

Create a spell

What do you want your spell to do?

You might want to make a list of ingredients and a method explaining how to use the ingredients, like a cake recipe. Or you might want to create a poem.

Make your spell as interesting and unexpected as you can!

You might also want to do some drawings around your spell.

Read the words of your spell to someone else. Can they guess what the spell is meant to do?

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Workshop 3 - Wilde
Ages 9-11



Create a spell

Name:

Witch Hot Seat

There's a witch in your school. It's you! You are trying to hide it from everyone.

How does it feel to be hiding who you are?

What strange things happen to you, or around you which don't happen to anyone else?

As a class, Hot Seat each other. You don't have to hide things from your class when you're in the Hot Seat!

Local Legends

Choose locations from your local area and create legends.

A legend is usually a well-known story or tale, sometimes very old and not always verified as true, that people tell and sometimes has been passed down through generations, like the Loch Ness Monster, or King Arthur.

You might want to use place names to inspire you.

Remember legends don't have to be realistic! They can have all sorts of magical creatures.

They don't need to be more than a sentence or two. Near to where I grew up there was a mountain with a big hole in it. It was known as the Giant's Bite. That's a whole legend in two words!

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Local Legends

Name:

Strange Happenings

Choose one main location for your story and list the strange/notable places or things which happen there.

For example, in the book 'Wilde', the character Wilde goes to stay in a town called Witch Point. It has:

- A clock which strikes thirteen times when there is a funeral.
- A gallows in the town square.
- Witch themed shops and cafes.
- A cemetery which is slowly sliding down the hill.
- A crossroads where people (and dogs) are repeatedly hit by lightning.

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Strange Happenings

Name:

What's in your suitcase?

In the book, Wilde arrives in Witch Point with a suitcase of objects.

What would your main character have in their suitcase? Why does your character have these items?

Draw a suitcase and the objects inside of it.

Wilde has:

- A collection of The Complete Works of Shakespeare
- A broken raven brooch
- A photo of her mum
- A bird skull
- Two sticks of rock with the name of where she lives running through them

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What's in your suitcase?

Name:

Start your story

Start your witch themed story!

You might start with:

- Your spell
- Arrival in your strange location
- The first day in a new school
- Your legend
- Your character unpacking their suitcase

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A series of 18 horizontal black lines spaced evenly down the page, providing a template for writing.

Name:

Extra tasks

Witch Point is affected by the Legend of the Seven Sisters and Winter the Witch.

Do some research and produce a poster of local legends and myths, superstitions and beliefs from your village / town / county / country.

'Wilde' has references to two Shakespeare plays – Macbeth and A Midsummer Night's Dream. Do some research into one of these plays. What can you find out about the characters, setting and plot?

The background to 'Wilde' about the witch trials is sadly true. Do some research into these persecutions. Good places to start are the Salem Witch Trials (USA) and Witchfinder General Matthew Hopkins.