

Decamot 1: Introduction to Decamot

Session Objective:

During this session we introduce the concept of Decamot and the students will select 10 Decamot items that each will use to write their first Decamot.

Preparation:

Before this session, a willing set of students will have been selected to attend.

Ideas to Cover:

During this session, we will cover the following ideas:

- 1) What is Decamot? Game using Decamot items we've developed into a writing process
- 2) Beating the blank page.
- 3) Competitive edge and deadlines.
- 4) What words would be appropriate?
- 5) Guidelines for selecting words for a round of Decamot.

Session Contents:

Brief introductory chat.

Examples of Decamot items and how they combine to generate unique ideas:

Killer and game put together can have multiple connotations.

Each of which could make you think in many directions.

Hunger Games (Suzanne Collins) example:

killer, game, sister, tribute, Sunday best, sponsorship, a mound of food, mockingjay, chat show host, and a thickly wooded forest

What Decamot items could have inspired another blockbuster film or book?

Brainstorming words that would be appropriate for a Decamot.

Categorizing the words suggested by the students (by writing them on the flip charts).

Voting on a set of words that satisfy the rules for Decamot Item selection.

Guidelines for the Decamot.

What resources are required?

This session requires the following:

8-15 willing students.

Four large flipcharts on stands, four marker pens,

Semi-circle of chairs.

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Output:

At the end of this session the students will have selected 10 Decamot items and will use them as inspiration to write their first Decamot short story. The stories need to be completed and submitted by email (possibly via their teacher) one week to 10 days later.