## THE THE SHAMROCK MYSTERY



DUBLIN

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#### CAMBRIDGEMB EXAMINATIONS IN ENGLISH

## Imagine stepping into a world where every decision unveils a deeper secret. You are Alex, a 16-year-old with an eye for detail and a passion for solving mysteries. It's St. Patrick's Day in Dublin—a city alive with fiddles, laughter, and the aroma of Irish stew. Amid the celebration, a mysterious stranger brushes past and slips you a note that reads: "Follow the clover if you seek the truth." Your heart quickens. Is it merely a prank, or the spark of an adventure that will unravel Dublin's ancient secrets?

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- Follow the clue (Go to Chapter 1)
- Ignore the note and continue celebrating (The End)

# CHAPTER 1: THE MYSTERIOUS TRAIL





You decide to follow the note. Wandering through the lively streets, you spot a vividly painted shamrock on a wall. Nearby, wedged between two bricks, lies a small scrap of paper bearing the words:

"Find the golden harp."

You recall a pub earlier adorned with a golden harp sign, yet a street performer nearby might also know more. **What do you do?** 

- Head to the pub with the golden harp sign <u>(Go to</u>
  <u>Chapter 2</u>)
- Ask the street performer about the golden harp (Go to Chapter 3)

# CHAPTER 2: THE HIDDEN MESSAGE





Inside a dimly lit pub, vintage whiskey barrels and framed photos of Irish legends set the scene. The golden harp emblem glimmers on the wall. In a shadowy corner, an old man absentmindedly twirls a gold coin engraved with a tiny shamrock. The bartender slides you a coaster whose back bears a scribbled address and a faint shamrock pattern details that echo the scrap of paper. What do you do?

- Take the coaster and go to the address (Go to Chapter 4)
- Approach the old man to ask about the coin <u>(Go to</u> <u>Chapter 5)</u>

# CHAPTER 3: THE STREET PERFORMER'S SECRET





The nearby musician stops playing and smiles knowingly. "Ah, the golden harp," he murmurs. He presses a coin, its surface etched with a delicate shamrock, into your hand and whispers, "Seek the storyteller in the old library." He hints that a closer look at the coin might reveal more than its surface shows.

- Head to the old library to find the storyteller <u>(Go to</u> <u>Chapter 4)</u>
- Examine the coin carefully for hidden clues (Go to Chapter 5)

# CHAPTER 4: THE CONVERGENCE AT CLOVER & TALES





Following your clues, you enter a quaint bookstore named Clover & Tales. Behind the counter, a mysterious woman nods in acknowledgment and hands you an aged leather-bound book. As you flip through its pages, you discover annotations and hidden sketches—symbols that mirror the engraving on the coin and the pattern on the coaster. A secret compartment reveals an old letter describing a long-lost treasure hidden beneath Dublin Castle, safeguarded by a secret society. What do you do?

- Set out for Dublin Castle immediately (Go to Chapter 8)
- Consult a local historian to decipher these intertwined clues (Go to Chapter 7)

# CHAPTER 5: THE WISE MAN'S REVELATION





Whether prompted by the old man in the pub or your careful study of the coin, you uncover a crucial detail: an inscription on the coin reads,

"Where the river meets the ancient oak."

A kindly, wise figure—either the pub's old man or another mentor you encounter—leans in and says, "This clue is key. To unlock its full meaning, you must learn more about its connection to our old legends."

- Follow the coin's clue and head to the river (Go to Chapter 6)
- Ask for further details about the inscription and its lore (Go to Chapter 7)

# CHAPTER 6: THE RIVER'S SECRET





Guided by the inscription, you arrive at a serene riverbank where an ancient oak stands sentinel. Digging near its sprawling roots, you uncover a small wooden box. Inside, there's a meticulously drawn map of Dublin—with a bold red X marking Dublin Castle and faded inscriptions warning of hidden traps and puzzles along the way. The symbols on the map resonate with those in the leather-bound book and on the coin.

- Use the map to set a course for Dublin Castle (Go to Chapter 8)
- Examine the map's inscriptions for a hidden message (Go to Chapter 9)

# CHAPTER 7: THE HISTORIAN'S REVELATION

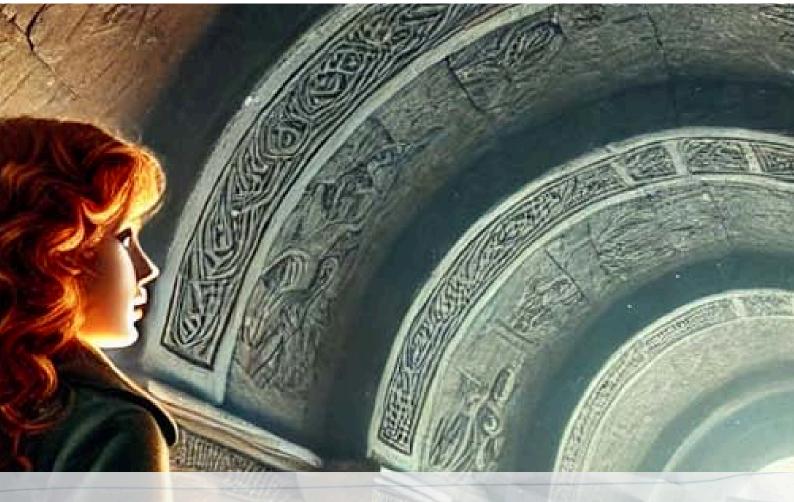


Seeking deeper understanding, you visit a local historian. Presenting the coaster, the coin's inscription, and the annotated book, you learn that these clues are part of an age-old legend. "A treasure lies beneath Dublin Castle," the historian explains, "guarded by a guardian whose challenge can only be met with the right words. A forgotten journal hints that a specific phrase must be spoken to pass safely." He warns you that many before have attempted this quest and vanished without a trace. What do you do?

