

A writing activity from

Grimm & Co

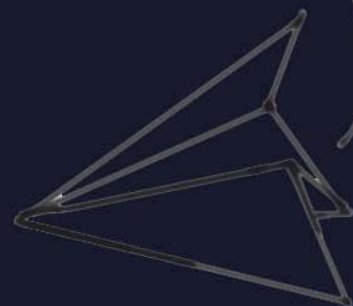


30 Grimm Days: Days six to ten

Introduction: 30 Grimm Days is a series of thirty bite-sized creative activities put together by the Grimm & Co team. We hope that these activities are lots of fun to do – and we hope that they don't make you feel under any pressure!

You can do as many or as few of these activities as you like. If you miss days, skip activities you don't like, do activities in the “wrong” order, or take longer than thirty days to do them, that's all completely fine! The main thing is that you're enjoying yourself and being creative.

Day six: the third panel in the comic strip is the 'resolution' panel. How does the plot, or joke, wrap up? Is it a happy, sad, funny, or ambiguous ending? Now you've become a comic strip drawing pro, perhaps you could draw more, bigger, comic strips, or teach someone else in your house how to create their own comic!



Day seven: platform video games are games where the character has to move across different platforms, often encountering obstacles and hazards along the way. These include classic games like *Mario* and *Sonic the Hedgehog*, and newer games like *Geo Dash*. Draw a cross-section of your house (imagine you're looking at your house from the front, but the outside wall has been sliced off and all the rooms have been revealed!) like it's a level in a platform video game. What are the dangers? What are the obstacles? What resources or goodies do people need to collect? What would be the big baddie that needs to be tackled, or the end goal that needs to be reached?

Day eight: Grimm & Co is one of many writing centres all over the world – but what would your own, personal dream writing centre be like? Grimm & Co is in Rotherham, is magic- and fairytale-themed, and has a secret door and a beanstalk! But what would yours be like? Where would it be, what would be its theme, and what cool features would it have? Design and describe your own dream writing centre – and it can be as fantastical and outlandish as you like!

Day nine: visit www.youthwriting.org to find out about all the different writing centres across the world. Pick one, and find out a bit about it and the place where it's based. Can you discover any cool facts about this place, or fun things to do there? Then, write a letter to child or young person who goes there (it could start 'Dear person that goes to [whatever the writing centre is called]...'). You could ask them about what their city is like, what kinds of things they've done with their writing club, or what they're doing to keep entertaining and positive during this difficult time. You could also share some advice or encouragement, or something about your own experiences – either in general, or at Grimm & Co. Send a copy of your letter to us here at Grimm & Co (either a photo of it, if it's handwritten, or a digital copy), and we can send it on to the relevant writing centre. Who knows, you might get a response from the other side of the world!

Day ten: syllables are the units of sound that words break down into. A haiku is an ancient form of poetry based around a particular syllable pattern: the first line of the haiku has five syllables, the second line has seven syllables, and the third line has five syllables. Apart from this strict syllable pattern, the other haiku rule is that they don't rhyme! Write a haiku, or series of haikus, about your life.