



# *Spirit Walker* learning resource

Activities to help you explore  
*Spirit Walker* by Michelle  
Paver

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Age 8 to 14

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CFE Levels Two and Three

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Resource created by  
Scottish Book Trust

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Book Trust**  
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# Understanding the plot by creating a game

LIT 3-25a, LIT 3-36a

The following webpages will give your pupils a greater understanding of the typical fantasy/adventure game:

- Creating an [adventure game](#)
- Video game [design and structure](#)
- A day in the life of a [video game designer](#)

Ask your pupils to imagine that they are adapting the novel into a computer game (they can also incorporate details from other novels in the series). Divide the pupils into groups and give them responsibility for one of the following areas:

- Items, Rewards and Weapons
- New powers
- Level bosses/Fight scenes
- Game map
- Puzzles
- Bonus levels

After this, tell the class that they will be responsible for putting together an instruction manual for the game. Each group must contribute one part of the manual for the area they are developing. You can ask them to do this in different forms depending on ability: groups can submit an extended page of writing, a table or another type of diagram.

## Create a promotional poster

EXA 3-02a, ENG 3-27a

Spirit Walker is full of dramatic and emotional scenes. Ask the pupils to note down the scene they would choose for some or all of the following categories:

- Scariest moment
- Most dramatic scene
- Most emotional scene
- Favourite moment

After this, ask each pupil to select one of his or her chosen scenes and create a poster of that scene. You could extend the activity by asking them to imagine that the poster is a promotional one for the book and getting them to come up with taglines for their posters.