- Armed with this new knowledge, head to Dublin Castle immediately <u>(Go to Chapter 8)</u>
- Stay a while longer to gather more details and verify the mysterious phrase (Go to Chapter 9)

# CHAPTER 8: THE HIDDEN CHAMBER





At last, you reach Dublin Castle. Using the map and your collected clues, you find a concealed passage beneath the ancient stone walls. Descending into the cool, torchlit corridor, you pass intricate carvings depicting Ireland's storied past. At the tunnel's end stands a heavy stone door, upon which is inscribed, "Only the worthy shall pass." Recalling the historian's warning, you sense that this door might hide traps for the unprepared.

- Step forward confidently and recite the phrase you've learned (Go to Chapter 10)
- Search along the wall for a hidden mechanism that might safely disarm any trap <u>(Go to</u> <u>Chapter 9)</u>

# CHAPTER 9: THE HIDDEN TRUTH





Taking your time, you scrutinize the door's carvings and the inscriptions on your map. Cross-referencing these with hints from the historian and the old journal, you deduce that the guardian's challenge requires a specific phrase—one that resonates with the symbols of the shamrock and the golden harp. The tension mounts as you realize that a wrong word could trigger dire consequences. Confident in your gathered clues, you prepare to unlock the mystery. What do you do?

- Recite the correct phrase with conviction and proceed to unlock the chamber <u>(Go to Chapter</u> <u>10)</u>
- (If you hesitate or choose to overanalyze, the mystery remains unsolved... and your adventure may end here.)

# CHAPTER 10: THE TRUTH REVEALED



With a deep breath, you speak the phrase. The stone door trembles and slowly swings open, revealing a hidden chamber bathed in a soft, golden glow. Inside, ancient scrolls, golden artifacts, and an emerald-adorned harp lie arranged with deliberate care. Among the scrolls, you discover a letter detailing the origins of **the Shamrock Society**—a secret order dedicated to safeguarding Ireland's ancient wisdom. In that moment, you realize that your journey was never just about finding treasure, but about embracing a legacy of knowledge and responsibility. A final inscription echoes on the wall: **"Knowledge has its price; guard it well."** The weight of your discovery settles on your shoulders, marking the true beginning of a grander adventure. **THE END** 



Here are some creative comprehension activities for students after reading The Shamrock Mystery. These activities will help them engage with the story, think critically, and explore themes of mystery, Irish culture, and decision-making.

### 1. 💿 Alternative Endings Challenge 🗊

Pick a point where you made a choice 😕 Write a new ending based on a different path 🔄 Share with your group & discuss how it changes the story

### 2. 🛤 Map the Mystery 🔍

Get a blank map of Dublin **m** Mark key places: Temple Bar, the pub, the library, Dublin Castle Draw a path & add clues along the way *2* 

### 3. 📕 Character Diary Entries

Pick a character (protagonist, old man, historian, musician) Write a diary entry about a key event 🗾 Express emotions & thoughts 💭 🍪

### 4. 🗞 Role-Playing: The Secret Society Interview

One student is the recruiter for the Shamrock Society Others are "candidates" explaining their choices & actions The recruiter decides: Do you get in?

#### 5. 🙅 Decision-Making Debate

Choose a BIG decision ( $\equiv$  Open the chest or leave it?  $\equiv$ ) Split into two teams  $\gtrsim$ : one for  $\bigcirc$ , one against  $\bigcirc$ Present arguments and defend your choice  $\overline{\diamondsuit}$ A panel of judges decides the best reasoning  $\underline{\mathbb{Y}}$ 

#### 6. 🔆 Design Your Own Adventure 🗃

Write your own "Choose Your Own Adventure" story! Add at least two choices 漏 leading to different endings 🔄 Make it a digital version using Google Slides or Twine 💻 🚳

### 7. 🔐 Secret Code Challenge 👮

Create a secret coded message 🔠 🔍 Use a Caesar cipher, symbols, or riddles 韋 Swap messages with classmates & decode them! 💡

#### 8. 🖓 Create a Visual Storyboard 🗐 🖋

Make a comic strip or storyboard 🖆 Add dialogue bubbles & illustrations 🆓 💬 The best storyboards go on display! 🏆

#### 9. 🔎 Mystery Puzzle Challenge 🏆

Get a set of clues & riddles from the story 📜 Solve them as a team to unlock the mystery! 🞤 The final message: Welcome to the Shamrock Society!

#### 10. Irish Culture & Legends Exploration

Research real Irish myths from the book  $\equiv \mathbb{Q}$ Create a poster or mini-presentation  $\boxed{10}$ Discover real legends like Saint Patrick's Bell & ancient treasure

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