

The Smelly Mystery

Publisher

GT Interactive Software

System Requirements

Macintosh

- Macintosh system 7.1 or later
- 8 MB RAM
- CD-ROM drive
- Color monitor
- Mouse

Other PC

- 486DDX2-66 minimum processor
- 8 MB RAM
- Super VGA display
- CD-ROM drive
- Sound Blaster
- Mouse

Optional

- External speaker

Software Description

After previewing *The Smelly Mystery*, preschool children might ask, “What’s a mystery?” Young children construct their own knowledge through their interaction with their environment and with others. At the technology center, preschool children can construct, investigate, and problem solve along with *The Smelly Mystery*’s cast of characters, Little Monster and Detective Kerploppus, to identify the smelly criminal who is responsible for switching smells during Yally’s slumber party.

The main menu of the program is a line-up of the various characters: Jerry Bombanat, Yally, Little Laff, Ickky, and Erg. The program is divided into two major sections: (1) “Read” and (2) “Play.” The first section will read the story to the children. Phrases of words are highlighted as the story is read. The second section will allow the user to activate the program at will. Again, words are highlighted in phrases—not individually. Highlighting phrases reinforces the concept of reading from left to right.

By activating simple objects on each page, children try to identify the smelly criminal who is responsible for switching smells during Yally’s slumber party. From each page, children will collect clues. These clues will be stored onto the Clue Page. At any time, children can check each suspect’s statistics from the Clue Page. This program is full of animation, sounds, music, humor, and surprises.

In addition to the “Read” and “Play” sections, the software program also offers the memory game “Mugs.” Children can create a monster by selecting its eyes, nose, mouth, hair, or ears during a given time frame. This memory game can be played at three different levels.

The Smelly Mystery

Introduction

Mercer Mayer's character, Little Monster, is a private eye. Along with his friend, Detective Kerploppus, they try to identify the smelly criminal who is responsible for switching smells during Yally's slumber party. Who is the culprit? Little Monster, Jerry Bombanat, Yally, Little Laff, Ickky, or Erg? It is up to the children to solve the mystery!

Materials

- Computer with CD-ROM drive
- *The Smelly Mystery*
- Charts and markers

Introductory Activity

Ask the children to share their thoughts and ideas about what they think a "mystery" is.

Computer Activity

- Gather the children at the technology center for story time. Select "New Program" from *The Smelly Mystery*. Encourage children to assist turning the pages of the story (either with a switch, mouse, or IntelliKeys). During the story, ask questions such as "Where's the clue?" or "Who are the suspects?"
- Talk about phrases from the program such as "Don't be yellow, mustard"; "Don't spill the beans"; and/or "The cheese made me do it."
- Map the clues from each page.
- Who did it? Create a rebus chart of the Smelly Mystery characters (Little Monster, Jerry Bombanat, Yally, Little Laff, Ickky, and Erg). Before the story begins, have the children place their labeled photo on the rebus chart to guess who they think will switch the smells. Before the end of the story, ask the children again who they think switched the smells. Allow them to change their guess on the rebus chart.

Extended Activity

- After the group reading activity is completed, have children freely explore *The Smelly Mystery* program during computer time.
- Create a "Smelly Mystery Book" for the reading center. Boot the software program. Use a screen dump program or if using a Macintosh computer with System 7.1 or higher, press *Command-Shift-3*. A click will be heard similar to the sound a camera makes when it takes a picture. The captured image is saved as a "Picture" on the desktop. Each graphic file is named as "Picture 1," "Picture 2," and so on. The number of graphics that can be captured depends on the memory availability of your computer. The graphics can be printed from *Simple Text* or placed into a graphics program. Besides printing the pages, print each individual character. Laminate pages and characters. Create a book pocket to store the characters. Bind the book. Glue the female Velcro to the backside of each character. On the suspect page, glue a strip of male Velcro to the page. When reading the story to the children, they can predict who switched the smells and place the character on the suspect page. Allow the children to create their own ending.

Summary

Children will construct, investigate, and problem solve during this activity. There is something new everyday with *The Smelly Mystery*. At the technology center, don't be surprised to hear the children ask, "Where's the clue?" and respond, "In the refrigerator!"

