Teacher Instructions
KS3 | KS4

No.1: The Complaint Letter KS3 | KS4

Graham pulled the Mighty Prank when he should have been working.
There is a complaint letter enclosed with more information,
but it's not the full story.

Come up with ideas as a group about what might have happened

Students can use creative writing to recount the incident.
This can be done all together, in small groups or individually.

ADAPT:
· Explore what happened in other creative ways like a drama
improvisation to re-enact the Mighty Prank.
You could even video your re-enactment!

EXTEND:
· How do you think Enoch Grimm reacted to the complaint letter?
What did he write back?

No.2: The Journal Entry KS3 | KS4

A page from Graham's journal is enclosed but it appears to have been
written in invisible ink!

Students can have a go at imagining Graham's diary entry from this
fateful day, through creative writing, storyboarding or even spoken
word poetry.

ADAPT:
· Explore drama exercises, walking around the room as Graham, and try
using thought tracking to explore empathy.

EXTEND:
· Write a journal entry, as Graham, on the day he founded Grimm & Co.
Encourage students to perform these as a monologue.

No.3 & 4: The First Potion KS3

Go to: www.grimmandco.co.uk/missingmemories

Look at the graph titled 'Grimm's Quarterly Figures' in my story. You can see how popular the First Potion was. We just can't remember what it consisted of. Enclosed is an example potion label for Grandma's Scabs that we use in our apothecary so you can all see what one looks like.

Print off the template potion labels for your class.

Create the first potion using their label, describing the ingredients and possible side effects!

ADAPT:
· You do not need to use the template. Potions could be drawn or made using other materials. Recycle old plastic bottles and attach your finished labels!

· You may want to work together, as a class, to generate a word bank.

· Use different liquids to explore a potion's properties - its consistency, how it looks or smells!

EXTEND:
· Make these potions! You could create potions in all sorts of inventive ways making connections to subjects like chemistry or food technology.

· Turn your ingredients and side effects into a poem.

· Write an advertisement in the form of persuasive writing to convince others to purchase the potion.

No.3 & 4: Your Own Potion KS4

Enclosed is an example potion label that we use in our apothecary for Success Stimulant, so you can all see what one looks like.
Go to: www.grimmandco.co.uk/missingmemories and print off the template potion labels for your class.

Answer the question: If you could drink any magical concoction right now, what would it be and why would you drink it?
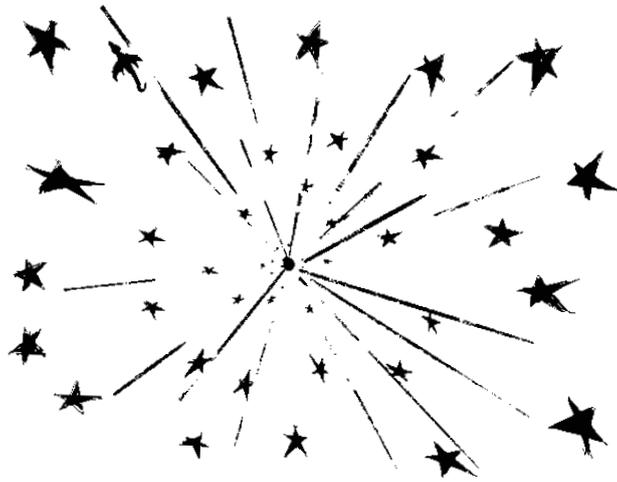
Remember, all enchanted tonics have side effects…

ADAPT:
· You do not need to use the template. Potions could be drawn or made using other materials. Recycle old plastic bottles and attach your finished labels!

· You may want to work together, as a class, to generate a word bank.

· Role-play what happens when a person drinks the potion. How do passers-by react?

EXTEND:
· Make these potions! You could create potions in all sorts of inventive ways making connections to subjects like chemistry or food technology.

· Write a stream of consciousness piece for two minutes exploring why they would take the potion.

· Write an advertisement in the form of persuasive writing to convince others to purchase their potion.

Showcase

Showcase the incredibly creative work your students have produced, in your school, with parents and carers and even the wider community.

HERE ARE A FEW IDEAS:

· A comedy mime show where students re-enact the Mighty Prank.

· A performance showcase where students share their journal entries as monologues.

· Create a competitive marketplace or your own apothecary shop in a corner of your school and try to sell potions to customers.

· Hold a poetry slam!

· Students could present their investigative work to an audience, proving that they have regathered Graham's lost story.