

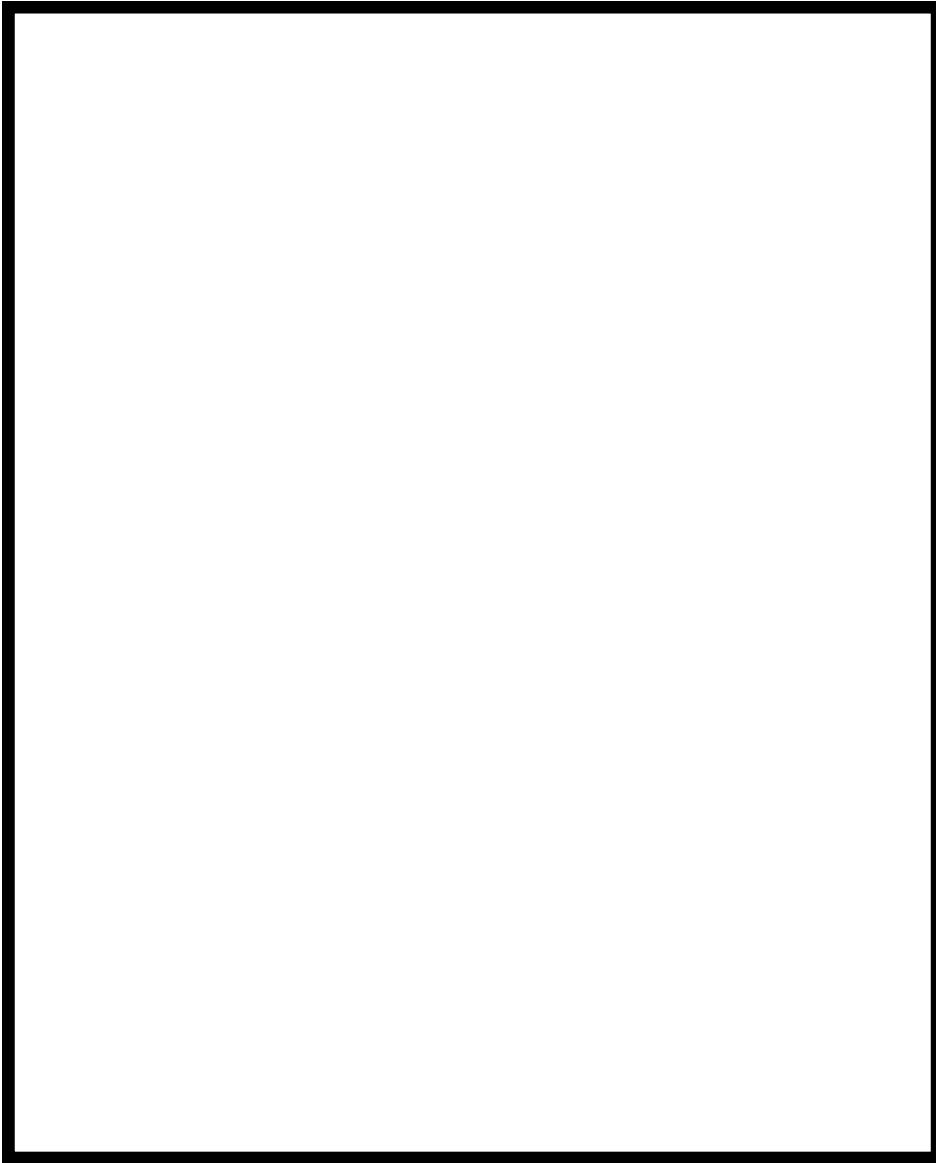
HORROR PLAYLIST

FOR THIS ASSIGNMENT YOU WILL BE CREATING AN ALBUM BASED ON ONE OF THE TEXTS WE READ FOR THIS UNIT. YOU WILL CREATE COVER ART, A TRACK LIST, AND EXAMINE TONE, MOOD, AND IMAGERY.

YOU WILL FOLLOW THE DIRECTIONS LISTED BELOW TO FILL OUT YOUR BOOKLET.

