their answers as a class.

Session Three:

1. Teach the Happy Birthday Song/Jazz Chant from "The Emperor's New Groove"
   One, two, three, four
   Happy, happy birthday
   from all of us to you

   We wish it was our birthday
   so we could party too

   Happy, happy birthday
   May all your dreams come true

   We wish it was our birthday
   so we could party too!

   It's your birthday!

2. Do character search activity. There are two character's whose names are not obvious. They must be found in the hidden clues on the pages.

3. Use the remaining time to have the students solve the mystery of the stolen feast.
   - Provide the groups with the cards for each room/event so they can discover the thief.
   - Students should not be able to merely guess. They need to have a reason behind their choice of the thief. They must decipher the message on the last page
   - This challenge can last for several days. You can award prizes near the end of camp to the groups who discover the true identity of the thief.

4. There is a second challenge that could be issued. Find the hidden mice on each page. There are 111 mice total.
Terms & Definitions

sorts - (kinds)

invitations- (asking you to come)

en ensuring - (to make certain)

grand affair - (big event)

unfurled - (rolled out)

verily- (certainly)

supreme - (high in rank or authority)

contrived - (to make in an artistic manner)

enchanting - (charming)

bejeweled - (decorated with jewels)

swagger - (to walk with self confidence)

masquerading - (a disguise or costume)

haloes - (rings of gold)

tutus - (skirts worn by a ballerina)

sprouted - (spring up)

Renaissance - (a period of time in Europe where the focus was on art and intellect)

rumor - (a statement made without knowing the truth)

Immense - (great in size)

feast their eyes - (to look at with delight)

midst - (middle)

superb - (excellent)

devour - (eat up greedily)

cracking pace - (impressive pace)

fore - (in front)

venue - (a place or location)

aim - (goal)

British Grenadiers - (marching song for British soldiers)

collapsed - (fall)

a draw - (a tie)

procured - (to get)

unbeknown - (happening without knowledge)

conquest - (hand has been won)

Cricket match - (English game)

fielded - (to catch or pick up a batted ball)

donned - (to put on)

crouched - (squat)

stumps - (a pointed stick in the ground to form a wicket for the game of cricket)

clipped - (hitting only a part of a ball)

cue - (sign)

immense - (great)

"pot a ball" - (pocketing a pool ball)

Blind man's bluff - (game of tag where the person who is it is blindfolded and tries to tag the others playing)

blundered - (to move unsteadily or confused)

groped - (to feel about blindly)

gripped - (hold firmly)

dodged - (avoid by sudden bodily movement)
<table>
<thead>
<tr>
<th>Original Word</th>
<th>Synonym</th>
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<tbody>
<tr>
<td>versus - (against)</td>
<td>offence - (breaking the rules or law)</td>
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<td>nerve - (courage)</td>
<td>theories - (ideas)</td>
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<td>struck - (hit)</td>
<td>no avail - (no advantage or help)</td>
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<tr>
<td>force - (power)</td>
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<td>fateful - (destructive)</td>
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<td>least - (not very much)</td>
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<td>virtues to espouse - (character support)</td>
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<td>'cuz - (because)</td>
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<td>aghast - (shock)</td>
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<td>integrity - (high standards)</td>
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<td>fuss - (needless complaining)</td>
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<td>appetite - (desire to eat)</td>
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<tr>
<td>inferred - (suggested)</td>
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<td>Prima Facie evidence - (at first look)</td>
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</table>
Today, we commonly use telephones when we want to transmit a message over a long distance. However, before the use of telephones, other means of communication were utilized. Messages were often sent on paper. More urgent messages may have been sent by Morse code. Morse code is a system of dashes and dots. Each combination of dashes and dots represents a different letter in the alphabet.

Samuel Morse developed this language in 1835 to send messages over long distances with a telegraph machine. Morse code is still commonly used in emergencies by people today when telephone services are interrupted or unavailable. You can use a flashlight, a whistle, a buzzer, or a light reflective mirror to transmit a Morse code message.
# The Eleventh Hour Facts

## Invited Guest
1. Pig
2. Zebra
3. Rhino
4. Swan
5. Tiger
6. Mouse
7. Cat
8. Crocodile
9. Giraffe twin #1
10. Giraffe twin #2
11. Elephant

## Guest Dressed up as . . .
1. Pig - as an Admiral
2. Zebra - as a Punk
3. Rhino - as an Astronaut
4. Swan as a Princess
5. Tiger - as an Indian
6. Mouse - as a Musketeer
7. Cat - as Queen Cleopatra
8. Crocodile - as a judge
9. Giraffe twin #1 - as an angel
10. Giraffe twin #2 - as an angel
11. Elephant - as a Centurion of Rome

