

Cyber Nightmare - Before Reading Activity

Form five groups. Each group is responsible for creating (developing dialog and action) one of the following five-minute scenes:

1) A high school girl, Sylvia, is attracted to Neil, one of the boys in her class, but is frustrated and angry because he completely ignores her. She talks some of her friends into bullying him - digitally. It'll be a lot of fun, she tells them. One of them doesn't think it's a good idea but in the end joins the others.

2) Neil has suddenly received several mean and aggressive text messages. His friend notices that he has become very quiet and asks him what is wrong. He hesitates but finally tells his friend about the text messages. They ask themselves who is attacking him and why but fail to come up with any clear answers. They go on to discuss how he should react to the messages. Neil's friend thinks he should ignore them. Neil is not so sure.

3) The bullies are arguing among themselves. Two of them feel that the bullying has gone far enough and want out, but Sylvia disagrees, saying that the fun has just begun. In the end, she is able to convince them to stay in the group.

4) When word gets to the principal that Neil has been bad-mouthing the school and some of the teachers, he calls him to his office to have a talk with him. Neil tries to convince the principal that he hasn't done those things and that he is the victim of cyber bullying. The principal is skeptical until Neil mentions he is on the school basketball team. The principal, himself an ex-basketball player, suddenly finds Neil sympathetic and promises to help him.

5) The identity of the bullies has become known and the principal has organized a meeting with all those involved: the bullies and their parents and Neil and his parents. At the beginning of the meeting those present are tense and nervous. Sylvia's mother defends Sylvia, saying that Neil deserved the bullying because of the way he treated her daughter. In contrast, Sylvia admits that what she did was wrong. Neil says he isn't interested in seeing the bullies punished, he just wants the bullying to stop. The principal agrees and asks everyone to shake hands. Sylvia's mother remains in her seat, but when the principal talks to her she joins the others.

AFTER-READING ACTIVITIES: CYBER NIGHTMARE



Cyber Nightmare After Reading Activities

- 1) In pairs, choose a scene from the story and mime it. The class must guess what scene you are presenting. If they can't identify the scene, you must help them by saying which chapter the scene can be found in.

- 2) In small groups, imagine that the story 'Cyber Nightmare' will be made into a movie. Design a poster to advertise the movie.

- 3) In groups, choose any scene from the book and make a photo story of it. Don't forget to add some suitable text. (Make it by hand or use software, e.g. Photo Story 3 (www.microsoft.com))

- 4) In small groups, draw a comic strip about a part of the story. Each member of the group should draw at least one picture.