

KS3 English – 'Operation Flashback'

Exploring plot manipulation and creative writing techniques using the story of Kelvedon Hatch Nuclear Bunker

Extension activities

National Curriculum relevance

- KS3 > English > Grammar and vocabulary > consolidate and build on their knowledge of grammar and vocabulary
- KS3 > English > Writing > write accurately, fluently, effectively and at length for pleasure and information
- KS3 > English > Writing > plan, draft, edit and proof-read

Main teaching points

- You may wish to use these points with some or all students at any point in the teaching sequence, not just at the end.
- We will be considering the use of Cold War augmented reality artefact, as well as visiting other LGfL resources to:
 - investigate the genre of spy thrillers
 - consider other factors which affect suspense and pace – in particular, music

Activity 1 – Spy thrillers

Ask students to consider the following questions:

- What is the Spy genre?
- What are the key characteristics?
- What does the reader look for?

Now visit ReadingZone live (www.readingzone.lgfl.net) to hear interviews from thriller authors. View the following short video clips from two famous authors:

Frederick Forsyth:

- What are the challenges of writing Thriller books?
- What advice would you give to younger writers?

Anthony Horowitz:

- Highs and lows of being an author?
- How does travel influence your writing?

What have we learned about the initial questions in the light of these videos?

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Activity 2 – The influence of music

Look at the footage of the first time our historian walks into the bunker. Watch the video clip selected from the resource for this lesson at coldwarflashback5.lgfl.net What makes it scary?

Could you add a twist to the tale? The music that is over this piece will remind you to write at pace and keep the tension high.

What might happen in your twist?

- Think about the reasons why the bunker is being visited?
- Who is the visitor?
- Which part of the story does it belong to?

Now visit Audio Network (www.audionetwork.lgfl.net), which is also part of your LGfL subscription (you will only need to log in if you are not in school – use the same USO login as for any other resource or e-mail). There are over 80,000 professionally-produced tracks which can be used by LGfL teachers and students for educational purposes. You can search by mood, so try searching for 'scary' or similar keywords. Would you need to alter the story if the video had a different track. You might want to ask students to do this for homework.

Activity 3 – Augmented reality

If you did not do this in lesson 1 or 4, you could ask students to view the augmented-reality artefact of the nuclear shelter – does this help them gain a sense of place and change any of their perceptions?

You may wish to construct similar tasks – or ask students to construct similar tasks – around the other augmented reality artefacts within the resource: see coldwarAR.lgfl.net for the full range and for instructions on how to use AR within The Cold War.