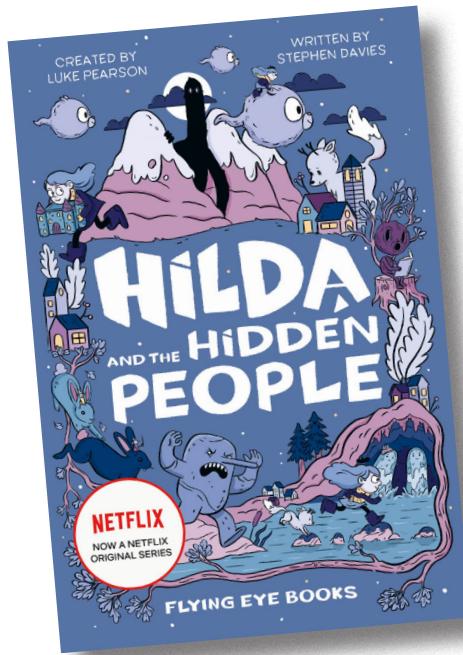




TEACHER RESOURCES
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MAGICAL CREATIVE WRITING WITH HILDA AND THE HIDDEN PEOPLE



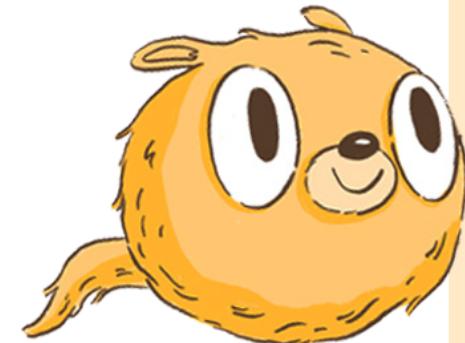
RESOURCE PACK FOR KS2 TEACHERS

Suitable for: Ages 7-10

Includes: Free illustrated extracts from the books + discussion questions and suggested activities

Themes: Magical Settings; Illustrated Creatures; Bringing a Story to Life for the Screen; Adventure Writing

Subjects: Literacy, Drama, Art, Design and Technology



CONTENTS

- LESSON 1: Imagining Magical Places

Objectives: Explore the power of magic in stories; imagine and describe a magical place of your own.

Outcomes: A sketch of a magical place; the opening of a story about a magical place.

- LESSON 2: Drawing Amazing Creatures

Objectives: Research and discuss an amazing creature from the text; create new creatures.

Outcomes: A list of 'Ten Top Facts About Trolls'; a 'Fact File' of a creature; a completed illustration of an amazing creature.

- LESSON 3: Bringing a Story to Life for the Screen

Objectives: Discuss the challenges of bringing a written story to the screen; create and act out a script based on an extract.

Outcomes: A "Dos" and "Don'ts" table for bringing a story to the screen; a completed script; a group performance.

- LESSON 4: Beginning A New Adventure

Objectives: Reflect on the adventures of a character and predict what happens next; summarise a story into illustrated form.

Outcomes: A comic strip of a Hilda adventure; a poem from Hilda's perspective at the end of the story.



ABOUT THE BOOK

Based on Luke Pearson's award-winning *Hildafolk* graphic novels, the magical and mysterious world of Hilda continues in a new fiction series written by Stephen Davies.

Join our beloved heroine as she encounters her very first troll, negotiates peace with some very persnickety elves, and reunites two lovelorn ancient giants. Fantastic creatures and daring adventures are all just part of another average day for Hilda... but what will she do if she is forced to move to Trolberg city, far away from her beloved valley home?

You can read the whole collection of Hilda novels in hardback and paperback.



LESSON 1: IMAGINING MAGICAL PLACES

Lead-in Questions:

- What makes a place 'magical'?
- Can you think of any magical places from books, films, or television series?
- Why do we love stories that involve magic? How does it make us feel?

Task 1:

As a class, re-read over the extract together keeping an eye out for places that sound like they could be magical. Underline or highlight them as you go and flick back to see how many of them are on the map.

