



SETKÁNÍ S KNIHOU

FIVE NIGHTS AT FREDDY'S: Fazbear Frights 1: Into the Pit

Scott Cawthon



Metodiku zpracovala:

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Věková kategorie:

7. – 9. ročník

Zaměření (cíl, obsah) lekce:

Seznámit žáky s hororovým žánrem v literatuře.

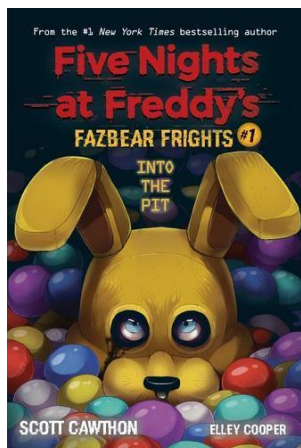
Rozvíjet čtenářské dovednosti s použitím digitálních technologií.

Podpořit kritické myšlení, tvůrčí psaní a vyjádření vlastních názorů a myšlenek.



**Spolufinancováno
Evropskou unií**

Vyučovací předměty:	jazyk anglický, konverzace anglický jazyk, VV/IVT
Bibliografie:	CAWTHON, Scott; COOPER Elley. <i>Fazbear frights 1</i> . London: Scholastic Inc., 2023. ISBN 9781338576016.
Odkaz na online knihu:	01 Into The Pit : scott cawthon : Free Download, Borrow, and Streaming : Internet Archive
Odkaz na trailery k filmům:	Bing Video



Stručný obsah

Co si přejete ze všeho nejvíc? Oswald, Sára a Millie si myslí, že na tuhle otázku znají odpověď. Oswald si přeje, aby jeho léto nebylo tak nudné, Sára touží být krásná a Millie by nejradši prostě zmizela z povrchu zemského. Ve zvráceném světě Five Nights at Freddy's, ale budou mít jejich nejnějnější touhy nečekanou cenu. Trojice vražedně napínavých vyprávění pořádně otřese i těmi nejotrlejšími fanoušky strašidelných příběhů.

Five Nights at Freddy's:

Do jámy - Scott Cawthon Knihy Dobrovský (knihydobrovsky.cz)

O autorovi

Scott Cawthon se narodil 4. června 1978 v Houstonu, Texasu. Žije v Texasu se svou ženou a šesti dětmi. Je americký vývojář videoher, animátor, spisovatel a filantrop. Je znám jako tvůrce herní franšízy Five Nights at Freddy's. Vytvořil však i několik jiných her. 3D postavy a objekty, kterých využil ve hře Five Nights at Freddy's, vymodeloval v programu Autodesk 3ds Max a vyvinul je s pomocí softwaru Clickteam Fusion 2.5. Cawthon začal ve sféře herního designu a animace pracovat během 90. let a svoji první videohru Doofas odhalil během živého vysílání. V roce 2007 zveřejnil na svém YouTubeovém kanále první část série The Pilgrim's Progress, jejíž animace vychází ze stejnojmenného románu od Johna Bunyana. Cawthon vytvořil po sérii The Pilgrim's Progress několik dalších videoher. Některé z nich se dostaly do recenzního řízení Steam Greenlight. Hra The Desolate Hope řízením prošla a dostala se na platformu, ale Chipper and Sons Lumber Co. byla silně kritizována za animované postavy, které se chovaly jako animatronické přístroje. Cawthon však kritiku ustál a využil animace ve svůj prospěch. Tím se zažehl vývoj nového projektu s názvem Five Nights at Freddy's. Od roku 2014 vyvinul v rámci série celkem devět her a také napsal několik příběhů, pro něž byl projekt Five Nights at Freddy's inspirací.

Scott Cawthon / životopis, informace / ČBDB.cz (cbdb.cz)

Předpokládaná délka práce s knihou:

1 vyučovací hodina - čtení a dramatizace

1 navazující hodina – práce s pracovním listem + kreativní psaní na dokončení příběhu

1 navazující hodina možnost výtvarného zpracování/tvoření obrázků na počítači z vybraných ukázek

Metodika česky

EVOKACE (5 minut)

1. Horor:

- Co pro tebe znamená horor? Jaké filmy, knihy znáš? Proč je horor populární?
- "Into the Pit"- Do jámy – O čem by příběh mohl být? Můžete ukázat přední stranu knihy.

