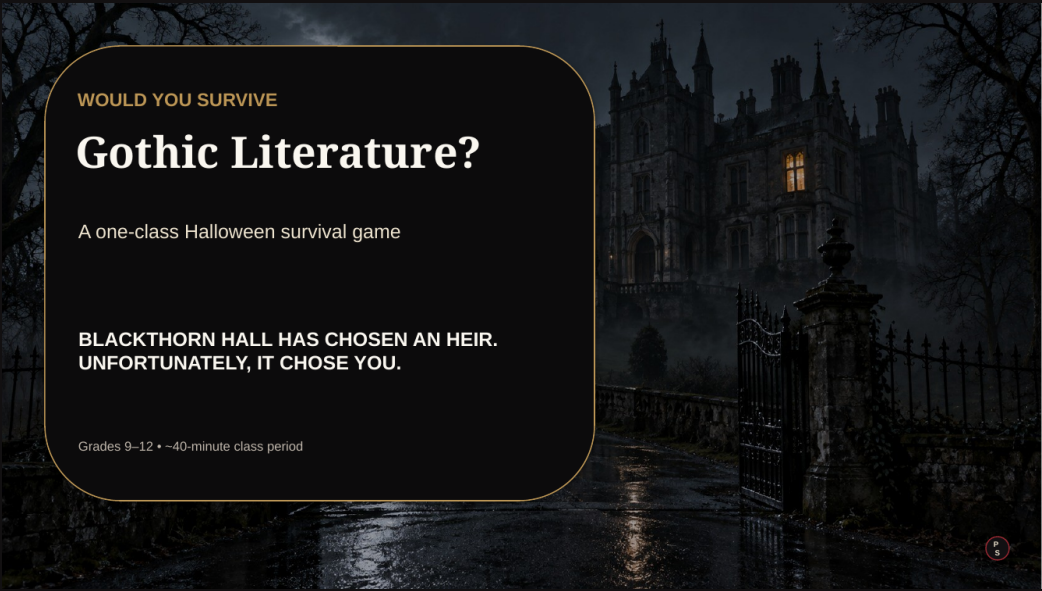


Would You Survive Gothic Literature?

A one-class-period decision game set inside Blackthorn Hall



BLACKTHORN HALL

Gothic Survival Log

Team: _____ Period: _____

TRACK TWO THINGS

DREAD starts at 0. CLUES start at 0. After each reveal, record your team's NEW running totals—not just that round's change.

ROUND	CHOICE	NEW DREAD TOTAL	NEW CLUE TOTAL	QUICK NOTE
1				
2				
3				
4				
5				

Running totals after Round 5: DREAD _____ CLUES _____

Remember: Clues represent how well you understand the inheritance. The more you understand, the harder Blackthorn finds it to claim you.

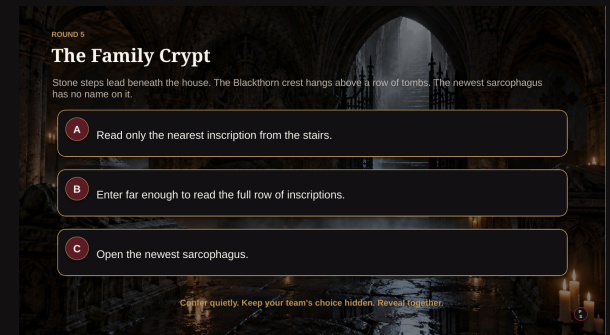
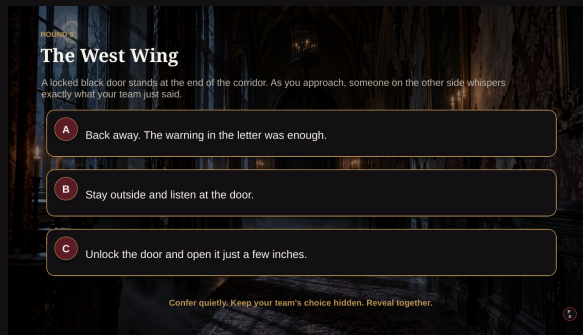
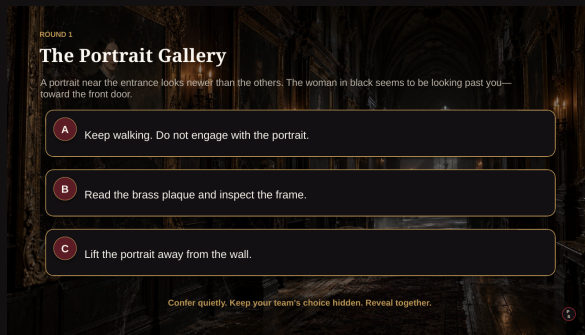
Students track two things: Dread and Clues.