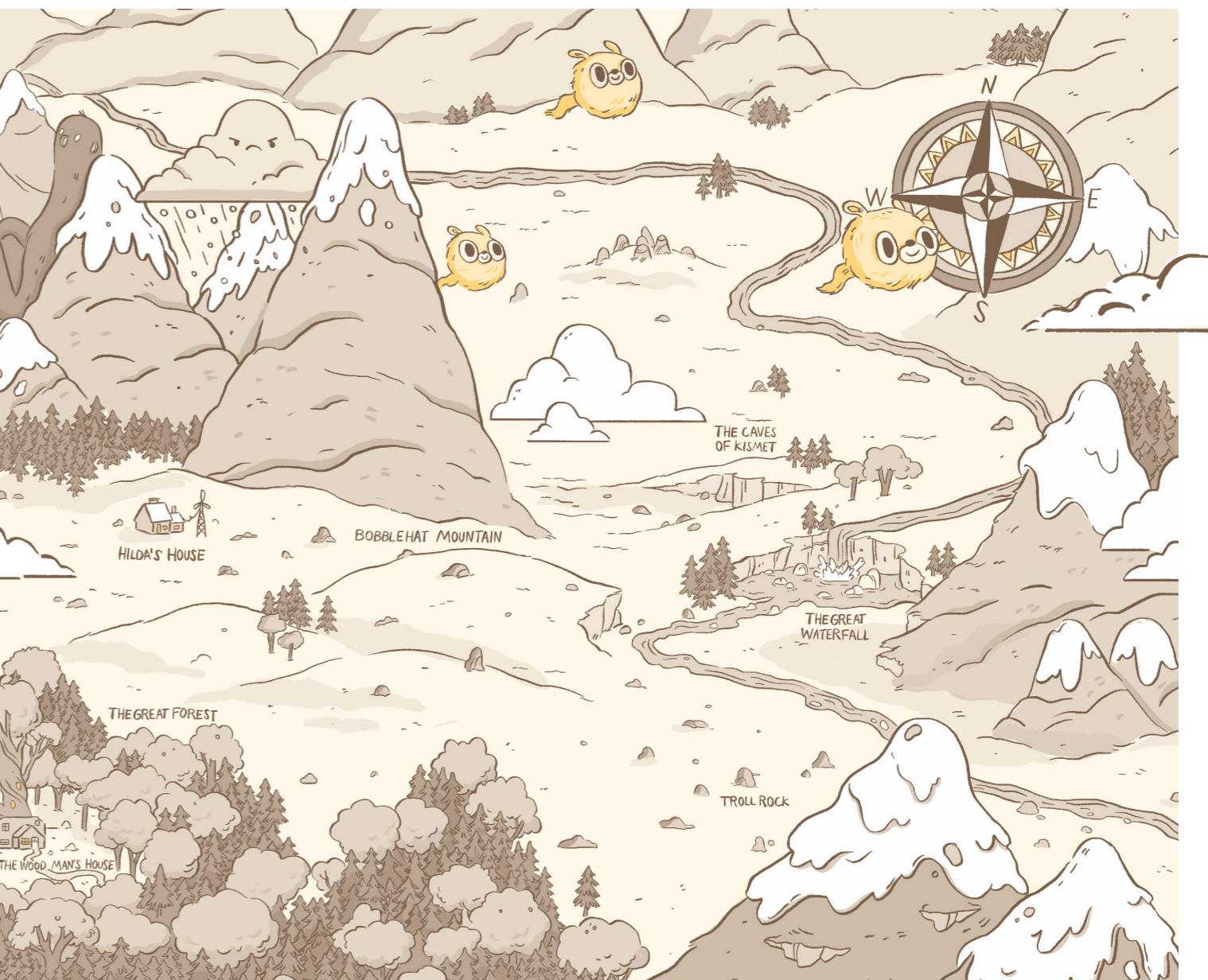
Discuss together why you think these places sound magical. Do they remind you of any other stories you have heard of or read?

Extension:

Are there any other words or phrases in the extract that hint to things out of the ordinary? Highlight or underline them in a different colour and write a sentence about why you have chosen each one.

The wind blew. The woffs flew. The sun sank low in the sky. High on the south side of Boot Mountain a little girl with blue hair sat on a rock, sticking her tongue out.

Hilda always stuck her tongue out when she was drawing. It helped her concentrate. The tip of her pencil darted across her sketchbook as she drew the forests and plains, the waterfalls and rivers, the snow-capped mountains and the lush green valley. Making maps was an important part of an adventurer's job, and adventuring was something Hilda took very seriously indeed.



