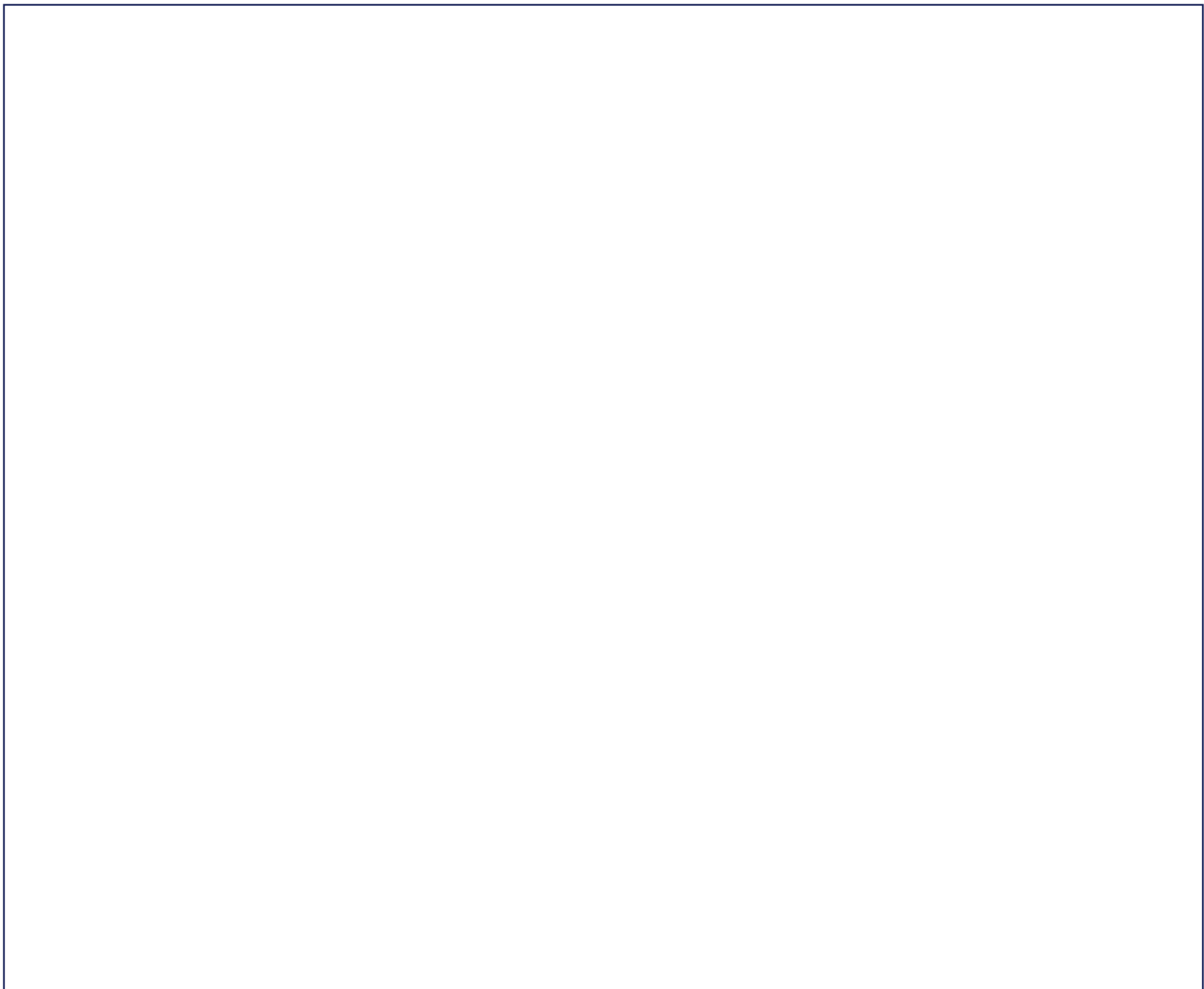


Detective Skills: Drawing Inferences with Max

Learning objective: To draw inferences from visual clues and justify interpretations using evidence.

Max the monkey has arrived at a mysterious location. Look at the clues in the 'Drawing Prompt' section below. Use your detective skills to illustrate the scene, adding details that suggest what has happened or who was there. Use the word bank to help label your masterpiece.

Draw: Draw a scene inside a cluttered, dusty attic. Include Max the monkey looking closely at a specific spot on the floor. Add at least four 'clues' that suggest a person left in a rush (for example: a tipped-over chair, a spilled inkwell, a half-packed suitcase, or a window left wide open). The style should be detailed and observational, like a classic mystery book illustration.



Label words: footprints · overturned · mysterious · clue · evidence · atmosphere · abandoned · sequestered

Steps:

1. Draw an object in your scene that suggests the person who was there was in a hurry. Explain why this object implies haste.
2. Look at your drawing. What is the 'atmosphere' of the room? Justify your answer using one piece of visual evidence you included.
3. Compare and contrast two items in your drawing. How do they work together to help Max solve the

mystery?

4. What might happen if Max discovers a secret map hidden under the floorboards? Write a prediction.
5. Label three specific items in your drawing that act as 'evidence' for your inference.
6. Explain why it is important for a detective to look for 'hidden' clues rather than just obvious ones.