

Cool School and Creep Street

A JOURNEY OF CHOICE

Exploring the Text

Check with your teacher about which questions to try.

- ① List the advantages of a 'choose your own adventure' book.
- ② When you have made your final choice in each of these novels, justify the ending you have chosen.
- ③ How many different ways could you end the story? Explain.
- ④ Write your own ending to the story.
- ⑤ What is the connection between each of the main characters and the plot as you 'wrote' it?
- ⑥ Think of the way you 'wrote' the story. Which choice that you *didn't* make would have most changed the story?
- ⑦ Think about the choices you have made. Change one of your choices to the most illogical choice. What difference would that make?
- ⑧ How many ways could you have ended the story? Explain why you rejected one of the choices.
- ⑨ Make a time line of the main event in each chapter. What choice made the most difference to the way your story ended?
- ⑩ What are your criteria for a good book? How does a 'choose your own adventure' story meet these criteria?
- ⑪ Can you compare these stories with other books John Marsden has written, or are they in a category of their own? Explain.

Think it through talk it over

In groups or as a class, discuss one or more of these topics.

1 To choose or not to choose

Do you like to choose what happens next in a story you are reading? Why or why not?

Would you like it if all books allowed you to choose what happened next? Explain.

Are there any other John Marsden novels you have read where you would have liked to change the ending? Give details.

2 Real life choices

Is your life like a conventional story where each stage is already written, or can you choose what happens next?

What choices do you have in your life?

Is there anything you see as inevitable about your life?

What sorts of choices would you like to have that you don't have now?



Try one or more of the following activities.



board game Make a board game of *Cool School* or *Creep Street* where your choices are decided by the roll of the dice.



cartoon Make a cartoon of your favourite version of one of the stories.

your turn to write
Write your own 'choose your own adventure' story.

