

# The Witch Bottle

Teaching resource



DIGGING FOR THE STORY IN HISTORY

In my novel, 'The Witch Bottle', a young girl is shrunk and tricked into taking the place of the witch inside the bottle.

She can conjure up anything she likes to keep herself entertained during her enforced stay, with the following exceptions:

- No other humans or living creatures.
- She can't contact anyone outside the bottle. No phones, email, social media, etc.
- She can't leave the bottle or wish for anything that might help her escape.

What would you conjure up to help you pass the time inside the bottle?

Draw a design of the bottle and what you would put in it (it's shaped like a peanut with a narrow 'waist' in the middle). Remember, with the exceptions above, you can ask for absolutely anything and it will be shrunk down to fit inside. Colour and label your design.

If you want another challenge, imagine that there is a strict limit of ten items that you can take into the bottle. Make a list of them, in order of importance. Explain why you have chosen them. Then decide on your top three: the things that are absolute necessities. Why would they be so important to you?

**Draw your witch bottle here!**

