Kids Mystery Story Starter Kit

10 original idea starters, a one-page Case Planner, and a fair-play checklist — everything you need to plan your first children's detective mystery.

How to use this kit

Pick one idea starter below, then fill in the Case Planner on page 2. The planner follows the same five beats every good kids mystery needs: the mystery, the investigation, the evidence, the puzzles, and the final deduction. Use it with any AI assistant, or on paper with your child.

10 original idea starters

1. **The Library Book That Moved.** A library book keeps appearing on the wrong shelf every morning. Who is reading it at night?
2. **The Missing Picnic Basket.** The class picnic basket vanishes from the park — but the sandwiches are still warm.
3. **The Lighthouse That Blinked Twice.** A lighthouse flashes a pattern nobody recognizes. What is it trying to say?
4. **The Garden Gnome Swap.** The garden gnomes trade hats every night. Which gnome started it?
5. **The Train That Stopped Early.** A toy train stops at a station that is not on the map. What is waiting there?
6. **The Rainy-Day Umbrella.** An umbrella found in the attic opens by itself when it rains. Whose was it?
7. **The Bakery Caper.** One cupcake goes missing from every batch. The baker sets a trap.
8. **The Snowman Who Moved.** A snowman in the schoolyard faces a different direction each morning.
9. **The Lost Kite.** A kite lands in a tree with a note tied to its tail. Who sent it?
10. **The Aquarium Mystery.** The goldfish tank has a new tiny shell every morning. Where does it come from?

Case Planner — fill in one box per beat

Beat	Your notes
1. The Mystery — what happened?	
2. The Investigation — what should the young detective look into?	
3. The Evidence — what clues are discovered?	
4. The Puzzles — how does the detective connect the clues?	

5. The Final Deduction — what really happened?	

Fair-play checklist

- ■ Every clue the reader needs is shown before the solution.
- ■ The culprit is introduced early — never a stranger from nowhere.
- ■ Every red herring has a fair explanation in the solution.
- ■ The solution is surprising but logical when the clues are re-read.
- ■ The ending is positive and the detective is praised.
- ■ No scary or graphic content — the mystery is fun, not frightening.

Made by Pickzox as a free companion to the MysteryQuest Kids AI review. The idea starters and planner above are original and free to use in your own books.