

GCSE English Literature Activities

Bloom's Challenge

These activities are designed to:

- Give students a sense of ownership over the learning, and therefore the text itself.
- Allow students to learn how to adapt the genre and purpose of their writing.
- Encourage students to be creative, without the limitations of the classroom.
- Challenge more able students, who can be directed straight towards the most difficult task i.e. 'evaluate'.
- Synthesise students' home learning with in-class learning to create a confident assessment.
- Develop students' skills in independent learning, resilience, research, and responsibility.

Students can be given the sheet below as a project to complete at any stage of their learning around the play.

If set as a home learning project, you should allow 2-4 weeks for completion.

Students can be guided towards specific tasks, based on what you think they are able to complete.

The sheet provided is just a guideline - teachers can reword/redesign the project tasks as they see fit – they could all be tailored towards character/theme or have a spread of both/other areas.



Welcome to your Curious Incident Project!

It is up to you which challenge to accept. However, the points must add up to at least 15. You can choose any combination of challenges, as long as you collect 15 points in total.

Feeling brave? Go for the challenge you find most difficult!
Good Luck!

'REMEMBER' (3 points):

Research and make a list of five fictional detectives.

You must include the **name** of the character and **two-three sentences describing their role in the novel or play they feature in.**

'UNDERSTAND' (5 points):

Design a story board of the events in Christopher's journey to London. You must draw at least six images and accompany each one with a **sentence or two about what is happening.**

'APPLY' (8 points):

Research Asperger's syndrome and apply what you learn to a diary entry. You are someone living in London: what is it like for you? Your piece of writing should be **at least two paragraphs long and include a range of sentence types and interesting vocabulary.**

'EVALUATE' (12 points):

The play 'The Curious Incident of the Dog in the Night-Time' can be described as a classic piece of detective fiction.

How far do you agree or disagree with this statement? Argue whether or not the statement can be justified.

Top tip: Think carefully about the conventions of detective fiction.

Your argument must be at least four paragraphs (two paragraphs on each side of the argument).

'CREATE' (10 points):

Create a model of Christopher's bedroom: what would his room look like? What objects or possessions does he own? Think carefully about why he would own certain things. **Use any materials you like and be as creative as possible.**

'ANALYSE' (9 points):

It has been argued that the character of Siobhan is the most trustworthy character in the play, because she is slightly disconnected from the action.

Examine the ways that Siobhan is presented as a narrator, explaining what effect she has on the audience and why the writer has included her.

Your piece of writing must be **at least three paragraphs.**