MY MAGICAL PLACE

Task 2:

You are now going to use Hilda's home to help you to imagine your own magical place.

First of all, close your eyes.

Start by thinking of a place, it could be anywhere.

For example, it could be your home, your school, somewhere you've been on holiday, a tourist attraction you've visited, or even a place you've heard of but never been to.

Now give it at least one special feature like a secret passageway, a magical power, magical creature(s) who live or visit there, and a secret or spell that the place possesses.

Then, try to add some more detail to your magical place, for instance, its name, the area surrounding it, how colourful it is, and anything else you can think of to make it more interesting!

Now draw your magical place below, including as much detail and colour as possible to bring it to life! Use the amazing illustrations in *Hilda and the Hidden People* as inspiration!



Three things you need to know about this magical place:

- 1)
- 2)
- 3)

Task 3:

In pairs or threes, share your work discussing the magical places that you have imagined, and how you came up with them. You are then going to try to write the opening 2–3 paragraphs of a short story about your magical place.

Before starting to write your story opening, it might be a good idea to plan and think about:

- What is the weather like in this place? Is it day or night?
- What else is nearby or in the distance? For example, there are lots of interesting places all around where Hilda lives.
- Are there any people or creatures in this place? Note: Don't describe them in detail yet, but you could mention them.
- Is this the beginning of an adventure? For example, we know that Hilda takes adventuring 'very seriously indeed' in the 2nd paragraph of her story.

When you have finished your plan, write the first 2–3 paragraphs of your story, trying to make your magical place exciting and as clear as possible in the reader's mind.

Extension: Can you complete your short story? If you have time, swap your work over with a partner to see how your ideas have developed from the picture you imagined in Task 2.

MY SHORT STORY

LESSON 2: DRAWING AMAZING CREATURES

Lead-in Questions:

- What does the word 'creature' mean?
- What are your favourite creatures from books, films, and television?
- What is the friendliest creature you have thought of? What is the most frightening?

Task 1:

Look back over the extract about trolls from 'Caves and their Unfriendly Occupants'. Use this as well as the rest of Chapter One of the book to find 'Ten Top Facts About Trolls'. Make a note of them and feedback your favourite facts as a class.

Task 2:

Think back over the other mythical creatures that Hilda comes across in the story. Which is your favourite and why? Which are the most scary? You are now going to create your own magical creature! To begin with, think back to the magical place you imagined previously and consider a creature that might live or visit there. You may already have something in mind, if not, think of all the other creatures you have read about and discussed in this lesson to help you. When you have an idea for your creature, fill in the Fact File to help you bring it to life.

Note: No need for a drawing in this Task as this will be the focus of Task 3!

Extension:

Students can complete Fact Files for more than one creature, expanding their imagination in terms of who is living in their magical place.



TEN TOP FACTS ABOUT TROLLS:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

My favourite fact is:

This is because:

MY CREATURE FACT FILE

Name of creature:

Description:

Personality:

Habitat:

Diet:

Afraid of:

Sleep Pattern:

Other Amazing Facts:

Task 3:

Use all the discussions you have had and the work you have done in this lesson to illustrate your own amazing creature! Try to make your picture reveal as much about your creature as possible. For example, its facial expression should show its personality. Keep referring back to your Fact File to ensure you make your sketch as detailed as you possibly can.

LESSON 3: BRINGING A STORY TO LIFE FOR THE SCREEN

Lead-in Questions:

- Have you ever read a story before it was made into a film or television series?
- Was there anything different to how you imagined it? Did the creators make any changes to the story?

Task 1:

Get into pairs or threes; this is your committee!

Did you know that the novel *Hilda and the Hidden People* is based on the Netflix animated series, "Hilda", which came to television screens in Autumn 2018?!

How would you bring a story to life?

In your threes, imagine that you need to give a television producer some advice to help them bring a story to life from a book.

Cut out the cards below and separate them into 'Dos' and 'Don'ts', giving a short explanation as to why you have categorised each card in this way.

Feedback and check your work as a class before sticking your cards down onto some coloured paper.

