Educational Level:
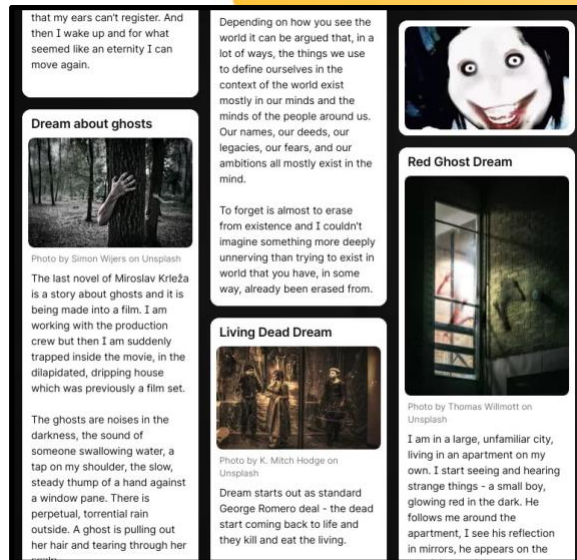First year

Subject Area(s):
Creative Writing, Literature

Time required:
<1hr

Genre Fiction HyFlex Activity – Nightmare Board

Overview

In this hyflex activity, students will share ideas for stories in a particular genre (in this instance, horror) by posting a visual or textual response to a question designed to prompt a story. The platform for the postings was Padlet, a tool that resembles a wall for posting notes and images asynchronously. For the horror fiction week, the question was 'What scares you?'. Students were asked to click on a link and 'share nightmares, scary stories, phobias and other horrifying images or ideas. The link was distributed in the lecture and also inserted into the video recording of the lecture via the H5P interactive content development tool in order to encourage participation from students who watch the recording of the lecture rather than attending in real-time. The overall aim of the activity was to encourage students to express their understanding of the main element of a popular genre (in this case horror) and to experiment with idea generation for that genre. The ideas can then be brought to a real-time tutorial and used as a starting point for discussion of genre conventions and further writing exercises.

Upon completing this activity, students will be able to articulate an informed understanding of the subjects and conventions of a popular fiction genre, in order to frame their creative work within the genre and/or their critical readings of key texts. This activity uses a hyflex, blended format to allow students to construct their knowledge through individual or collaborative idea generation and to then apply and refine this knowledge through real-time discussion and exercises in lecture and classroom spaces.

Completing these writing tasks in an online space will help to maintain engagement across the teaching week and allow students to share their views and approaches ahead of direct discussion in the tutorial, which will help to enhance collaboration and peer feedback in the classroom.

Before embarking on this project, you should ensure a teacher has access to Padlet to create a 'wall' upon which students can post. The program has a free use option and is very easy to use.

Supporting Tools and Resources

- [Student sample](#)
- H5P (https://h5p.org/)

Outline

	Step	Time	Description
1	Create	10 min	Teacher creates the Wall within Padlet for students to post on and then sends students the link or releases it in the lecture. The H5P interactive content tool can be used to insert the link to the Padlet in a lecture recording.
			Text of invitation to students could be worded like this:
			We've started building a nightmare board in padlet to brainstorm ideas for horror stories.
			Hop on before your tutorial this week and share a brief description of a nightmare, a scary experience, a phobia or a scene or image from a story or film that you found particularly frightening.
			https://padlet.com/novitzj/vmjzer9kr21sc8zv

				It can be a short or as long as you like, but it should be something you feel comfortable with another student possibly using as an inspiration or a starting point for a horror narrative!
2	Share	10	min	Students post up a response to the question of 'What scares you?' on the Padlet board and draw inspiration from each other's ideas.
3	Learn	30	min	Students look at the Nightmare Board in their tutorial and discuss other ideas that come out of the images and story snippets and build the snippets into longer stories using the conventions of the genre that have been discussed in the lecture and readings.