## Spooky Cards



a locked room

a creaky stair

a lonely castle

a blown out candle

A set of cards with themes found in horror/ghost stories which can be used in a variety of ways to encourage discussion, creativity and collaborative writing.



a trapdoor
smell of unopened
rooms
a prisoner

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Webaddress:www.collaborativelearning.org/spookycards.pdf

## Spooky Cards Instructions



First work in pairs.

You will each receive a spooky card with a spooky theme.

Does it remind you of a story you know? A memory of a frightening experience? A film you have seen? A person you once met? Share this knowledge with your partner.

Can you think of a story that include both of your themes?

Now join another pair and take turns to explain what you have thought about and created.

Can you think of/up a story that includes all four themes?

All four of you take notes and write down a short draft version of the story you have thought up. Try to make it detailed enough to be able to tell your story together or alone to another group or to the whole class.

## Some suggestions for using these and similar cards.

There are more than enough cards so that every one in the class can have a different card. (See our summary sheet on transformations) You may want to select pairs/groups in advance and you can speed up pairing by putting coloured dots on the cards.

The idea here is to encourage the sharing of information, the finding of links, formulating questions and building confidence in talking with enough volume and confidence to larger and larger groups. We would strongly discourage moving to writing too soon, and if they write at this stage, it should be collaborative. We think t is a better idea to introduce a matched individual writing task after a decent interval (a week - 10 days?) to allow time for reflection.

This session could be followed by opportunities to do further research on the items or to research new items. Pairs or groups could then feed back what they have discovered to the rest of the class orally with pictures and diagrams or finally as a poster.

We would like to hear of any other ways in which you have used the cards. During lockdown cards like this have provided good opportunities for families to talk and work together.

## Spooky Cards

an ancient feud an apparition

a bloodstain on the floor

a blown out candle

a clock ticking

an ancient bottle

a clock striking

cobwebs

a cold wind

a creaky stair

a dark forest

a deserted house

a dream

an empty boat

fierce gust of wind

a flash of lightning

fog

footsteps

a half eaten meal

a heavy rainstorm

a hidden room

a lifelike portrait

a light in the window

a lock of hair

a locked room

a lonely castle

a loose floorboard

a map

a mirror

a mountain road

a mystery key

a nightmare

noises in the night

no moon, no stars

an open book on a table

a prisoner

a ravine

a ruin

a scream

a secret passage

a severed finger

a silent servant

a shivery feeling

a skull

a sliding panel

a small pile of ash

smell of unopened rooms

sudden cold air

a suit of armour

three knocks on the door

a trapdoor

a thunderclap

a tower

an unfinished message

a wardrobe

a yawning abyss

What other items would you like to add?

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an ancient feud	an apparition	a bloodstain on the floor
a blown out candle	a clock ticking	an ancient bottle
       <b>a clock striking</b> 	a clock ticking	       cobwebs   
a cold wind	a creaky stair	a dark forest
a deserted house	a dream	an empty boat
a fierce gust of wind	a flash of lightning	fog

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footsteps	a half eaten meal	a heavy rainstorm
       <b>a hidden room</b>   	a lifelike portrait	a light in the window
a lock of hair	a locked room	a lonely castle
a loose floorboard		a nightmare
noises in the night	no moon, no stars	an open book on a table
a prisoner	       <b>a ravine</b>     	a ruin

a scream	a secret passage	a severed finger
a silent servant	a shivery feeling	a skull
a sliding panel	a small pile of ash	smell of unopened rooms
sudden cold air	a suit of armour	three knocks on the door
a trapdoor	a thunderclap	a tower
an unfinished message	a wardrobe	a yawning abyss