**The Great African-American History Mystery Overview**

What is the Great African American History Mystery? The History Mystery is a 45-50 minute critical thinking challenge that your students take part in using distance learning equipment with another class in the district. The goal is for your students to guess the other class' location, event, person, and thing before they guess all of yours.

**Top 10 Reasons You Should Participate in**

**The Great African-American History Mystery**

1. Promotes critical thinking
2. Participate in district-wide collaboration
3. Fosters listening and speaking skills
4. Led by students
5. Uses research to obtain information
6. Gives authentic purpose for research
7. Provides a challenge
8. Creates opportunity for collaborative grouping for research
9. Develop student experts on topics
10. Increases use of higher-level questioning

**Where do I Start?**

Before the distance learning event, teach your students how to ask general questions about the location, event, thing, or person. You could do this as you review content from a previous lesson and have students ask Yes or No questions to figure out the answer. That way, as they ask questions, help them refine their question to be more general to narrow in on a correct answer. When students ask “specific” questions too soon, it is often a waste of a question. Of course, the first question they may want to ask is, “Are you a location/event/person/thing?”

**Good examples of general questions:**

1. Was your person born after the Great Depression?
2. Is your location east of the Mississippi River?
3. Did your event happen in the 1960’s?
4. Is your thing a document?

**Poor examples (They are too specific):**

1. Is your event the Underground Railroad?
2. Is your person Martin Luther King?

**Procedures for a Successful History Mystery Event**

1. Begin with welcome and introductions.
2. Share some fun information about your class or this process.
3. Start Q&A session
   1. Students ask one question at a time.
   2. Students are allowed one follow up question per turn.
   3. Each class gets to ask up to 7 questions before a clue is given. If still can’t figure it out then the answer is shared.
   4. Anyone can answer a question but must have evidence to support if there is a disagreement.
   5. Give thumbs up or thumbs down to the “Questioners” . If all students agree they will answer on camera.