

Scribble Society Creative Writing Club

Six Additional Ideas for Educators

SCRIBBLE A MODERN FAIRYTALE

In one of the Scribble Society sessions in *Secret Crush*, the challenge was taking classic fairytales and modernising them.

Astrid and Lola plot out an idea for *Snow White and the Seven Dwarves in Space*. The idea they come up with must have been very funny, as Astrid says, ‘we were both giggling so hard I thought I might actually pee my pants!’ (page 204). Discuss what might happen in Astrid and Lola’s story.



Then share ideas for other modern fairytales. E.g., *Rapunzel - the trapped Computer Genius*; *Jack – The Green Guardian of the Amazon*.

Make a list of classic fairytales and consider elements that could be changed (setting, problem, villain, helper, ending etc.)

Invite scribblers to challenge traditional stereotypes and make their story relatable for modern readers. But most importantly, it should be fun to read and write!

SCRIBBLE A DATING PROFILE

During another Scribble Society session in *Secret Crush*, the scribblers are given a themed task for Valentines Day. They all had to choose a famous character from a book, film or TV show and write a dating profile for them. At the end of the session, they read them out to see if the rest of the group could guess the identify behind each profile.



Astrid chose to write about The Mad Hatter from *Alice in Wonderland* (pages 77-79). Discuss what students know about this character. (You could show a short clip from one of the film versions of the book.) What do you think Astrid included in her dating profile?

Share ideas about what a dating profile might contain. (E.g. Information about the person’s interests, hobbies and talents; persuasive language such as positive adjectives and superlatives; funny facts and stories to entertain the reader.)

Scribblers can then write their own profile for a character of their choice.

If they would prefer not to write a dating profile, they could write a professional profile or a profile for a page designed to help people make new friends.

SCRIBBLE A PLAYSRIPT

In *Double Drama*, Daniel plays the role of 'The Cowardly Lion' in the school play, *The Wizard of Oz*. The play and film of *The Wizard of Oz* is based on a novel of the same name, written by L. Frank Baum in 1900.



Invite scribblers to pick a chapter or incident from one of their favourite stories and rewrite it as a play script. Encourage them to pick a particularly exciting or dramatic moment that includes dialogue between at least two characters.

Make a list of the key features of playscripts (character names on the left-hand side, stage directions in brackets, speech dialogue without speech marks etc).

Model writing the start of a playscript based on a book the children know well.

E.g. from *Best Friends Forever*:

Scene 20 – The Cinema

Characters – Loa, Evie, Cleo, Zane, Keiran.

Lola and Evie are talking by the pick 'n' mix stand in the cinema foyer.

Lola: *(hissing)* Are you seriously going to leave me on my own?

Evie: *(pleading)* This might be my only chance to spend time with him!

Lola: Him? The boy who just made fun of me to my face!

(Lola points angrily at Zane)

Evie: It was just a joke!

SCRIBBLE SOME SPELLS



As this rose moves out to sea, so true love will come to me.'

This is the 'spell' that Astrid attempts to cast on Teddy in *Secret Crush* (page 121). It is written as a rhyming couplet. (Two lines of poetry that are the same length and end in rhyming words.)

Scribblers can have some fun inventing spells in rhyming couplets.

For example: A spell to change the colour of your hair; a spell to make a dog turn into a dragon; a spell to win a competition; a spell to make you levitate (hover in the air); a spell to bring a book or film character to life; a spell to turn pasta into popcorn.

SCRIBBLE A VIDEO GAME

In *Double Drama*, Daniel and his friends love playing computer games such as Fortnite.



Every great video game needs to start with a good story. There will be some kind of mission that needs to be completed — a quest to solve or journey to complete.

Invite scribblers to write a pitch for a video game designer for a new game. They should include a character with a clear purpose or aim and obstacles that need to be overcome.

A good starting point would be to consider the setting of the game. (E.g. a haunted forest containing some buried treasure; an old library with a book for of full of secret legends; a giant sweet shop that needs to be restocked.)

They could write the pitch in the form of a narrative, a script, or a letter explaining the plot of the game.

SCRIBBLE A FANTASY CREATURE



Astrid's favourite character in her beloved *Dragon Tamer's* series is Mona the Dragon.

Fantasy stories often include magical or mythical creatures as key characters — these could be unicorns, centaurs, griffins, elves, mermaids, phoenixes, sea-monsters etc.

In this session scribblers should choose a mythical creature and create their own magical character.

They should start by drawing and labelling its features and then write a character profile, giving their creature a distinct personality.