## Human name for each animal
1. Pig - Oliver
2. Zebra - Eric
3. Rhino - Thomas
4. Swan - (*must be found in the clues*)
5. Tiger - Maxwell
6. Mouse - Kilroy
7. Cat - Alexandra
8. Crocodile - Sam
9. Giraffe twin #1 - Cora
10. Giraffe twin #2 - Clarice (*must be found in the clues*)
11. Elephant - Horace

## Games played
1. Sack race
2. Musical Chairs
3. Card game
4. Snakes & Ladders
5. Cricket
6. Pool
7. Blind Man’s Buff
8. Tennis
9. Hide and Seek
10. Chess
11. Tug-of-War
Discussion Questions:
1. How did Horace plan his day with care?
2. When could everyone eat and why did he choose that time?
3. Who won the sack race?
4. What songs did Sam play for the game in the Ballroom?
5. Did Oliver cheat during the card game? How do you know?
6. Name the locations for the games.
7. Were the teams fair when they played tug-of-war? How do you know?
8. How did Horace change the bad situation into a happy ending?

Reason a guest did not steal the food
1. Zebra - He would rather die than steal.
2. Tiger - He has integrity.
3. Giraffes - They would not cause such a fuss.
4. Mouse - He is too small and could not eat it all.
5. Pig - He just denied stealing the food.
6. Rhino - He would not steal from his friend.
7. Cat - She does not steal other people’s food.
8. Crocodile - He says he did not do it and he is telling the truth.
9. Swan - She just accuses the big animals.
The Eleventh Hour

<table>
<thead>
<tr>
<th>Animal Type</th>
<th>Party Costume</th>
<th>Character's Name</th>
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Horace brings out his birthday cake for everyone to enjoy! We are asked to figure out who the thief is.

Horace makes sandwiches to eat instead of the feast.

The guests arrive and Horace shows them the feast.

The guests play eleven party games.

The feast is gone and everyone denies eating it.

Horace makes sandwiches to eat instead of the feast.

Horace brings out his birthday cake for everyone to enjoy! We are asked to figure out who the thief is.

Horace's House

Horace's Birthday

Horace and his friends

Problem:

Horace is turning eleven and invites his friends over to his house for a birthday party with eleven games and a large feast.

Event 1:

The guests arrive and Horace shows them the feast.

Event 2:

The guests play eleven party games.

Event 3:

The feast is gone and everyone denies eating it.

Solution:

Resolution:
Horace's Room

What time is it?

Look for clues around the side of the page
What is on Horace's bulletin board?

Clues:

The Kitchen

What time is it?

What are the letters saying on the refrigerator?
How should you group them?

Clues:

The Arrival

What time is it?

What letters can you find in the picture?
Why is the message important?

Clues:
The Feast

What time is it?

What letters can you find in the picture?
How are they arranged?
Look around the boarder.

Clues:

The Sack Race

What time is it?

What letters can you find in the picture?
How are they arranged?

Clues:

Musical Chairs

What time is it?

What letters can you find in the picture?
Look around both boarders.

Clues:
The Card Game

What time is it?

What are the cards telling us?
Is there a code?

Clues:

Snakes & Ladders

What time is it?

What numbers don't go in order on the board?
Is there a clue to how to read the numbers on the page?

Clues:

The Cricket Match

What time is it?

What are the letters telling us?
Is there a code?

Clues:
The Pool Game

What time is it?

Are there letters on the page?
If not, what has represented letters on previous pages?

Clues:

Blind Man's Bluff

What time is it?

Are there letters on the page?
If not, what code represent letters?
How may codes are there?

Clues:

The Tennis Match

What time is it?

Where are the letters?
What does their message mean?

Clues:
Hide & Seek

What time is it?
What represents letters?
Where is the code?

Clues:

The Chess Game

What time is it?
Where are the letters?
Are they a code?
What are they referring to?

Clues:

Tug-of-War

What time is it?
Where are the letters?
Are you sure you have found all of them?

Clues:
The Feast Vanishes

What time is it?

Where are the letters
Read them by color.

Clues:

Excuses & Accusations

What time is it?

Where are the letters?
How should you read them?

Clues:

The Sandwiches

What time is it?

Where are the letters?
How should you read them?

Clues:
The Picnic

What time is it?

Where are the letters?
What does the message tell you?

Clues:

The End

Who do you think the thief was?
One, two, three, four
Happy, happy birthday
from all of us to you

We wish it was our birthday
so we could party too.

Happy, happy birthday
May all your dreams come true

We wish it was our birthday
so we could party too!

It's your birthday!

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Vocabulary:

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<tr>
<th>Word</th>
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