



WAVES OF IMAGINATION: UNLOCKING STORIES OF VIKING GOLD

**Creative Writing Resource Pack
for children in KS2 & 3**

Coming to Torbay this summer, all the way from the British Museum, is a mysterious ancient arm-ring. This jewel was found along the local seashore but how did it get there? What story lies behind it?

Funded and supported by:

TORBAY COUNCIL



WAVES OF IMAGINATION: UNLOCKING STORIES OF VIKING GOLD

Torre Abbey is delighted to be exhibiting the Goodrington arm-ring alongside their summer exhibition 'Vikings: Fact & Fiction'; a myth-busting exhibition from the team behind the world-famous JORVIK Viking Centre.

To help young people engage with the exhibition and emerging writers to find their voice, Torre Abbey has commissioned a soundscape from youth-led content creation agency Sound Communities. Echoing the coastal ambiance of Torbay, where the arm-ring was originally discovered, this soundscape is aimed at honing listening skills and embracing auditory learning styles.

Inspired by the soundscape, writer Sarah Connors from The Writers' Block has designed these creative writing exercises to be used as story or poetry starters, supporting teachers and young people to engage in historic and creative learning around the mystery of the Goodrington arm-ring.

How to use your Creative Writing Resource Pack

The exercises in this pack can be used with a group or individuals. You can pick and choose which exercises you use. It is best to start with Part 1, but after that you can use them in any order.

To enable children to become fully immersed in their ideas, it helps to allow them to write freely with no barriers. They can then go back and edit grammar, spelling and punctuation once the ideas are on the page.



To listen to the Soundscape please scan the QR code or visit <https://soundcommunities.co.uk/showcase/viking-soundscape/>

Enter our Creative Writing Competition

We would love to see your writing, whether stories, poetry or anything else.

Submit your original creative writing entries based on the prompts and soundscape by the **1st November** to be in with the chance to have your work exhibited at Torre Abbey and win an incredible prize for your whole class.

Three lucky winners will receive an exclusive Sound Communities soundscape production workshop for their entire class here at Torre Abbey. All shortlisted entries will win a year's pass for Torre Abbey for their whole family.

To visit the *Vikings: Fact & Fiction* exhibition and to submit your entries please contact grace.melsher@torbay.gov.uk

Creative Writing Exercises

by Sarah Connors

Writer's Tip: There is no 'wrong' or 'right' when it comes to imagination. No one else can create the ideas that explode in your mind.

Warm Up

Make sure you are sitting in a comfortable position. Close your eyes. Relax.

Imagine an empty beach. It is night-time and a full moon illuminates the sea and sky. A soft breeze swirls across the bay. Feel sand between your fingers and stay in this scene for a moment. Imagine what this world looks like.

Part 1: Creating a Soundboard in Words and Pictures

Relax. Have paper and pen ready and press play.

Listen to the soundscape and transport yourself into its world. Using single words, write down all the different sounds you can hear. Try to fill your page with everything you can hear.

- Think about the sounds that crash over you. Which one is the loudest?
- Then focus on other sounds that are in the distance.

Listen to the soundscape again.

Now really concentrate on the faintest sounds, the ones that you can only just hear.

Have you noticed anything new? Are there some sounds that change in volume as the soundscape moves on in time? Add them to your collection.

Have some fun adding more descriptive words to your collection as well as accompanying sketches to create a beautiful page of ideas.

Extension - This could work in large or small groups or in pairs.

Appoint a sound technician. Listen to the soundscape. At any given time, the technician creates a sound of their own. For example, it could be the crumpling of a newspaper sheet or the clanging together of two spoons. What could this sound be? Add this to your soundboard.



Part 2: Creating a world/setting

Listen to the soundscape again. Close your eyes. Imagine you are inside the soundscape as an invisible observer. Zone in on one sound that you think is interesting and press pause.

Write the phrase 'I can hear' and add five words to create a powerful descriptive phrase. An example could be - *I can hear gentle rumbling beneath dark clouds.*

Repeat this by using your other senses (adding five words to each).

I can see ...

I can smell ...

I can taste ...

I can touch ...

Cross out 'I can ...' for each of the senses so that each line only includes the five words you have added.

Example: Gentle rumbling beneath dark clouds.

Read your five lines out loud and with confidence. Add moments of silence or softer tones to create tension or suspense.

Writer's Tip: Reflect on your five lines. Could they work better if you change the order or sequence?

Part 3: Creating Intrigue

Once more, transport yourself into the world of the soundscape.

Imagine a small precious object is glistening somewhere in this world. How did it get there? Is it a secret?

Create a short narrative that paints a powerful image of the setting (or the world of the soundscape) and introduce the precious shiny object.



Part 4: Creating Character

Writer's Tip: Most stories are led by what your main character is trying to achieve (their want) so think about your character's location, why are they there, what do they WANT or what are they trying to achieve in this location?

Listen to the soundscape. Can you hear footsteps?

In your mind's eye, zoom in on one set of human footsteps - one person.

Starting at the feet, create a drawing of how they might look. Work up to create a character sketch/drawing of their whole body. Ask yourself the following questions:

- What age and what gender is my character?
- How does my character walk/talk?
- Is my character physically strong or physically vulnerable?
- Does my character have a secret?

What is your character's *want*? For example, they might *want* to get back home or they might *want* to run away. Or they might just *want* to have a quiet walk. In a short phrase, write down your character's *want* in BOLD letters on the character sketch page.

On the same page as the drawing, write down some other interesting details about your character. You could do this using bubble writing or using different coloured pens.

Part 5: Structure

Writer's Tip: Most stories are structured in the following way:

1. Beginning - Introduce the Setting, Main character and their want, an Inciting incident.*

2. Middle - The character can't get what they want and this leads to a crisis.

3. Conclusion - What happens in the end and how has it changed the character?

** Inciting incident is when something happens that stops your character achieving their want. It normally happens at the end of the 'Beginning' section.*

Our soundscape also has this structure. Listen again. Can you hear three parts to a story? Can you sense where; the inciting incident happens, where tension rises to a crisis point and where the story begins to resolve or come to an end?

Creating a three-part story

Imagine you are a sea bird, soaring high in the sky and circling the scene of the soundscape. Using the sea bird as a narrator, create a three-part story.

You've already gathered some wonderful ideas from the previous exercises. Before starting your three part story, refer back to them for inspiration.

Credits

Writer

Sarah Connors

Soundscape

Sound Communities CIC

Development Team

Helen Reynolds - The Writers' Block, Grace Melsher - Torre Abbey

THE WRITERS' BLOCK

The Writers' Block is the Writing Centre for Cornwall. With innovation and creativity at its heart, The Writers' Block is both a place to write and a unique approach to developing confidence and skills in writing for everyone.

www.thewritersblock.org.uk



Sound Communities - Our vision is to create communities of empowered, creative, confident and resilient young people with the aspirations and skills to build a better and fairer future.

www.soundcommunities.co.uk

Torre Abbey

Torre Abbey is Torbay's most historic building complex dating from 1196. It is an ancient scheduled monument set within 17.8 acres of gardens and parkland. Torre Abbey is an accredited museum owned by Torbay Council, home to a regionally important collection and has been a centre of religious and artistic expression and hospitality for 800 years.

www.torre-abbey.org.uk

