

SELF-LED ACTIVITY

INSPIRATION

TRAIL



Recommended for

KS2 & KS3 (History, English, Art)

Learning objectives

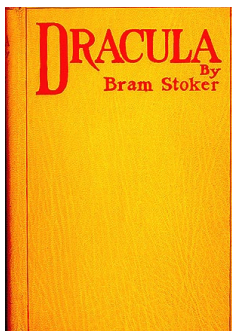
- Understand that Whitby Abbey has been, and still is, an inspiring place for writers and artists.
- Use the setting at Whitby as a stimulus for creative writing and art.
- Develop reading, writing and drawing skills.

Time to complete

45–60 minutes



A silhouette painting of Whitby Abbey by an unknown artist.



A reproduction cover of the first edition of *Dracula* by Bram Stoker, published in 1897.

SUMMARY

Print the trail (on **pages 34–35**) as an A4 or A3, double-sided resource and fold along the dotted lines. Photocopy enough trails for your class.

To get the most out of this resource, each student will need: a pen, a pencil, a notebook and a sketchbook. We don't recommend using loose paper as it can get windy on the headland.

ACTIVITY	WHERE?
1. DESCRIBE THE ABBEY	On the site of the cloister, between the Visitor Centre and ruins.
2. WRITE A HAIKU	At the west front of the church. Please be careful of the steep slope near the west front.
3. USE YOUR SENSES	On the patch of grass north-west of the abbey, overlooking the town, beach and sea below. Keep walking towards the perimeter wall until you get a good view of the beach below.
4. DRAW THE ABBEY	Looking at the east wall of the church from across the pond. Please keep walkways clear by gathering your class on the patch of grass by the bench.
5. FINISH THE STORY	In the open grassy area between the abbey and the car park.

Back in the classroom, students could turn the notes they made at Whitby Abbey into a longer piece of creative writing; or develop their sketches into a more detailed piece of artwork, choosing a medium other than pencil to work with. Share your artwork with us on Twitter [@EHEducation](https://twitter.com/EHEducation).

MORE LEARNING IDEAS

To adapt this trail for KS3, you could spend some time before your visit making a class list of key literary devices such as: simile, metaphor, onomatopoeia, sibilance, assonance, personification and hyperbole. You could use the literary sources 12 and 13 (on **page 43**) as exemplars. Ask students to identify and analyse how different writing techniques have been used in the extracts and encourage students to use them in their own writing.

INSPIRATION TRAIL

FOLLOW IN THE
FOOTSTEPS OF FAMOUS
WRITERS AND ARTISTS
AT WHITBY ABBEY

You will need: a pen, a notebook, a pencil,
a sketchbook.

3 USE YOUR SENSES

GET INSPIRED

Similes and metaphors are used to paint a picture for the reader. **Underline** one simile and one metaphor:

‘The sea is tumbling in over the shallows and the sandy flats with a roar... The horizon is lost in a grey mist. All is vastness; the clouds are piled up like giant rocks, and there is a “brool” over the sea that sounds like some presage of doom.’

From *Dracula* by Bram Stoker

HAVE A GO

Look out over the sea and beach. **Write** down some similes and metaphors to describe what you can see, hear, smell, taste and feel.

1 DESCRIBE THE ABBEY

GET INSPIRED

Underline four adjectives (describing words):

‘Jennet’s eyes scanned up beyond the houses to where the high plain of cliff reached out to the sea. She gasped and stared for there, surmounting everything, was a ragged crown of grey stone. The building was in ruins but that did not diminish its power... It was a worshipful thing.’

From *The Whitby Witches* by Robin Jarvis

HAVE A GO

Look at the abbey ruins. **Write** five adjectives to describe it.

4 DRAW THE ABBEY

GET INSPIRED

Stand on the spot where you think the artist stood when they painted this:



HAVE A GO

Move around until you find a viewpoint you like. **Sketch** the abbey.

2 WRITE A HAIKU

GET INSPIRED

A haiku is a non-rhyming poem that has 3 lines. The first and last lines have 5 syllables and the middle line has 7.

Rough stone standing tall
A gloomy shell whipped by wind
Empty but mighty

HAVE A GO

Touch the stones of the west front. **Think** about how they look and feel. Use these ideas to **write** your own haiku.

