Card games

You have been given a set of cards that identify key aspects of the text *Touching the Void*. They include:

- themes
- places
- people
- stylistic features
- narrative techniques.

Using these cards try each of the activities below to help you think carefully about the text, make connections, and explore aspects of the text in more depth.

You have been given some blank cards to add anything you think is important but has not been included. You might even like to create a whole new category!

**Pick a card ... any card!**

Work in pairs. Divide the cards into two piles (yellow and red on one side, green and blue on the other). Pick a card from each pile. You now have two minutes to consider the connections between the cards.

**Mix and match**

Working in pairs or small groups spread all the cards out. Now, try to group the cards under different headings that you create yourselves. The headings can be as broad or as narrow as you’d like, you can give them any title that you want to and each group can have as many or as few cards in it as you fancy. All you need to make sure of is that you can explain your reasons.

For example you might have the very broad headings of ‘characters’ under which you would place all the cards containing names. Alternatively you might have the heading of ‘ambitious characters’ under which you might place Simon and Joe. Think creatively!

Use the blank cards to add in any aspects of the novel that you would like to add to your groupings.

**Mix and match revisited**

Use the outline above but instead of using all the different coloured cards, focus on one set of colours only.
Mind mapping

In pairs or groups, pick one character or theme. Now, look at the remaining cards and select any that you think relate to the way the writer develops that character or theme. Using this as a basis, create a mind-map that focuses on the techniques the writer uses to develop that character or theme. Use the blank cards to add any extra details you feel are needed.

60 second speeches

Work in groups. Shuffle the cards and pick one at random. You have 60 seconds to speak about the subject you have chosen. As you speak, the other members of your group should jot down the key points you make and then take it in turn to repeat these back at the end of the 60 seconds. Switch roles and repeat.

You can add in the blank cards when shuffling and when these are selected, choose any topic connected with the novel that you would like to talk about.

Deviation, hesitation, repetition

A variation on the activity above. Pick a card. You have to speak for as long as you can about your chosen card without changing subject, hesitating or repeating yourself. Other members of your group should time you and watch out for mistakes! Take it in turns and the person who manages the longest fluent speech wins!

Pick write

As a group pick a card at random. You then have three minutes to work individually to write down everything you know about the subject picked. Once your three minutes are up take it in turns to share one idea a time around the group until you have no more new ideas left.
Character / Places

- Joe Simpson
- Simon Yates
- Richard
- Gloria and Norma
- The crevasse
- Base camp
- The summit
- The tent
- South America, Lima, Zaire
- West Face of Sinula Grande
Card games

**Places / themes**

- The hospital
- Adventure
- Nature v humanity
- Freedom v social
- Danger v comfort
- Competition and ambition
- Decisions and commitment
- Friendship
- Fear
- Honest

*Touching the Void* by Joe Simpson
Touching the Void by Joe Simpson

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**Narrative**

- First person
- Tense: present, past, future
- Dual narrative
- Foreshadowing
- Language: literary
- Imagery
- Sentence structure
- Dialogue / reported speech
- Tone
- Language: everyday
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Blank cards

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