UVĚDOMĚNÍ

1. Představení hlavního hrdiny Oswalda – čtení popisu osobnosti a jeho rodinného zázemí. Otázky k pochopení textu. Je možno využít přiložený pracovní list. (7 minut)

"Oswald byl hubený dvanáctiletý chlapec s rozcuchanými hnědými vlasy, které mu neustále padaly do očí. Oblečení měl po starších bratrancích. Jeho jasně zelené oči byly vždy plné zvědavosti, neustále prozkoumávající své okolí v hledání něčeho zajímavého nebo nového." Oswald neměl žádnou moderní elektroniku. Měl telefon, ale ten byl zastaralý. Zatímco ostatní děti hrály hry, on kreslil mechanická zvířata – medvědy, králíky a ptáky. Představoval si je v lidské velikosti, jak se pohybují jako roboti ve starém sci-fi filmu. Jeho plány na tyto prázdniny byly opravdu smutné. Bude kreslit obrázky, hrát staré videohry, které už hrál tisíckrát, a možná půjde do knihovny.

2. Nácvik dramatizace čtení ve skupinách. Třídu rozdělíme do 6 skupin (ideálně po třech). V každé skupině by mělo být 1 zdatnější dítě. (13 minut)

Žáci mohou využívat mobily - záznamník nebo tablety. Každá skupina dostane krátký text, který si přečte, přeloží a připraví si dramatické čtení úryvku. Vystřídají se všichni ve skupině. Čtení mohou doplnit vlastními vymyšlenými zvuky, dramatickými zvuky a hudbou, kterou si vyhledají na mobilu. Skupiny je vhodné rozmístit různě v budově, na chodbách, aby se při natáčení nerušily. Pro slabší skupinu je možné použít online knihu, kde si mohou poslechnout svůj úryvek.

Svá dramatická čtení textu nahrají na jeden mobil.

[01 Into The Pit : scott cawthon : Free Download, Borrow, and Streaming : Internet Archive](#) (stránkování v online knize je odlišné od papírové verze!)

Group 1: Page 13

Jeff's Pizza was as weird as he remembered. The big empty space beyond the booths and tables was like a dance floor where nobody danced. The walls were painted a pale yellow, but they must have used cheap paint or only one coat, because shapes of whatever had been on the walls before were still visible. Oswald sometimes tried to figure out what the shapes were, but they were too blobby to make out. Except for the empty stage and the ball pit, the strangest feature in Jeff's Pizza was Jeff himself. He seemed to be the only person who worked there, so he both took orders at the counter and made the pizzas, but the place was never crowded enough that this was a problem. Jeff looked as if he hadn't slept in a week. His dark hair was sticking up in weird places, and he had alarming bags under his bloodshot eyes.

Group 2: Page 24 + 25 pro slabší skupinu

The pit was pretty gross, really. Obviously untouched for years, the plastic spheres were covered in a gray, fuzzy dust. Oswald took off his shoes. Yes, the ball pit was disgusting, but at least getting into it would make today different from all the other days that had come before it. He climbed into the pit and felt the balls parting to make room for his body. He took a deep breath, as if he were about to jump into a swimming pool, and fell to his knees. That put him in up to his neck. He was sitting on the pit's floor put his head under, too. The balls spread apart far enough that he could breathe, but it was dark and made him feel claustrophobic.

Group 3: Page 26 + 28

It took a few seconds for his eyes to adjust from the darkness of the pit to the brightness. He looked around and muttered, "I don't think we're in Kansas anymore." Across the room on a small stage, a trio of animatronic animals blinked their big blank eyes, opened and closed their mouths. There was a brown bear, a blue rabbit with a red bow tie, and some kind of bird girl. They reminded Oswald of the mechanical animals he had caught himself drawing lately. In the shapes of the shadows on the wall of Jeff's Pizza was a mural of the same characters "performing" on the stage: the brown bear, the blue rabbit, and the bird girl. Below their faces were the words FREDDY FAZBEAR'S PIZZA. He had even caught sight of a calendar hanging in an open office that helped him pinpoint the date: 1985.

Group 4: Page 39 + 40

In the morning, as Dad was driving him to the library, Oswald asked, "Dad, how old were you in 1985?" "I was just a couple years older than you," Dad said. "Why do you ask?" "No reason in particular," Oswald said. "I've just been doing some research. Jeff's Pizza—back before it was Jeff's Pizza, it was some kind of arcade, wasn't it?" "Yeah, it was." Dad's voice sounded strange, nervous maybe. He was quiet for a few seconds, then said, "But it closed." Oswald proceeded to the pit. After his count to one

hundred, he stood. There were noises but not the usual ones of Freddy Fazbear's. Screams. Crying children. Yells for help. The fast footfalls of people running. Chaos. He was afraid. Part of him wanted to disappear back into the pit, but he was worried about his friends.

