



story explorer

What is a Story Explorer?

Story Explorers do just that: explore stories. We think about characters, imagine ourselves in their place, and respond in many different ways, such as illustrating and dramatising scenes and writing further adventures.

We can explore stories in many ways. We can read a book on paper, an ebook or a graphic novel; we can listen to an audiobook or a radio drama; we can watch a film; we can read aloud to a younger sibling, whether in person or online if we're not able to be in the same room. All are valid and all can spark our imaginations.

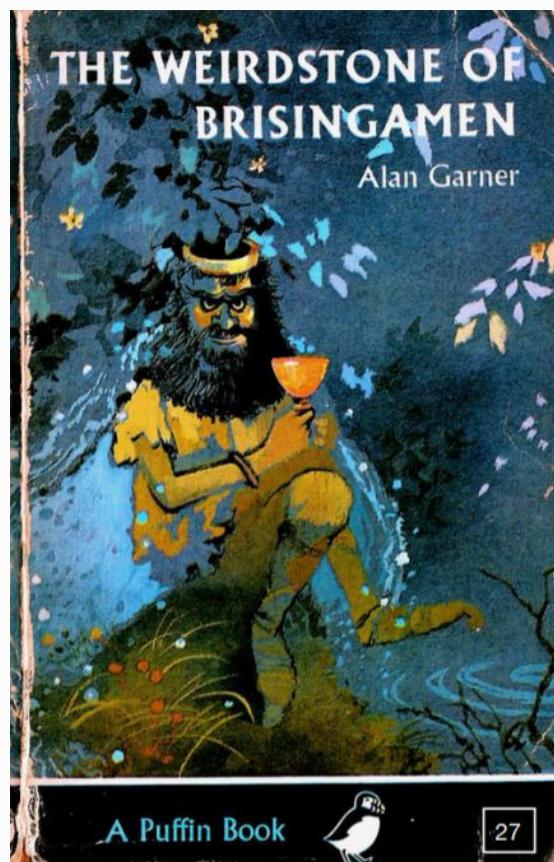
OUR ACTIVITIES

1 - FINDING CLUES

BASED ON THE BOOK COVERS, WHAT DO YOU THINK THE STORY MIGHT BE ABOUT?

2 - WRITING MY STORY

HOW WILL
THE WEIRDSTONE OF BRISINGAMEN
INSPIRE YOU?



The Weirdstone of Brisingamen

by Alan Garner

Today we're looking at *The Weirdstone of Brisingamen* by Alan Garner. But wait - don't open the book yet!

Finding Clues

First we're going to look at the cover of the book to see if we can find out what the book might be about. Because the book was first published 60 years ago, and has never been out of print, there are lots of different editions. We are going to look carefully at some of them. It is a bit tantalising not to open the book yet, but let's see what we can find out from the pictures first.

Use the table on the next page to make a note of the different characters, animals, objects and settings you find on copies of *The Weirdstone of Brisingamen* by Alan Garner.

Zoom in on details on the computer, or use a magnifying glass.

Book 4 looks very mysterious, much scarier than the others. Does the hooded figure remind you of anyone from other stories you know?

Book 3 shows a horse inside something, people holding things and a lake in the background.

You could spend about 20-30 minutes completing this table. You do not need to fill in every space.

Keep searching for clues in these illustrations. Use your own words to describe the characters, objects, etc.

Investigating Book Covers

As you look carefully at the illustrations on the book covers,
list the characters, animals, objects and settings.
Some of them have been written in already.
How many more can you find?



Questions

After the table is finished, think about these questions. There are no ‘right’ or ‘wrong’ answers, but there are lots of different ones.

1 - What do you think the words in the title mean?

2 - Did you notice that some of the titles were in different languages?

3 - Which illustration do you prefer? Why that one?

4 - Which cover is the most intriguing and makes you want to start reading?

5 - What do you think this story is going to be about?



Writing my own story about the Weirdstone

Story Explorers take inspiration from everywhere. Today, take inspiration from these book illustrations to create your own “Weirdstone of Brisingamen” story on a scroll (there is one printed on the next page).

