



Activity 2: "The Portal Peek"

Focus: Sensory Imagery and Mood. **Duration:** 40 Minutes.

The Mission

Students are "Explorers" who have found a crack in a wall that looks into another world. They can only see a small circle of this world. They must describe it so vividly that someone else can draw it.

Part 1: The "Visual Diet" (5 Mins)

Show the class a high-fantasy image (e.g., a floating castle, a glowing mushroom forest, or a city made of clockwork). **The Rule:** You cannot use the "main" word. (If it's a castle, you can't say "castle." If it's a forest, you can't say "tree.")

Part 2: The Sensory Grid (10 Mins)

Students draw a quick 2x2 grid on their page. They must find:

- **One Sound:** (e.g., the hum of a thousand wings, the grind of rusted gears).
- **One Texture:** (e.g., jagged obsidian, velvet moss).
- **One Smell:** (e.g., scorched ozone, ancient dust).
- **One Color Upgrade:** (e.g., instead of "blue," use *sapphire* or *cobalt*).

Part 3: The "Zoom-In" Writing Sprint (20 Mins)

Write one paragraph (80–120 words) describing the view through the portal. **The Twist:** The "Mood" must change halfway through.

- *Example:* Start by making it look beautiful and peaceful, then introduce one detail that makes it feel dangerous or creepy.

Part 4: The Artist's Test (5 Mins)

Students swap paragraphs. Without looking at the original image, the partner must draw a 30-second sketch based *only* on the description they just read.

Why this helps for the assessment:

- It teaches them the **"3-Sense Rule"** (Sound, Texture, Smell) to make a setting feel real.
- It trains them to use **specific adjectives** (the "Color Upgrade").
- It helps them practice **pacing**—moving from a calm description to a "hint of trouble."