Stranger things

Activity 1: The "Subtitle Scavenger Hunt

This activity encourages students to look for specific idioms and phrasal verbs that appear in the subtitles during the first half of the episode. Instructions: Find the missing words in these sentences as you watch. Then, try to guess the meaning of the bolded phrase.

Mike: "It's a seven! Did the fireball _____?" (Context: The D&D game).
Dustin: "I'm not _____! I just want my pizza." (Context: Dustin arguing with the guys).
Hopper: "Mornings are for _____ and _____." (Context: Hopper's famous rule).
Joyce: "He's not a _____ kid, he's not like that!" (Context: Joyce describing Will to Hopper).
Analysis: Discuss with the class: Why does Hopper use "Mornings are for coffee and contemplation" to avoid Joyce? Is he being helpful or dismissive?

Activity 2: "Who Said It & Why?" (Comprehension)

This activity focuses on understanding character dynamics through their dialogue.Instructions: Match the quote from the subtitles to the character. Then, explain what the quote tells us about the situation.

The Quote	Character	What it reveals
"Something is coming. Something hungry for blood."	A. Hopper	Forecasts the horror element.
"It's my fault. I shouldn't have let him take the shortcut."	B. Mike	Shows the bond/guilt of the friends.
"99 out of 100 times, a kid goes missing, he's with a relative."	C. Joyce	Shows the town's initial lack of concern.
"I don't care about the lights! My son is missing!"	D. Mike (D&D)	Shows the mother's growing desperation.

Activity 3: The "Atmosphere" Checklist (Deep Comprehension)

Students should analyze how a "thriller" mood is created.
Instructions: While watching, tick the boxes when you see/hear these elements in the first 25 minutes. Then, answer the question below.
[ ] Electronic/Synth music (building tension).

[ ] Flickering lights (indicating a supernatural presence).

[ ] The "Red Herring" (When we think something is a monster, but it's just a person or dog).

[ ] Static/White noise (on the radio or phone).

Exit Ticket: The Vanishing of Will Byers (Part 1)

1. At the very beginning of the episode, what causes the scientist in the hallway to panic?

A) An explosion in the lab.
B) He sees an elevator door opening on its own.
C) He hears a growl and the lights start flickering.
D) He lost his security badge.

2. Why is Dustin upset with the other boys at the end of their D&D session?

A) They didn't finish the game.
B) They ate all the pizza without him.
C) They told him his character was weak.
D) They didn't want to go home in the dark.

3. When Will is cycling home, he sees something in the road and crashes. Where does he run to hide?

A) To his bedroom.
B) To the police station.
C) To the garden shed in the backyard.
D) To Mike's house.

4. How does Chief Hopper react when Joyce first tells him Will is missing?

A) He immediately calls for a search party.
B) He is calm and suggests Will is probably just skipping school or with his father.
C) He gets angry because he is busy with a murder case.
D) He thinks it's a prank call from the boys.

5. What is the "Mirkwood" mentioned by the boys?

A) The name of their school.
B) A real forest in Indiana.
C) A nickname for the road where the forest meets the town.
D) The brand of their walkie-talkies.

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