The Smelly Mystery

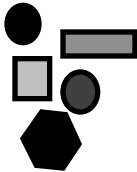
CURRICULUM INTEGRATION IDEAS

Art



- After exploring the program, *The Smelly Mystery*, invite the children to draw a picture of who they think switched the smells.
- At the easel, draw characters from the program.
- Display the children's smelly artwork. Have the children reflect about their drawings. Write down each child's reflection and display it with his or her drawing.
- Capture an image from the software program or use a photo from a digital camera. Print it onto T-shirt transfer paper. Iron the image onto t-shirts. Using acrylic paint, add each child's handprint onto their shirts.
- Sculpt characters from smelly play dough.

Blocks/Manipulatives



- Construct a Little Monster Car out of large blocks.
- Construct a living room out of cardboard. Include a fireplace.

Construction



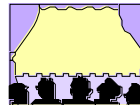
- In the housekeeping area, construct a snack area with pretend food.
- Make a collage of magazine pictures which show items with good smells.

Cooking/Snacks



- Serve orange juice and crackers with peanut butter. Talk about how each food item smells. Can children tell the difference?
- Make smelly play dough using 2 cups flour, 2 Tbs. cooking oil, a variety of Kool-Aid flavors (for different smells), 2 Tbs. alum or cream of tartar, 1 cup salt, and 1 cup plus 1 Tbs. boiling water. Mix the Kool-Aid with the hot water before adding it to the flour mixture.

Dramatic Play



- Display dress-up clothes, hats, and props that represent each character. Children can dress up as Little Monster, Jerry Bomanat, Yally, Little Laff, Ickky, and Erg.
- Assist children in creating a play about who switched the smells. Make beanbags with iron-on transfers of each character from *The Smelly Mystery*. Select two children to dress up as Little Monster and Detective Kerploppus, using simple hats and coats. Ask Little Monster and Detective Kerploppus to leave the classroom. Meanwhile, ask the other children to select and hide the beanbag of the character who is the evil smell switcher. When Little Monster and Detective Kerploppus enter the room, they are expected to find the smell switcher (beanbag). They can ask the other children for clues.

Group/Individual Story Experiences



- Discuss right and wrong.
- Discuss what a “mystery” is.



- Talk about mysteries children have solved at home.

Music and Movement



Learn various music lyrics from *The Smelly Mystery*. For example, in the grocery store, the ice box raps the following

words:

*Ice ice monster, ice ice monster
If you want the water to freeze
Turn the thermostat to 32 degrees
Fahrenheit to zero degrees or
Centigrade and that was gross
That's how ice cubes are made
Ice ice monster, ice ice monster*

Outdoor Play/Motor



- Make beanbags with iron-on transfers of each character from *The Smelly Mystery*.
- Take the children outside for a scavenger hunt of smelly mystery clues. Objects that could be collected include dandelions, violets, clover, leaves, and grass.
- Encourage the children to participate in a “Smelly Hunt.” Fill two film canisters each of different scents such as cinnamon, basil, peppermint, lemon, pine, lilac, lavender, or orange. Give each child a canister, and let them hunt for the canister with the same smell.
- Use beanbags for a variety of outdoor activities such as the following: toss beanbags through a Hula Hoop that is being held up by two children, place a Hula Hoop on the ground for children to toss beanbags in, and line up three large buckets for children to use for a beanbag toss.

Science/Math



- Chart the children’s predictions as they try to determine who switched the smells.
- Graph the children’s predictions using the software program *The Graph Club* (Tom Snyder). Print the graph in poster size. Display the results in the classroom.
- Make a case file for each suspect. Discuss the differences and similarities of each character. Compare each suspect’s features.
- Discuss how ice cubes are made. Make ice cubes in class. Explore what happens to ice cubes in cold water or hot water. Children can chart how long ice cubes last in different environments.

Sensory



- Add different smells to homemade play dough. See if children can identify the different smells.
- Display a variety of food or objects in the classroom. Discuss different smells such as flowers from a flower shop, fish from the market, food from the grocery store, or food from a restaurant.

Literacy Links



- Create a book, based on *The Smelly Mystery*. Each child could draw/illustrate/write about who they think switched the smells.
- Create a *HyperStudio* book with the theme of *The Smelly Mystery*.
- Talk about phrases from the program such as “Don’t be yellow, mustard,” “Don’t spill the beans,” and/or “The cheese made me do it.”
- Map the clues from each page.

