

THE PLAN FOR *CHASING VERMEER*

1st (10 MINUTES):

*Name Tags:

Four teams: Da Vinci (Mona Lisa), Van Gogh (Sunflowers), Vermeer (Concert), Munch (Scream)

***Art Memory Power Point:** Show image of painting for 20 sec. for kids to memorize, and ask questions without the painting on the screen.

2nd (10 MINUTES)

***Officer's demonstration:** About dusting for fingerprints and investigation techniques.

3rd (32 MINUTES):

*Split into 4 teams, go to four stations (~8 min each)

1. **Pentominoes:** See how many puzzles you can solve in 10 minutes. Winners get a prize.
2. **Fingerprints:** Learn about patterns in fingerprints and match your own. Ed Emberly fingerprint drawings.
3. **Cracking Secret Codes:** Use the decoder ring to decode the message – put on funny glasses and have fun looking at other types of secret codes.
4. **Painting detective:** Find the Fakes. 2 out of 10 paintings are real find the fakes and how many mistakes were made in each fake. Extra credit: Match up the artists' name with each painting.

4th (10 MINUTES): *After completing all 4 stations, go make Blue m&m's trail mix, get punch, and take a seat on floor or at tables for the reading.

5th (5 MINUTES):

***Readings:** from *Chasing Vermeer, Lo!*, and info about strange phenomena.

FINAL: (5 MINUTES)

*Prize drawing

-Drawing or other mode of awarding prizes of books, pentomino sets, etc.

*Take home

-Pentominoes print-outs to make your own
- Read-alikes bookmark

DECORATIONS

***Area marked off with Caution tape-**(Home Depot) for painting detective powerpoint, officer's demo, and reading at the end.

***Enlarged Pentomino shapes** and frogs making out a code on walls. Medium pentominoes hanging.

SNACK

*Make your own trail mix: blue m&m's, pretzels, chex, peanuts

*Fizzy Lemonade Punch