SUPER SLEUTH PEER EDITING SHEET

It’s time for you to play detective with your partner’s story. Read the story through once, checking off the mystery elements on the left as you go. Then read the story a second time and record the evidence (examples) of these elements on the right. Once you are done, brainstorm with your partner to figure out how he or she could make the story better.

<table>
<thead>
<tr>
<th>Mystery Elements</th>
<th>Evidence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Place a check in the box next to each characteristic as you locate it</td>
<td>Give examples of each mystery element</td>
</tr>
</tbody>
</table>

CHARACTERS:
- [ ] Detective(s)
- [ ] Witness(es)
- [ ] Suspect(s)

List the characters in the story and what their roles are:

SETTING:
- [ ] Where the story takes place

List the ways the writer describes the setting(s):

PLOT:
- [ ] Action that keeps the reader searching to solve the mystery

Explain what is happening / the mystery that you are trying to solve:

CLUES:
- [ ] Hints that help the reader and detective solve the mystery

Identify the clues given in the story:

DISTRACTIONS:
- [ ] Clues that throw the reader off of the trail

Name any clues that threw you off the trail:

CONCLUSION:
- [ ] The solution to the mystery

Summarize the ending:

Adapted from the WRITING RUBRIC (http://www.readwritethink.org/lesson_images/lesson327/rubric.pdf) from the ReadWriteThink lesson “Thundering Tall Tales: Using Read-Aloud as a Springboard to Writing” (http://www.readwritethink.org/lessons/lesson_view.asp?id=327).