5 FINISH THE STORY

GET INSPIRED

Stand in a clear space on the grassy area between the abbey and car park and **read** this:

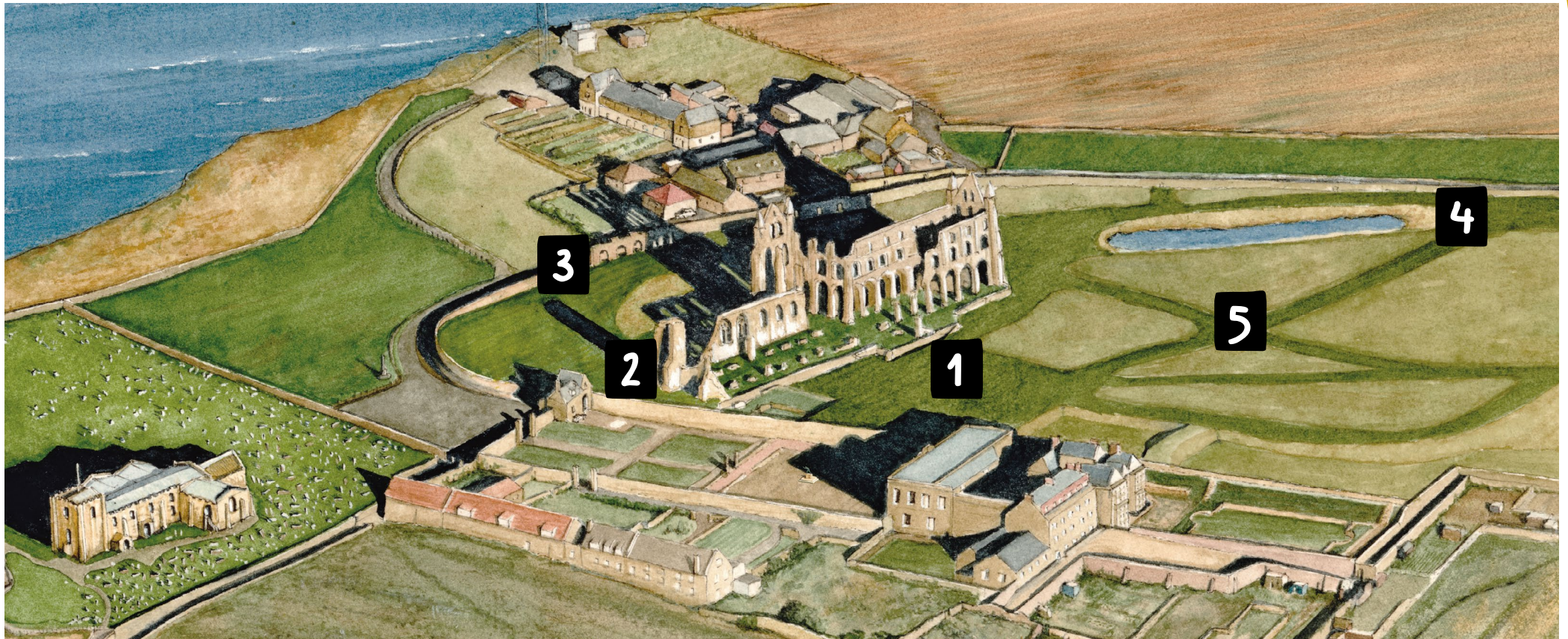
‘Below, the wild grasses bowed, slowly sweeping into a dry expanse, which mimicked the rippling water of the harbour. Yet beneath the swaying, seeding heads, the sleep of counted years was finally coming to an end. Presently the soil began to pulse, bulging upwards as if it were alive. There it parted, as its thick, knotted tangle of roots stretched and ripped apart.’

From *A Warlock in Whitby* by Robin Jarvis

HAVE A GO

What happens next? **Write** the rest of the story.

INSPIRATION TRAIL MAP



KEY

1 DESCRIBE THE ABBEY

2 WRITE A HAIKU

3 USE YOUR SENSES

4 DRAW THE ABBEY

5 FINISH THE STORY

EXTRA CHALLENGE



Back in the classroom, turn your ideas into a longer piece of creative writing or a more developed piece of artwork.