- No required story or novel
- Designed for grades 9–12
- Approximately one 40-minute class period

HOW IT WORKS

Five rooms. Hidden consequences. One final choice.

Teams play one fictional heir and keep every choice secret until the reveal.



1 CHOOSE

Teams confer and lock in A, B, or C.

2 REVEAL

The consequence changes Dread and Clues.

3 TRACK

Running totals follow the heir through the house.

4 SURVIVE

At dawn, the final choice produces one of six endings.

WHAT'S INCLUDED

Project. Print. Play.

The activity can run with the deck and only two student pages

20

teacher-deck slides

PowerPoint + PDF

4

student pages

editable PowerPoint + PDF

3

teacher-guide pages

editable Word + PDF

DAWN

The Final Choice

Circle one final choice and explain the evidence behind it.
The front door opens. The unsigned deed is waiting on the hall table.

A Sign the deed and claim Blackthorn Hall.

B Leave the deed unsigned and walk through the gate.

C Burn the deed before you leave.

OUR FINAL CHOICE: A / B / C (circle one)
Evidence: _____

OUR ENDING

Ending title: _____

What happened? _____

Would you make the same final choice again? YES / NO Why? _____

AFTER THE GATES

Gothic Autopsy

Choose what is worth talking about. This is a debrief, not an essay.

1. Which Gothic convention almost killed you?

☐ isolation ☐ family curse / inheritance ☐ forbidden knowledge
☐ doubles / uncanny ☐ dangerous curiosity ☐ supernatural threat

2. When did Blackthorn Hall stop feeling like a setting?

The moment the house began to behave like a character was _____

3. What was the smartest bad decision?

The risky choice that was most worth making was because _____

4. One sentence only: what does this Gothic scenario suggest about curiosity?

Final Choice + light Gothic debrief

Would You Survive Gothic Literature?

One-Class Halloween Gothic Survival Game • Teacher Guide

Birds for	Grades 9-12; AP Lit-friendly but not AP-dependent
Time	40-minute lesson / approximately one 40-minute class period
Grouping	Teams of 3-4
Prep	Project the deck, print pp. 1-2 per team. Pages 3-4 are optional.

The premise

Students inherit Blackthorn Hall and must survive until dawn. Each team plays one fictional heir. Across the rooms, teams choose among three possible actions and track two running totals: Dread and Clums. Clums represent the heir's growing understanding of the hidden terms of the inheritance. Blackthorn is strongest when an heir acts without understanding, so knowledge can weaken the house's claim.

Before class

- Project the teacher deck and place students in teams of 3-4.
- Print Student Pages 1-2 for each team. Page 3 is a light debrief. Page 4 is an optional creative extension.
- Decide how teams will reveal A/D/C: strip paper, mini whiteboards, or flags. Teams should confer quietly, keep the choice hidden, and reveal together.
- For atmosphere, dim the room and use low instrumental ambient audio if desired. The lesson still works without any extra setup.

40-minute plan

Time	What happens	Teacher move
3 min	Projector + cues	Keep the atmospheric sound track
4 min	Round 1: Portrait Gallery	Choose – record – record
4 min	Round 2: Library Labyrinth	Do not disturb me, keep moving
4 min	Round 3: Secret Telling	Let students react, then advance
4 min	Round 4: Haunted	Reveal teams to update tracks
4 min	Round 5: Creep	Project time for the final choice
8-10 min	Final choice + ending + debrief	Use one or two discussion questions; Page 4 is extension only

Pacing safety valve: If discussion starts expanding, cut the mid-game commentary—and the rounds. The rhythm should stay brisk: choose, reveal, react, record, move on.

Round-by-round answer guide

Round 1: The Portrait Gallery

A portrait near the entrance looks newer than the others. The woman in black seems to be looking past you—toward the front door.

A. Keep walking. Do not engage with the portrait. [Dread +0 • Clums +0] You keep moving. For several steps, the painted eyes seem to follow.

B. Read the brass plaque and inspect the frame. [Dread +1 • Clums +2] The brass plaque is newer than the frame. Beneath it, someone scratched “HEIR VS.”

Phishing Something • Would You Survive Gothic Literature?

ORIGINAL FICTIONAL ACTIVITY • NO OUTSIDE TEXT REQUIRED • AP LIT-FRIENDLY