Objective

By the end of this lesson, Charlie will have a deeper understanding of the imagery and metaphors used in Little Nightmares. He will be able to analyze specific elements of the game and express his interpretations through creative activities.

Materials and Prep

- Paper and pencils for sketching and note-taking
- Access to a computer or device to watch gameplay videos or trailers
- Art supplies (colored pencils, markers, or crayons) for creative activities
- Optional: A notebook to keep track of thoughts and ideas

Before the lesson, ensure Charlie has a basic understanding of the game's plot and characters. Watching a gameplay video or trailer can help spark ideas and discussions.

Activities

- **Imagery Exploration:**

  Charlie will choose three scenes from Little Nightmares that stand out to him. He will describe the imagery in each scene using adjectives and metaphors, focusing on how they contribute to the game's overall atmosphere.

- **Character Analysis:**

  Charlie will select one character from the game and create a character profile. He will include the character's traits, motivations, and any symbolic meanings they may represent, using examples from the game.

- **Creative Drawing:**

  Using the art supplies, Charlie will create his own interpretation of a scene or character from Little Nightmares. He will focus on using colors and shapes to convey emotions and themes.

- **Metaphor Discussion:**

  Charlie will write down three metaphors he perceives in the game. He will then discuss how these metaphors enhance the storytelling and what they might represent about fear and childhood.

Talking Points

- "Little Nightmares uses dark and eerie imagery to create a sense of fear. Can you think of a scene that made you feel scared or uneasy?"
- "Characters in Little Nightmares often represent deeper ideas. For example, what do you think the 'The Janitor' symbolizes in the game?"
- "Metaphors are powerful tools in storytelling. How do you think the game uses metaphors to express feelings about childhood fears?"
- "Color choice can influence emotions. What colors do you think are most prominent in Little Nightmares, and what feelings do they evoke?"
- "Think about the ending of the game. What do you think it means? How does it tie back to the themes we've discussed?"
- "Imagery can tell a story without words. Can you describe a moment in the game where the

visuals told you something important?"
- "If you were to create your own character for Little Nightmares, what would they look like, and what would they represent?"