

World-Builders' Workshop: Creating a New World Inspired by Narnia

Target Audience:

Grades 3-6 (Ages 8-12). Adaptable for a single homeschool student or a small group.

Core Subject Integration:

Language Arts (Literary Analysis, Creative Writing), Social Studies (Geography, History), Art, Public Speaking.

Estimated Time:

2-4 sessions of 45-60 minutes each.

Materials Needed

- A copy of "The Magician's Nephew" by C.S. Lewis (for reference)
 - Large paper or poster board (or a digital equivalent like Google Slides/Canva)
 - Drawing and coloring supplies (markers, colored pencils, crayons)
 - Notebook paper or a word processor for writing
 - Optional: Modeling clay, building blocks, or craft supplies for 3D models
 - Optional: "Creator Role" cards (templates provided below)
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Learning Objectives

By the end of this lesson, you will be able to:

- Analyze the theme of creation as presented in "The Magician's Nephew."
 - Design a unique fictional world with distinct geography, inhabitants, and history.
 - Organize creative ideas into a structured project.
 - Present your created world to an audience, explaining its key features.
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Lesson Plan

Part 1: Introduction - The Spark of Creation (15 minutes)

Hook (Engage)

"Remember that amazing moment in *The Magician's Nephew* when Aslan creates Narnia? He doesn't just snap his fingers. He *sings* it into existence. The stars join in, the ground bubbles up, and animals pop out of the earth. C.S. Lewis shows us that creating a world is a powerful, magical process.

Ask: What if you had that power? What if you could sing your own world into being? What would be the first thing you create? A mountain? An ocean? A creature nobody has ever seen before?"

State Objectives (Tell them what you'll teach)

"Today, we're going to become world-builders, just like C.S. Lewis. Our goal is to design a brand new world from scratch. By the end, you'll have a guide to your own world that you can share, complete with a map, unique creatures, and its own special story."

Part 2: Body - The World-Builder's Toolkit (2-3 sessions of 45-60 minutes)

I DO: Modeling the Blueprint (10 minutes)

"Every great world needs a plan. Let's look at Narnia for a second. What are some of its 'rules' or key features? It has talking animals, magic from Aslan, and a connection to our world. These are core ideas.

Let's brainstorm one idea together. I'm going to imagine a world called 'Aethelgard.' The core idea is that everything in Aethelgard is made of living wood and stone. The mountains breathe, and the trees whisper secrets. See? I started with one big, unique idea. That's our first step."

WE DO: Brainstorming Your Core Idea (15 minutes)

"Now, let's think about *your* world. Let's do a quick brainstorm. What is the one thing that makes your world special? Is it a world where everyone can fly? A world in floating islands? A world where music is magic? Let's write down 3-5 'big ideas' for your world. Don't worry about details yet, just the cool, central concept."

(Facilitator guides the student/s through brainstorming, encouraging wild ideas and helping them choose a favorite to build upon.)

YOU DO: Putting on Your Creator Hats (Main Project Time)

"Great! Now that you have your core idea, you're going to build out the details. To make this easier, we'll break the job down into four different 'Creator Roles.' If you're working alone, you get to be the expert in all four roles, wearing one hat at a time! If you're in a group, you can each choose a role."

Instructions: For each role, answer the guiding questions in your notebook or on your poster. Use your art supplies to bring your ideas to life.

Creator Role 1: The Cartographer (The Map Maker)

- **Your Job:** To design the physical landscape of your world.
- **Guiding Questions:**
 - What is your world called?
 - Draw a map. Does it have one big continent or many islands? What about oceans, rivers, mountains, forests, or deserts?
 - What is the climate like? Is it always snowy? Hot and tropical? Does the weather do something magical?
 - Name three key locations on your map (e.g., a sparkling cave, a giant tree city, a volcano that spews candy).

Creator Role 2: The Biologist (The Creature Creator)

- **Your Job:** To create the plants and animals that live in your world.
- **Guiding Questions:**
 - What kinds of animals live here? Are they like Earth's animals, or totally different? Do they talk like Narnian beasts?
 - Design and draw at least two unique creatures. Give them names and describe their abilities (e.g., the 'Glimmerwing,' a bird whose wings leave trails of starlight).
 - What about plants? Are there any magical or unusual trees, flowers, or fruits? (Think of the silver apple in the book!)

Creator Role 3: The Historian (The Storyteller)

- **Your Job:** To decide the history, people, and rules of your world.
- **Guiding Questions:**
 - How was your world created? Was it sung into being like Narnia, or born from a star, or something else?
 - Who lives here? Are they humans, giants, elves, or a new type of being you invented? What do they value most (e.g., courage, knowledge, mischief)?
 - What is the most important rule or law in your world? (e.g., "Never harm a singing stone," or "The sky belongs to everyone.")
 - Write a short paragraph about a famous event in your world's history.

Creator Role 4: The Architect (The Culture Designer)

- **Your Job:** To design the look and feel of the society.
- **Guiding Questions:**
 - What do the cities or homes look like? Are they built in trees, underground, or on clouds? Draw a picture of a typical building.
 - What kind of clothes do the inhabitants wear? Are they simple robes or complex armor?
 - What is a special object or tool in your world? (Like the magical rings that let Digory and Polly travel between worlds). Design and draw it.

Part 3: Conclusion - Sharing Your World (20 minutes)

Showcase & Recap (Tell them what you taught)

"It's time for the World Premiere! Present your world to us. Using your poster, drawings, and notes, give us a tour. Introduce us to your world's name, show us the map, describe the creatures, and tell us its story."

After the presentation, the facilitator recaps: "Today, we did exactly what C.S. Lewis did: we built a world from a single idea. We saw how a world needs geography, inhabitants, and a story to feel real. You used your creativity and planning skills to make something totally new."

Reflection & Feedback

Ask: "Now that you are the creator, what is the one thing you would want a visitor like Digory or Polly to experience first in your world, and why?"

(Provide positive and specific feedback on the project, highlighting creative ideas and well-developed

concepts.)

Assessment

- **Formative:** Observe the brainstorming process and ask questions during the 'You Do' phase to check for understanding and guide thinking.
- **Summative:** The final "World Guide" project (poster/slides) and the oral presentation, evaluated based on the Success Criteria below.

Success Criteria (Checklist/Rubric)

A successful world-builder will:

- [] Create a unique name and core concept for their world.
 - [] Design a clear map with at least three named locations.
 - [] Invent and describe at least two unique creatures or plants.
 - [] Explain the world's creation story and its primary inhabitants.
 - [] Present their world clearly and with enthusiasm.
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Differentiation & Adaptability

- **Scaffolding for Younger Learners (or those needing support):**
 - Provide pre-made map templates with continents already drawn.
 - Use sentence starters for the history section (e.g., "My world was created when...").
 - Focus on drawing and verbal storytelling over extensive writing.
- **Extension for Advanced Learners (like Alexander):**
 - Challenge them to write a short story (1-2 pages) about a character's adventure in their new world.
 - Ask them to design a system of magic or government for their world, including rules and limitations.
 - Encourage them to build a 3D model of a key location using clay or craft supplies.
- **For a Group/Classroom:**
 - Divide students into "Creator Guilds" of 3-4.
 - Each student in the guild takes on one of the four Creator Roles. They work individually on their part and then combine their work into one final presentation. This teaches collaboration and specialization.