

These activities are designed to spark ideas and inspiration for The Glitch. You can do them in class as individual writing exercises, group or class discussions, or set as homework so your students come to the next lesson full of ideas, ready to write their mini sagas.

SURPRISE SUPERPOWER

Ask students to imagine they wake up one day with a superpower. What is it? What would they do with it? Would they use their new power for good or evil?

Suggest they think beyond the classic powers of flying, invisibility or teleportation. Encourage them to really let their imaginations go wild!

E.g. Control electricity; tell when people are lying; turn into an animal; control the weather.

OBJECT SWAP

Ask students to choose an everyday object. You can suggest the objects or even give out objects to give them something to focus on.

Students should now imagine their object suddenly glitches, changing in some way, or even completely! What does it turn into? What effect does that have? What would they do with it? You can suggest changes to get them started.

E.g. A pencil turns into a magic wand; a stapler grows teeth; a book turns into solid gold; a jelly multiplies and won't stop.

WOULD YOU RATHER...?

Ask students some of the following "either/or" scenarios (or create your own) and ask them to vote on which side they'd pick and why. It will get them considering different realities and induce discussion and debate.

Would you rather...

...have giant hands, or giant feet?

...see 10 minutes into the future, or any moment from the past?

...have £1 million today, or £5 million in 10 years' time?

...swap bodies with a dog or a cat?

...have a pause button or a rewind button for your life?

...live in a world with no motor transport, or a world with no internet?

PARALLEL UNIVERSE

Students should imagine they are in a parallel universe where everything is slightly (or massively!) different. Ask them to write a letter or a diary entry that describes this alternate reality and how it compares to their normal life.

Ask them to think about:

- Senses – sights, sounds, smells
- Feelings
- How they would act
- How other people behave
- Rules or laws

E.g. Robots are in charge; all the adults have disappeared; dragons exist; there are no phones; school doesn't exist.