Group 5: Page 42

He wasn't in danger, he told himself, because this was the past, a time way before he was born. His life couldn't be in danger in a time before he even existed, could it? In front of him stood the man in the yellow bunny costume ... if it was a man under there. The bunny opened a door that said PARTY ROOM and Oswald went inside. Once inside the room, it took Oswald a few seconds to register what he was actually seeing and a few more seconds for his brain to process it. Half a dozen kids, none of them older than Oswald, their lifeless bodies propped into sitting positions, their legs stretched out in front of them. Some of them had their eyes closed as if asleep. Others' eyes were open, frozen in an empty, doll-like stare. They were all wearing Freddy Fazbear birthday party hats.

Group 6: Page 42 pro slabší skupinu

Oswald couldn't tell how they had died, but he knew the rabbit was responsible for it. Oswald screamed. He ran across the now-empty arcade toward the ball pit. The rabbit ran after him, getting so close that a fuzzy paw brushed Oswald's back. Oswald dove into the pit. He counted to one hundred as fast as he could. Oswald turned to see his dad stomping toward him while Jeff looked on. Dad looked furious, and Jeff didn't look happy. Oswald stood frozen, too overwhelmed to move. His dad grabbed his arm and pulled him out of the pit. "What were you thinking hiding in that nasty old thing?" Dad said. After Oswald was out, his dad leaned over the pit. "Look at how dirty this is. A pair of yellow arms reached out of the pit and pulled Dad under.

REFLEXE

Představení nahrávek každé skupiny, puštění nahrávky + krátký překlad. Zhodnocení, jak se jim práce dařila. (20 minut)

U poslední skupiny zopakovat poslední větu.

A pair of yellow arms reached out of the pit and pulled Dad under....

Příprava navazujících hodin:

K evokaci je možné použít trailer: [Bing Video](#)

Kreativní psaní: Jak bude příběh se zmizením otce v jámě pokračovat? Vydá se Oswald pátrat do jámy? Co se přihodilo mrtvým dětem? Může je ještě zachránit?

Je možné psát formou deníku.

Výtvarná výchova, informatika:

K evokaci je možné si zahrát hru: [Five Nights at Freddy's - !\[\]\(8d0f0e0fe25b320c33272c52aec1fbca_img.jpg\) Online Hra | Zahraj.cz](#)

Kresba hlavního hrdiny, pizzerie, Jeffa, balónkové jámy, staré pizzerie v roce 1985, animatroniků (velkých zvířat, která se pohybují jako roboti). Obrázky je možné nakreslit na počítači, využít AI ke generování obrázků a vytvořit komiks.

Lesson plan**EVOCATION** 5 minutes

1. Introduction to Horror: 5 minutes

- **Discussion:** Talk with the students about what the horror genre means to them. What feelings does it evoke? Why is horror popular? What horror movies or books do they know?
- "Into the Pit": What could the story "Into the Pit" be about? You can show the front page of the book.

REALIZATION 20 minutes

1. Introduction of the main character, Oswald (7 minutes)
 - Reading: Read the description of Oswald's personality and his family background.
 - Comprehension Questions: Use the attached worksheet to understand the text better.

"Oswald was a lanky twelve-year-old with a mop of unruly brown hair that always seemed to fall into his eyes. His clothes were hand-me-downs from his older cousins. His bright green eyes were always full of curiosity, constantly scanning his surroundings for something interesting or new." Oswald didn't have any modern electronics. He had a phone, but it was the saddest. So while other kids played games had been drawing mechanical animals - bears, bunnies, and birds. He imagined them being human-size and moving with the jerkiness of robots in an old science - fiction movie. His plans for the holidays were really sad. He'd draw pictures, play his old video games that he'd already beaten a thousand times, and maybe go to the library."

Questions: (if you don't use the worksheet)

- What kind of person is Oswald?
- How does his physical appearance and his possessions reflect his personality and life situation?
- What are his plans for this summer?

2. Practice dramatic reading in groups (13 minutes)

Divide the class into 6 groups (ideally with three students in each group). Each group should include at least one skilled pupil.

Pupils can use mobile phones with voice recorders or tablets. Each group will receive a short text to read, translate, and prepare for a dramatic reading. Everyone in the group should take turns. The reading can be enhanced with their own invented sounds, dramatic effects, and music that they find on their mobile devices. Groups should be spread out around the building, in hallways, so they don't disturb each other while recording. For weaker groups, it is possible to use the online book where they can

listen to their excerpt. **They record their dramatic reading on one mobile device.**

Resource: [01 Into The Pit : scott cawthon : Free Download, Borrow, and Streaming : Internet Archive](#) (Note: Pages in the online book are different from the paper version!)

