A New Magícal Shop.

Year 10 Creative Writing JS



Purpose

Over the last few weeks, we have investigated specific writing techniques that authors use to successfully create living, breathing settings for their readers to imagine.

This task is designed to give you the chance to use those techniques to craft a description of a brand new shop opening on Diagon Alley in the world of Harry Potter.

Preparation:

- Revise the techniques we have explored over the past few weeks.
 - Prepositions using them within a sentence and as sentence starters.
 - The figurative language techniques used to 'Show' the scene. Metaphor, simile, etc.
 - The connotations of words and how they create tone and impressions in your writing.
 - Using the senses to create an experience for your reader.

- Read the passage below and identify the strengths in the writing: *Extract taken from "Harry Potter and the Half Blood Prince"*

Set against the dull, poster-muffled shop Fronts around them, Fred and Georges windows hit the eye like a firework display. Casual passersby were looking back over their shoulders at the windows, and a few rather stunned-looking people had actually come to a halt, transfixed. The left-hand window was dazzlingly full of an assortment of goods that revolved, popped, flashed, bounced, and shrieked; Harry's eyes began to water just looking at it. The right-hand window was covered with a gigantic poster, purple like those of the Ministry, but emblazoned with flashing yellow letters:

> Why Are You Worrying About You-Know-Who? You SHOULD Be Worrying About U-NO-POO-the Constipation Sensation That's Gripping the Nation!

Harry led the way into the shop. It was packed with customers; Harry could not get near the shelves. He stared around, looking up at the boxes piled to the ceiling: here were the Skiving Snackboxes that the twins had perfected during their last, unfinished year at Hogwarts; Harry noticed that the Nosebleed Nougat was most popular, with only one battered box left on the shelf. There were bins full of trick wands, the cheapest merely turning into rubber chickens or pairs of briefs when waved, the most expensive beating the unwary user around the head and neck, and boxes of quills, which came in Self-Inking, Spell-Checking, and Smart-Answer varieties. A space cleared in the crowd, and Harry pushed his way toward the counter, where a gaggle of delighted ten-year-olds was watching a tiny little wooden man slowly ascending the steps to a real set of gallows, both perched on a box that read: Reusable hangman--spell it or he'll swing!

- Decide on your narrative point of view. First, second of third person.
 Be prepared to justify why you have chosen that P.O.V What does it do to help enhance the experience for your reader?
- Decide what your shop will be selling. This will help you develop a mind-map about the senses you will experience in this store. What sights, smells, tastes, sounds and feelings will your reader experience.
- Consider a logical way to move your reader through the room. Do they interact with objects? If they do this should only serve to enhance your description of the location, not become the focus of your writing.
- Write your first draft. Focus on getting your ideas on the page, you can always return to your writing and edit it.

Final Piece

- Should be between 300 500 words.
- You should spend a significant amount of time editing and rewriting your work. Be sure you have used the figurative language techniques we have discussed.
- You have 6 in class lessons to work on this piece where I will give you feedback. Then you will have 2 lessons to work on it on your own. You may not work on it at home.
- You will publish your submission on your personal blog.

Advice

- You are advised to seek feedback during the drafting process.
- Use any means to spark your imagination. Look at images, watch video clips from the films, draw your shop before writing it.
- Write what you know. Use your own experiences and interests as a starting point, then given them the magical treatment.
- Remember, the Harry Potter world is about taking something already exists, and taking it an unrealistic level.