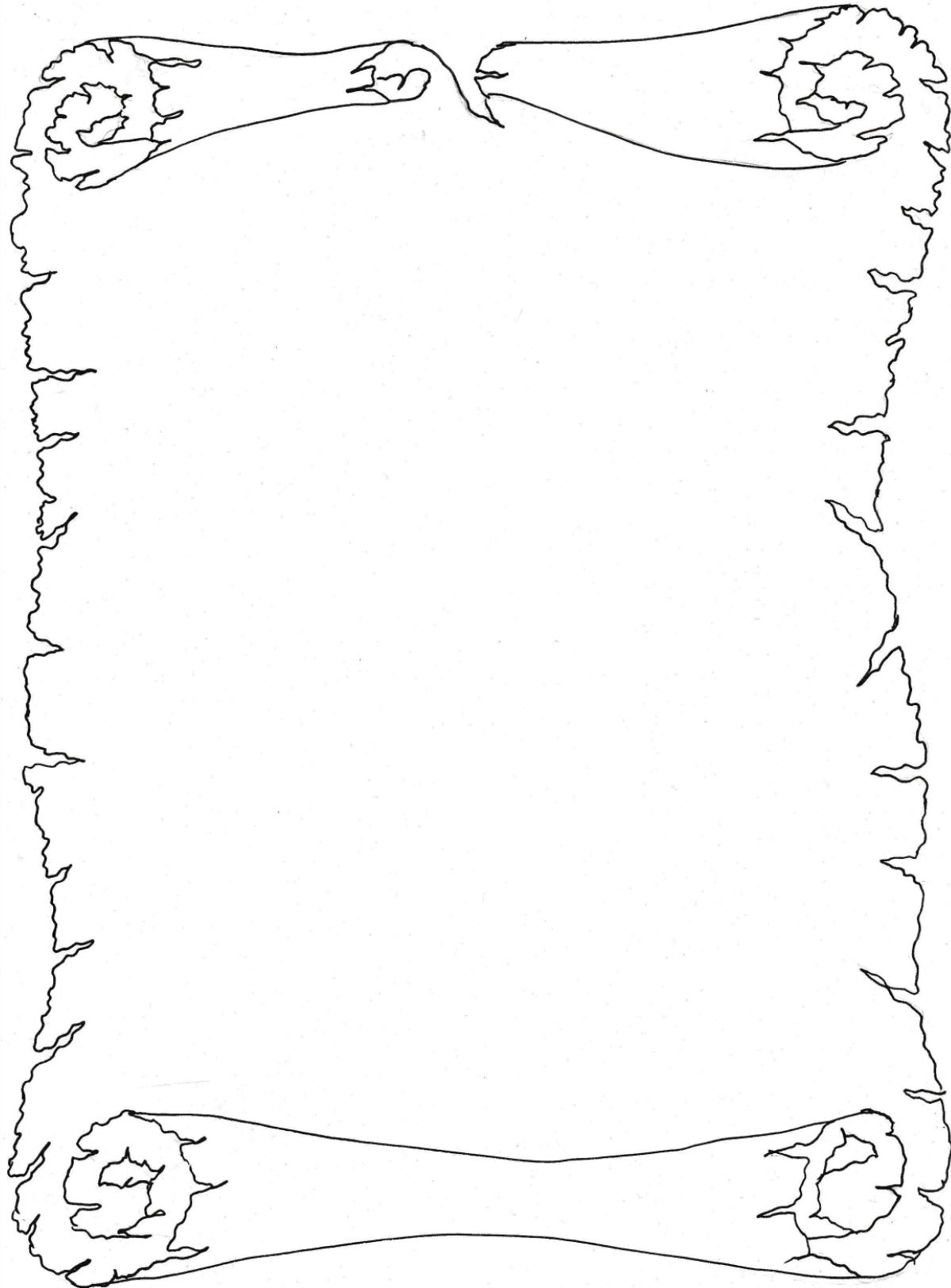
Write your own version of the story based on the things you find most intriguing in the illustrations. Use the table to remind yourself of the clues you found, and look back at the illustrations to remind yourself of details.

Don’t worry about your handwriting or spelling (as long as you can read it yourself) - what matters now is your imagination and getting your ideas out of your head and onto the paper.

Afterwards, if you wish, share your stories. Discuss what you really liked about the plot and the way the story was told.

Start writing the story you imagine you will find inside the book covers.

Use animals, characters, objects and settings you found in the illustrations.



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