



Writing spooky stories

★ Immerse your reader in an atmospheric description of the State Library at night. Think about engaging the senses to create an atmosphere of doom and a sense that something is not quite right.

★ Take note of the interesting features of the Mitchell Vestibule and Reading Room as you take a virtual tour of the space.

A large, empty writing area on a clipboard. The clipboard has a metal clip at the top. The writing area is a rectangle with a double-line border and contains ten horizontal lines for writing.



★ What is calling your character to the State Library? Write a description of how the character is drawn to the building.

★ Use the table below to develop your 'mystery guide'.

Who is the mystery guide?	
Write a description of the mystery guide	
Where does your character meet them?	
How do they meet?	
How does your character respond?	
How will you make the meeting spooky?	



★ Describe your character entering a secret passageway at the State Library!

★ Give your character a fright - make them jump out of their skin! Describe the moment here:



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