INSTRUCTIONS FOR PAGES:

- **FRONT/ COVER PAGE:** THE PAGE WILL FEATURE A COVER FOR YOUR HORROR ALBUM. CREATE A FULL COLOR IMAGE THAT ENCAPSULATES THE FEELING OF YOUR ALBUM OR IS A REPRESENTATION OF ONE OF THE WORKS YOU ARE FEATURING FOR THIS PROJECT. REMEMBER YOU ARE NOT BEING GRADED FOR SKILL RATHER, BY EFFORT.
- **PAGE 1: EXPLANATION FOR YOUR COVER PAGE.** WRITE AN EXPLANATION OF YOUR COVER, WHAT EMOTIONS YOU WISH TO EVOKE AND AN EXPLANATION OF THE DETAILS. (CONSIDER IMAGES, COLOR, ETC).
- **PAGE 2: TRACK LIST:** PLEASE PROVIDE THE 10 SONGS AND THEIR ARTISTS ON THIS PAGE
- **PAGE 3-4: QUOTE/LYRIC COMPARISON:** PICK ONE QUOTE FROM YOUR CHOSEN TEXT AND ONE LYRIC FROM YOUR SONG. COMPARE THEM BOTH, HOW DO THESE QUOTES RELATE? WHAT FEELINGS ARE EVOKED BY THESE TWO QUOTES?
- **PAGES 5-6: DEFINING THE MOOD:** PICK 3 WORDS YOU'D USE TO DESCRIBE THE MOOD OF THE TEXT. THEN FIND 3 ADDITIONAL LYRICS FROM SONGS THAT YOU HAVEN'T USED ON THE PREVIOUS PAGES.



Back

NAME: _____ **DATE:** _____

PLAYLIST TITLE

Add Cover Art in the box above

Front

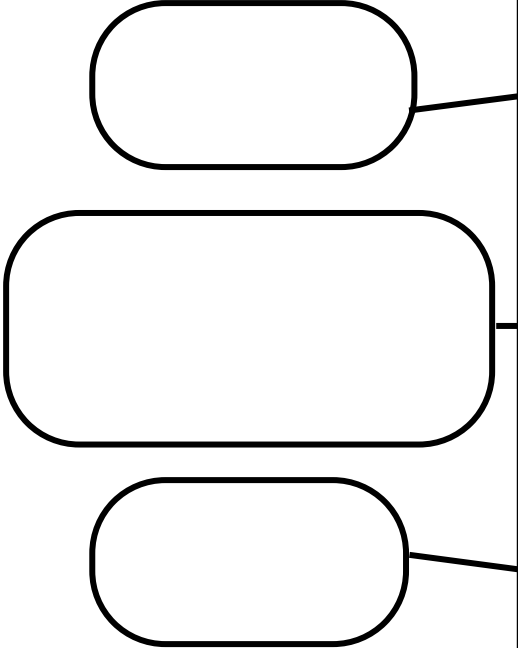
PAGE 5

MOOD ANALYSIS

Quote from text 1:

Quote from text 2:

Add 3 words in the bubbles below that describe the mood of the text.



In the boxes to the left, add quote from the text that capture the mood. Remember to cite.

Please add your Songs and Artists below:

PAGE 2

TRACK LIST

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____



HORROR REWRITE

REIMAGINE YOUR FAVORITE STORY

Objective: Your mission is to take an existing story—a classic tale, a contemporary piece, or even one of your own previous narrative works—and reconstruct it through the lens of the Horror Genre. You are tasked with maintaining the narrative's recognizable core while completely shifting the atmosphere, intent, and stakes.

The Core Requirements

Your piece must demonstrate mastery of the following literary techniques:

Genre: The original narrative structure must be clearly recognizable, yet the genre shift must feel earned and deliberate.

Trope: Incorporate at least three distinct horror tropes.

Examples include:

- The Uncanny: Making the familiar feel wrong or unsettling.
- Isolation: Physical or psychological separation from help or safety.
- The Monster Within: Internal conflict that manifests as external terror.
- The Final Girl/Survivor: The archetype of the last person standing.
- Foreshadowing/Dread: Building tension before the "reveal."

Atmosphere: You must define and maintain a specific mood (e.g., suffocating dread, frantic paranoia, uncanny unease) and tone (e.g., clinical, frantic, gothic, cynical) throughout the piece.

HORROR REWRITE

INFORMATION CONT.

Choose Your Medium

Select one of the following formats to execute your vision. All choices must meet the rigor of a 12th-grade English Writing Assessment.

Medium	Requirements
Written Narrative	2,000-4,000 words. Focus on sensory imagery and pacing.
Film	3-5 minute short film.
Comic/ Graphic Novel	Minimum 6-page sequence. Must demonstrate visual storytelling (paneling, ink usage, color palette).

Success Criteria

Your work will be evaluated on the following:

- Structural (10 pts): Does the story still function as a narrative while effectively transitioning into horror?
- Thematic Depth (15 pts): Are your horror tropes used to enhance the story's themes, or do they feel tacked on?
- Atmosphere (15 pts): How effectively do you use language, lighting, sound, or visual composition to create a consistent mood?
- Technical Proficiency (10pts): Grammar, pacing, cinematography, or illustration quality appropriate to your chosen medium.