Include every single detail from the story

Explanation:

Change the characters as much as you like, it doesn't matter

Explanation:

Try to make the creatures and magic as believable as possible

Explanation:

Spend lots of money on the series, the more you spend, the better it will be

Explanation:

Expect that all viewers will have read the story first so will know what's going on

Explanation:

Dialogue must be taken word for word from the story

Explanation:

Structure each episode carefully, your viewer might not have read the story

Explanation:

Read the book carefully to make sure you stay true to the story

Explanation:

Include the main details and plot events from the story

Explanation:

Make sure there is tension and suspense to make the viewer want to watch the next episode

Explanation:

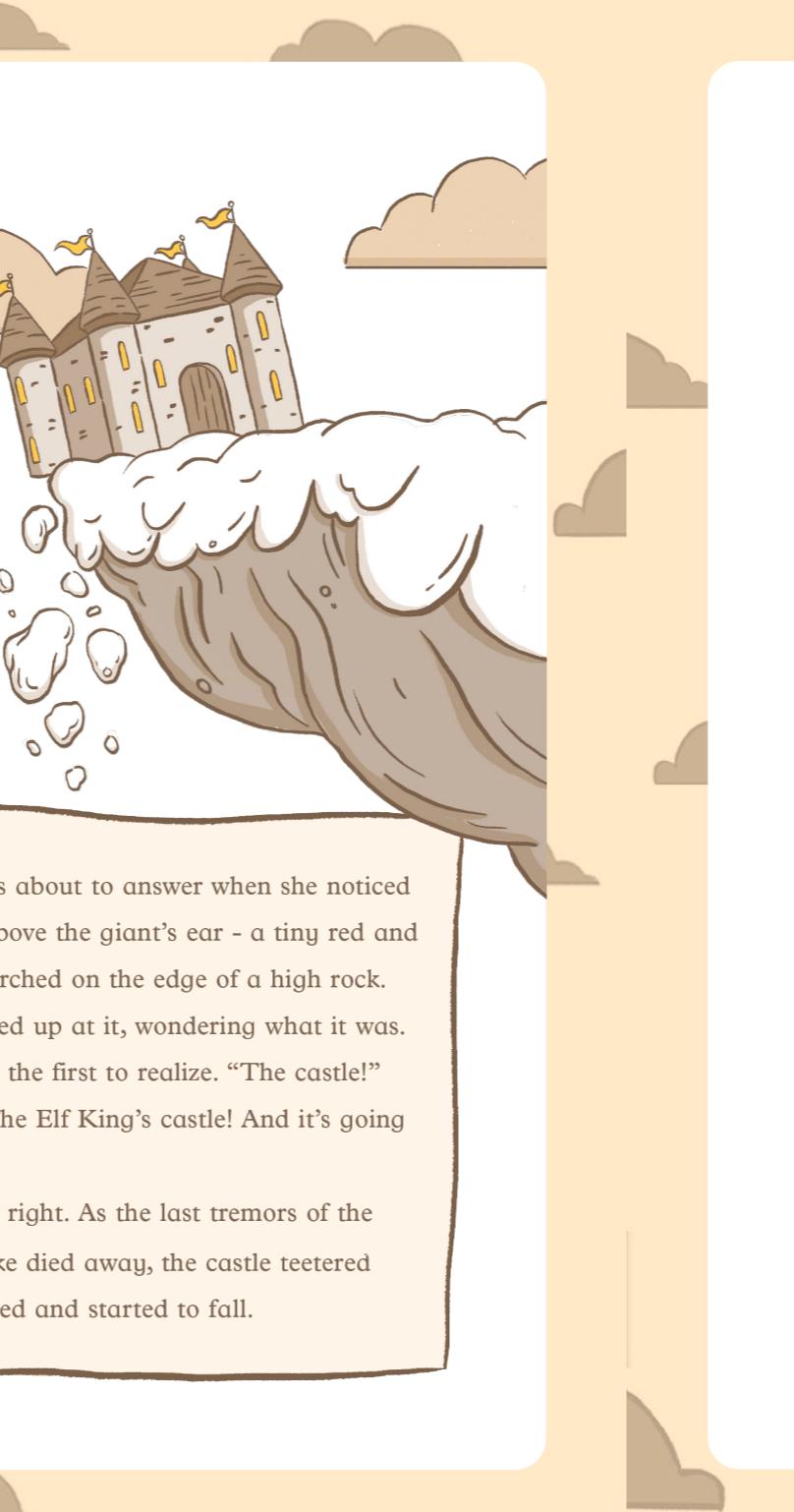
Task 2:

As a class, read out the extract together. Then, discuss what might happen in the story both before and after this scene, without checking in your books!

