

# DLR - Artefact 7 (Human body) Transcript

[Audio: background music, light and upbeat. Person talking to camera, a full-size skeleton, a model skeleton, an anatomical figure]

(Setting: Warehouse, historical dolls,

(Large sign with text and images:

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Images include: The skeletal jaw of a dinosaur, Lady's Miao Boots (China/Thailand), children reading Viking books and examining ancient Viking pottery, child holding a rock.)

(Adam Bushnell) Hello, I'm Adam Bushnell and I'm an author from County Durham and today I'm working with Durham Learning Resources using their artefacts and books to inspire creative writing in the classroom. Today I have a full-size skeleton, a model skeleton, an anatomical figure but I'm not here to talk about science I'm here for us to plan our own spooky ghost story.

(Objects: Adam Bushnell points at a large skeleton, a small skeleton and an anatomical figure which shows the human bodies major organs.)

(Adam Bushnell) I'm using these artefacts in perhaps a different way from the way that they were intended to be used. To plan a ghost story, I think we could do it in the first person, so it's about us, and then we need to choose a spooky setting.

(Action: Adam Bushnell moves both his hands to his chest when he says the word 'us.')

(Adam Bushnell) For choosing a spooky setting I would recommend that we choose somewhere that is abandoned. Somewhere that nobody has been to before. I'll give you ten examples, you could have an abandoned church, abandoned graveyard, abandoned school, an abandoned warehouse, an abandoned circus, an abandoned beach, an abandoned mineshaft, an abandoned forest, an abandoned street, or an abandoned mansion.

(Action: Adam Bushnell uses his fingers to represent each example. When he uses the example, 'warehouse' he begins to look to his left and right as he stood in a warehouse.)

(Adam Bushnell) Wherever it is you choose it's abandoned there is nobody there and you are there by yourself. So, keep pausing the video and make notes as to what's going to happen in your story. Write down what your abandon setting is. I would recommend that we have this late at night. Late at night may be there are some spooky sounds we can hear the wind blowing, we can hear a wolf howling in the distance, perhaps a crow squawking or an owl hooting. Could you maybe write down some spooky sounds that are around you.

(Adam Bushnell) After that what we could do is think about why you're there; why would you be in an abandoned warehouse late at night; why would you put yourself in that position. I'll give you ten examples as to the reasons why, number one you could have become lost. Perhaps you were walking your dog and your dog has become lost.

(Adam Bushnell) A family member has become lost maybe you're there because you're a paranormal investigator and you've got to find out whether it's haunted or not.

(Adam Bushnell) Maybe you're there because you're recording a YouTube video and you wanted a spooky setting.

(Adam Bushnell) Maybe you're there because somebody dared you to go there.

(Adam Bushnell) Maybe you're there because you heard that there's something valuable you've gone to get it.

(Adam Bushnell) Maybe you're there because you were there during the day, and you dropped something valuable like a phone or a laptop and you've gone to get it back.

(Adam Bushnell) Maybe you're there because you were looking for your friends, they arranged to meet you there.

(Adam Bushnell) Maybe you're there just for the adventure to find out what's going to happen.

(Action: Adam Bushnell uses his fingers to represent each example.)

(Adam Bushnell) Write down the reason that you're there in your spooky setting.

(Action: Adam Bushnell pauses.)

(Adam Bushnell) After that we can have some spooky events, we're not going to meet our ghostly character just yet we're going to think about spooky things to build the tension.

(Adam Bushnell) I'll give you 10 examples again. Maybe there are footsteps tapping towards you.

(Adam Bushnell) Maybe you hear your name being whispered on the wind.

(Adam Bushell) Maybe the lights suddenly go out.

(Adam Bushell) Maybe you hear your name being called.

(Adam Bushell) Maybe you hear creepy singing in the distance.

(Adam Bushell) Maybe you see something dart past, past in the shadows.

(Adam Bushell) Maybe you feel fingers on your shoulders.

(Adam Bushell) Maybe hear creepy singing in the distance.

(Adam Bushell) Maybe a door opens or closes by itself.

(Adam Bushell) Maybe something grabs your ankle.

(Action: Adam Bushnell uses his fingers to represent each example.)

(Adam Bushnell) Write down some spooky things that might happen in your spooky setting. Now we're up to the bit where we're going to meet a ghostly character, we're going to meet a ghostly figure.

(Action: Adam Bushnell points at the large skeleton figure.)

(Adam Bushnell) It could be a skeletal like creature like the ones that we've got there or perhaps the still bits of flesh attached.

(Action: Adam Bushnell points at the anatomical figure.)

(Adam Bushnell) Maybe the lungs are there, and they drop to the floor as this character walks towards you.

(Action: Adam Bushnell takes the lung model out of the anatomical figure.)

(Adam Bushnell) Maybe it's still got one eyeball in its socket. Maybe you can see intestines or heart or there might be open parts of skin and you could describe that.

(Action: Adam points at each part of the body he is speaking about on the Anatomical figure.)

(Adam Bushnell) Maybe you describe it as a skeletal figure as I mentioned earlier. But perhaps, it's carrying its own head underneath its arm.

(Action: Adam Bushnell point at the skeletal figure and then take the skull of the model and shows it to the camera.)

(Adam Bushnell) Maybe the skeletal figure looks a little bit different to a human skeleton it might have sharp teeth it might have horns you could give it some features of animal skeletons as well.

(Action: Adam Bushnell picks up a book and shows pictures of animal skeletons.)

(Adam Bushnell) Once you've described your creepy figure you could then put in a cliff hanger ending for example the top of the head fell off and the brain was exposed, I screamed and ran away.

(Adam Bushnell) It opened its mouth to speak, and it said, "You will never leave this place."

(Action: Adam Bushnell take the skeletal skull and lifts of the top of the skull to show where the brain would be. Adam Bushnell opens the skulls mouth o pretend it's speaking when he says the line "You will never leave this place.")

(Adam Bushnell) Or, you could have a different cliff hanger ending. Use these artefacts help you with your descriptions for a spooky story.

(Text: Navy Blue Screen with text saying 'Durham Learning Resources' logo and a 'Durham County Council' logo. )