



Guide To Solange's Mystery Challenge Interactive Resources

***For ease of use we recommend clicking on the BRAZIL MAP tab and then the SOLANGE'S MYSTERY CHALLENGE tab and reading the instructions below whilst playing through the resources.**

You will need to use the mouse to navigate around the online interactive whiteboard.

To start off the lesson, you need to click on the Brazil Map tab to bring up the map.

BRAZIL MAP

The Brazil Map is designed to give your students a good overview of the culture of Brazil, whilst also highlighting the issues that under-privileged children face living there.

Simply click on the animated icons to learn more about their subject.

When you have finished exploring the map, click on the menu tab to get back to the main menu and select the SOLANGE'S MYSTERY CHALLENGE tab.

SOLANGE'S MYSTERY CHALLENGE:

MEET SOLANGE

This slide gives students a brief insight into Solange's life - and the fact that she is similar to students, being a similar age, having a family and has hobbies, such as playing football and elastics.

Click on Solange's photo and each time basic information about her will pop up in the form of speech bubbles. There are 4 speech bubbles, and once you have seen them all you can each see one again by clicking on one of the 4 puzzle pieces in the bottom right hand corner.

CLUE TIMER

The Clue Timer accompanies the Mystery Cards lesson plan, and shows a timed slideshow of images that will assist the students in solving the Mystery Cards challenge.

The timer is in the top left corner of the screen. First, click **SET**, then use the arrows to set the time you wish the slideshow to run for. Then click **START** and the slideshow will commence.



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CLUE SORTER

Students can use this slide to share the information they have gathered and find out if they have solved the mystery challenge.

Either you or students can drag the puzzle pieces they think are the biggest challenge for Solange onto a photo of her on the slide. If the puzzle piece is relevant then it gets accepted and placed in the **TRUE** bin, if not it gets rejected and placed in the **FALSE** bin. The only one that will be rejected is theory 1, as the others are all valid. When each puzzle piece is clicked and dragged to Solange, a speech bubble pops up out of Solange's mouth explaining the relating theory.

There are 4 puzzle pieces, and once you have used them all you can see each one again by clicking on one of the 4 puzzle pieces in the bottom of the screen.

VOTING - WHAT IS SOLANGE'S BIGGEST CHALLENGE?

This slide poses 4 possible reasons why Solange's life is challenging. Students can vote for which theory they think is true, where you can generate a discussion about their choices.

VIDEO CLIP

The final slide in this series of Whiteboards is a video clip that shows students how the three main challenges Solange faces in her life (poverty, not going to school and where she lives) are being overcome with the help of the Passage House project.

You can start and stop the video at any time by clicking on the middle of the screen.