In groups of 4, you are now going to write a page of script using the scene of the castle falling as your inspiration. Remember, the 'Dos' and 'Don'ts' from Task 1 and make sure all characters have some action and dialogue.

Your characters should include:

- Hilda
- Alfur
- The Ancient Giant
- The Elf King



Hilda was about to answer when she noticed something above the giant's ear - a tiny red and white box perched on the edge of a high rock. Hilda squinted up at it, wondering what it was.

Alfur was the first to realize. "The castle!" he cried. "The Elf King's castle! And it's going to fall!"

Alfur was right. As the last tremors of the earthquake died away, the castle teetered and toppled and started to fall.

OUR SCRIPT

Task 2:

Now it's time to perform your script in your groups of 4! Make your performance as realistic as possible and use any props that you have available. Try to imagine that there is a camera filming you so that you are all in shot throughout.

Afterwards, discuss in your groups:

How did the scene go?

Were you successful in bringing the script to life?

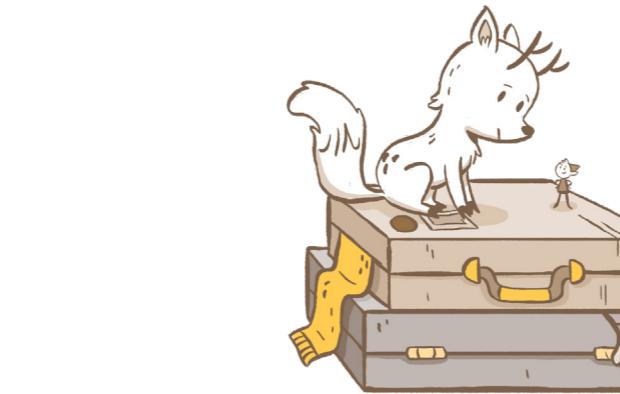
What was difficult about this task?

If you have time, swap your roles and perform the scene once more. Then, think about how the performance changed when you acted out different characters. What does this tell us?

Extension:

After you have acted out your scene(s), reflect as a group if you would like to make any changes to your script before the final shoot. Make these adjustments and then do one more performance together.

Your challenge is now to do it all perfectly in just one take!



LESSON 4: BEGINNING A NEW ADVENTURE

Lead-in Questions:

- Have you ever been on an adventure? If so, where to and what emotions did you feel?
- Why is Hilda 'on the edge of another grand adventure'? What has happened at the end of the story?

Task 1:

Individually, think back over all the events of the story and note down answers to the questions below:

- What has Hilda learnt about herself, her family, her friends, creatures and her home by the end of the story?
- What was your favourite part of her adventure and why?
- What predictions do you make about her future adventures?

"Our last night in the wilderness," said Hilda's mum, gazing up at the stars.

Hilda wrapped her hands around her mug to keep them warm. She would miss the countryside for sure, but sitting here under the stars she could not help feeling that she was on the edge of another grand adventure. Things had a habit of happening to her, wherever she was.

She felt a sudden tug on her earlobe. "What is it, Alfur?" she whispered.

"I was thinking," Alfur said. "Maybe I could come with you to Trolberg. We elves have always been interested in the world beyond this valley. If I came with you I could write reports about city life and send them back to my people here."

"Of course," said Hilda. "The more the merrier."

Task 2:

To test out your illustration skills, summarise your favourite Hilda adventure from Task 1 into a comic strip. Try to include the main action as well as some dialogue, in order to make it as clear as possible what is happening in each box.

Task 3:

The story ends with Hilda and her mum about to embark upon a new life and adventure in Trolberg. Write a poem from Hilda's perspective, focusing upon her excitement and nerves about the next adventure that lies ahead. In it, you can make predictions about challenges Hilda may face, or imagine new amazing creatures that she could encounter. Don't forget to add a pinch of magic before sharing your poems as a class!

MY POEM

MY HILDA COMIC STRIP

