

NOW THAT'S WHAT WE CALL ...

# Creative writing

KS3 teaching pack







You are going to go on a journey to try and find the 'Cure' for a terrible illness. Read the following and then complete the activities to complete your quest.

## The story so far

Many years ago, the Emperor Zebulon ruled over the country of Britannica. He was strict, but he was fair, so the people admired him and obeyed his laws. For decades, there was peace in Britannica and the country prospered.

However, Gromitz, the evil wizard, was growing increasingly jealous of Zebulon's power and popularity. He believed he should be ruler of Britannica. Zebulon understood this and offered to work together with Gromitz to rule the country of Britannica. Unfortunately, Gromitz turned out to be both cruel and incompetent, so the people did not respect him.

In the end, Gromitz was so jealous of Zebulon's popularity that he declared war on him, and defeated him, using a strange mixture of chemicals. Many people and animals died, and the countryside was polluted. Zebulon was sent into exile on Tongwe Island, far away in the north. Gromitz ordered that a massive new palace be built for him, containing every luxury that had ever been thought of. As soon as it was finished, he went to live in it, and there he was safe from the effects of the chemicals.

As the years went by, the people of Britannica continued to live their lives as best they could, but a strange illness started sweeping the land. It became clear that the chemical weapon had affected the immune systems of the people. Many people were too ill to work. Everyone was desperate.

Then a rumour began to spread. It was said that Zebulon possessed a cure for any illness. It was also said, however, that he had grown bitter in his old age, and was angry that the citizens of Britannica – including the rebels – had put up with Gromitz for so long without challenging his leadership.

Years passed, and Zebulon finally took pity on the citizens of Britannica. He sent a secret message to the mayor of Britannica (a notorious rebel) declaring that he agreed to negotiate. He was now ready to pass on the secret of the Cure. However, he would only permit **one** person from Britannica to visit him on Tongwe Island.

The journey would, of course, be  
perilous ...

**Before you continue, make sure you can answer all these questions:**

- a) What kind of ruler was Zebulon?
- b) Why didn't the people like the wizard Gromitz?
- c) Why did Gromitz declare war on Zebulon?
- d) Why was it inevitable that Gromitz would defeat Zebulon?
- e) Why had life become so hard for the people of Britannica?
- f) How could Zebulon help the citizens, according to the rumour?
- g) Why couldn't the rebels easily get help from Zebulon?
- h) Why do you think Zebulon finally took pity on the citizens of Britannica?
- i) Why do you think the journey would be so dangerous?

**Creating your character**

You must start by designing your main character – the hero of the story. Choose three items from each group that will be your character's 'strengths' and then complete the character profile.

**Group 1: physical skills**

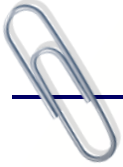
- hand/eye co-ordination
- sprinting
- rock-climbing
- judo
- rowing a boat
- swimming and lifesaving
- archery
- weightlifting
- good reflexes
- hiking
- horse-riding
- gymnastics
- fishing
- throwing
- ball games
- endurance and stamina
- skateboarding

**Group 2: talents**

- map-reading
- art of persuasion (gift of the gab)
- foreign language learning
- mathematical ability
- sign language
- initiative
- good memory
- artistic/visual ability
- scientific ability
- imagination
- problem-solving
- relaxation techniques
- acting
- creative writing
- organisation
- stealth

**Group 3: interests**

- machines
- music/singing
- inventing things
- collecting things
- sports/dancing
- nature/the environment
- farming/gardening
- drawing/art/fashion
- survival skills
- journalism
- cooking
- politics
- making things / crafts
- fixing broken things



# Character profile

Your character's name .....

Your character's age .....

Your character's appearance

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Family members still living

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Pets

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Phobias

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Physical skills

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Talents

.....

Interests

.....



## Law and order in Britannica

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List five of the laws that Gromitz has passed since coming to power in Britannica and the punishment that goes with them. For example:

Offence	Punishment
no one shall mention Zebulon's name no one shall insult Gromitz	mouth taped up imprisonment for life

## Choosing the rebel

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Finally, the mayor has had enough. He calls a secret meeting by the river at midnight for the local rebels and hopes that one of them will be up for the challenge.

### Task:

Write the letter that is secretly placed through the letter box of all the known rebels in the town inviting them to the meeting. The meeting is top secret so you will need to work out how to write the letter without anyone else understanding it. You might like to write in a secret code ...



At midnight, the mayor welcomes all the rebels to the meeting. He explains that Zebulon has a cure for the illness and it's Britannica's only hope. Next, he tries to persuade someone to volunteer to make the journey to Tongwe Island to fetch the Cure from Zebulon. The mayor tries to build people's self-confidence by offering words of encouragement. Finally, he appeals to the citizens' sense of duty to Britannica.

### Task:

Write the text of the mayor's speech.

You could use the below text to start you off:

*Citizens of Britannica!*

*Welcome! I am delighted that so many of you have broken the curfew tonight and made your way through the darkness to this meeting. I commend your courage!*

*Citizens, you are gathered here tonight to take part in one of the most momentous meetings in Britannica's history ...*