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Group 2: Page 24 + 25 for weaker group

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REFLECTION (20 minutes)

Presentation of recordings: each group presents their recording by playing it for the class. Provide a brief translation of their excerpt. Evaluate and discuss how well they did the task.

For the last group, repeat the final sentence:

"A pair of yellow arms reached out of the pit and pulled Dad under..."

Preparation for next lessons:

Creative writing

Evocation: Use a trailer from [Bing Video](#)

How the story will continue with the father's disappearance into the pit?

Will Oswald investigate what happened to the dead children in the pit?

Can he still save them?

Students can write in the form of a diary.

Art and ICT:

- Evocation: Play a related game: [Five Nights at Freddy's - 👤 Online Hra | Zahraj.cz](#)

Activities:

Drawings of the main characters, the pizzeria and Jeff, the ball pit, the old pizzeria in 1985, and the animatronics (large animals moving like robots).

Drawings can be made on the computer, using AI to generate images and create a comic.

Worksheet: Exploring "Into the Pit"

Name: _____ Date: _____

Part 1: Reading**1. Description of Oswald**

Read the following excerpt and answer the questions:

"Oswald was a lanky twelve-year-old with a mop of unruly brown hair that always seemed to fall into his eyes. His clothes were hand-me-downs from his older cousins. His bright green eyes were always full of curiosity, constantly scanning his surroundings for something interesting or new."

1. Describe Oswald's physical appearance and personality in your own words.

- _____
- _____
- _____

2. Oswald's plans for the holidays

Read the following excerpt and answer the questions:

"His plans for the holidays were really sad. He'd draw pictures, play his old video games that he'd already beaten a thousand times, and maybe go to the library."

1. How does Oswald plan to spend his holidays?

- _____
- _____

3. Exploring Jeff's Pizza

Read the following excerpt and answer the questions:

Jeff's Pizza was as weird as he remembered. The big empty space beyond the booths and tables was like a dance floor where nobody danced. The walls were painted a pale yellow, but they must have used cheap paint or only one coat, because shapes of whatever had been on the walls before were still visible. Oswald sometimes tried to figure out what the shapes were, but they were too blobby to make out."

1. What does Oswald notice about Jeff's Pizza that makes it seem strange?

- _____
- _____

2. How does the description of Jeff's Pizza create a sense of mystery or unease?

- _____
- _____

4. The ball pit and the animatronics

Read the following excerpts and answer the questions:

"The pit was pretty gross, really. Obviously untouched for years, the plastic spheres were covered in a gray, fuzzy dust. Oswald took off his shoes. Yes, the ball pit was

disgusting, but at least getting into it would make today different from all the other days that had come before it." "Across the room on a small stage, a trio of animatronic animals blinked their big blank eyes, opened and closed their mouths. There was a brown bear, a blue rabbit with a red bow tie, and some kind of bird girl."

1. Why does Oswald decide to get into the ball pit despite its condition?

- _____
- _____

2. Describe the animatronic animals Oswald sees. What do they remind him of?

- _____
- _____

5. The mystery of Freddy Fazbear's Pizza

Read the following excerpts and answer the questions:

"In the shapes of the shadows on the wall of Jeff's Pizza was a mural of the same characters 'performing' on the stage: the brown bear, the blue rabbit, and the bird girl. Below their faces were the words FREDDY FAZBEAR'S PIZZA." "In front of him stood the man in the yellow bunny costume ... if it was a man under there. The bunny opened a door that said PARTY ROOM and Oswald went inside. Once inside the room, it took Oswald a few seconds to register what he was actually seeing and a few more seconds for his brain to process it. Half a dozen kids, none of them older than Oswald, their lifeless bodies propped into sitting positions, their legs stretched out in front of them. Some of them had their eyes closed as if asleep. Others' eyes were open, frozen in an empty, doll-like stare. They were all wearing Freddy Fazbear birthday party hats. Oswald couldn't tell how they had died, but he knew the rabbit was responsible for it."

1. What clues does Oswald find that connect Jeff's Pizza to Freddy Fazbear's Pizza?

- _____
- _____

2. Describe the scene Oswald finds in the PARTY ROOM. How does it affect him?

- _____
- _____

Part 2: Creative and Reflective Writing

1. Diary Entry

Imagine you are Oswald. Write a diary entry describing your feelings and thoughts after your adventure at Jeff's Pizza. Include details about what you saw and how it made you feel.

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- _____

OR 2. Alternate Ending

Write an alternate ending for the story. How could Oswald have handled the situation differently? What would you change about the ending?

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OR 3. Create a short comic inspired by Oswald's adventures. Draw your interpretation of Oswald, Jeff's Pizza, one of the animatronic characters.

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

How do you feel after this lesson?

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