For this project you will be examining a text of your choice that we discussed throughout the year. Your group will choose one text and create an Analytical Web. You will make historical, artistic, and current societal connections. Please follow the instructions provided below.

Objective: Students will think critically about the text and make connections between the primary text with different subject matters.

Your Web will include the following:

1. Title and Author

- a. Themes
- b. Topics
- c. Context - this will be dependent on what you are analyzing within your web.

2. Secondary Text:

- ****Specifically a text NOT discussed in class. This maybe a novel, short story, movie, poem, etc.****
 - a. Connected Themes,
 - b. Connected Topics and Context.

3. Historical Contexts:

- a. What was/were the historical contexts that inspired primary text.
- b. Make connections with other elements of the web

4. Current Societal Connections:

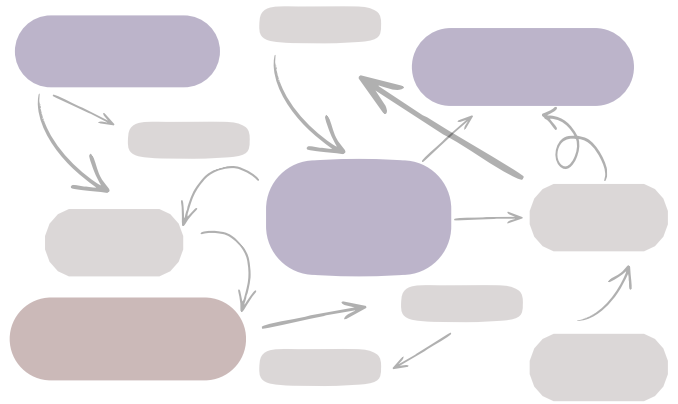
- a. What connections can we make to our current everyday anxieties or problems (politics, social media, adolescent struggles, etc.)

You want to consider how do all of these elements connect with one another.

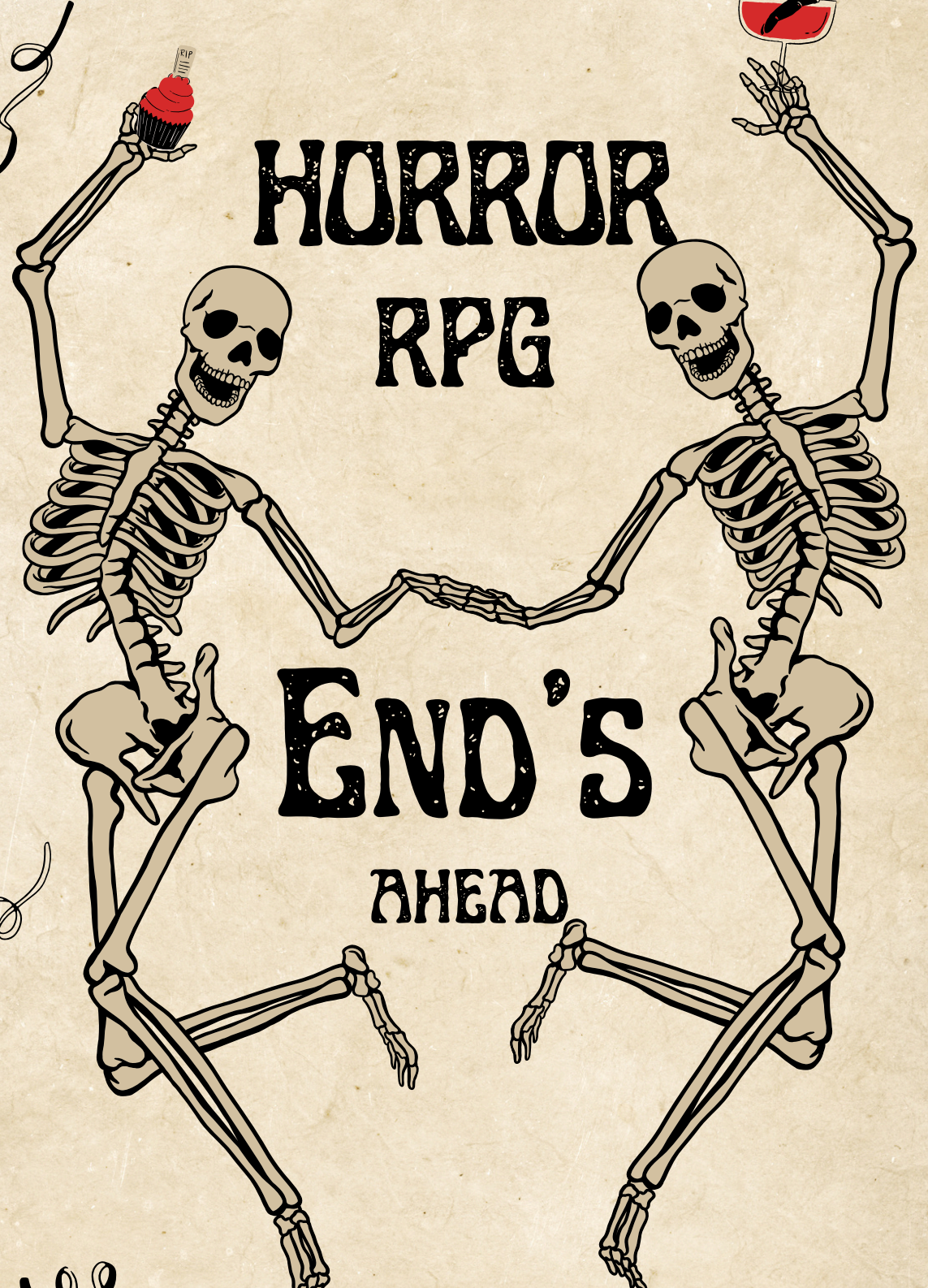
BRAINSTORM

Fill out the table below with some ideas for your web. Do some preliminary considerations for what texts you will be analyzing for this project.

Please provide the text and other names below in the shaded areas.



Primary Text: -----	Historical Context: -----
Current Societal Context: -----	Secondary Text: -----

The illustration features two skeletons in a dancing pose, facing each other with their arms raised. The skeleton on the left holds a red cupcake with a white topper that says 'RIP'. The skeleton on the right holds a martini glass with red liquid and a black olive. The skeletons are drawn in a simple, cartoonish style with black outlines and light beige shading. The background is a textured, light beige paper with a decorative black border of floral and scrollwork patterns. The text is in a bold, black, distressed font.

HORROR RPG

END'S AHEAD

End of year assessment! Let's DIE
From FUN!!!

RPG TEMPLATE

Project Goal: Design a cohesive horror-themed role-playing game (RPG) by establishing a unique world, compelling characters, and five chilling scenarios.

Part 1: The Genre & Setting

Horror is a broad genre. Use this section to define the specific "flavor" of your game and the world where it takes place.

Element	Description
Sub-Genre	(e.g., Gothic, Slasher, Psychological, Cosmic, or Paranormal)
Core Theme	What is the main fear being explored? (e.g., Isolation, the Unknown, Betrayal)
The Setting	Where and when does the story happen? Describe the atmosphere (sights, sounds, smells).
The "Rules"	What makes this world dangerous? What can or can't the players do?

Map it out:

You will create a map of the play area. Think about what parts exist for the players. Consider what is accessible when?

RPG TEMPLATE

Project Goal: Design a cohesive horror-themed role-playing game (RPG) by establishing a unique world, compelling characters, and five chilling scenarios.

Part 2: Character Archetypes

Create three distinct character types that players can choose from. Each should have a specific role and a "Flaw" that complicates their survival.

Horror Archetypes: (Brainstorm with your group below).

Archetype A: Name, Role, Unique Skill, and Fatal Flaw.

Archetype B: Name, Role, Unique Skill, and Fatal Flaw.

Archetype C: Name, Role, Unique Skill, and Fatal Flaw.

RPG TEMPLATE

Project Goal: Design a cohesive horror-themed role-playing game (RPG) by establishing a unique world, compelling characters, and five chilling scenarios.

Part 3: The 5 Scenarios

Design five escalating encounters. These should move from the "Inciting Incident" to the "Climax."

1. The Hook: How are the players introduced to horror? What is the first sign that something is wrong?
2. The Escalation: A situation that forces the characters to make a difficult choice or lose a resource.
3. The Discovery: The players find a clue about the true nature of the threat.
4. The Trap: A high-tension moment where the environment or the monster corners the players.

The Final Stand: The ultimate confrontation. What is the win condition? What is the failure condition?

****Consider the following mechanics:****

Part 4: Mechanics of Fear

Describe one specific gameplay mechanic that reinforces the horror. Examples include:

- Sanity Meter: Players lose "Sanity points" when seeing something terrifying.
- Limited Light: Players must manage a depleting light source (battery/candle).
- Silence: Players must remain quiet in real life or use a specific mechanic to avoid detection.