

Name _____

Creature Clash Answer Key

Answers will vary; examples below show acceptable reasoning.

1. **Vampire** - Vampires have intelligence, immortality, and strategy, while werewolves rely mostly on brute strength.
2. **Ghost** - A ghost can communicate and protect you without the danger of decaying flesh or hunger for brains.
3. **Fly like a bat** - Flying gives freedom and mobility; invisibility might make life lonely or isolating.
4. **Misunderstood heroes** - Many witches used knowledge of herbs and healing, but history painted them as villains.
5. **The unknown** - Fear of the unseen triggers imagination, often making it more terrifying than any real creature.

Teacher's Guide

- **Differentiation Tips:**
 - For younger or less confident writers, allow sentence starters such as "I believe..." or "One reason is..."
 - Challenge advanced students to use rhetorical devices (ethos, pathos, logos) in their arguments.
- **Engagement Ideas:**
 - Host a "Monster Debate Day" where students present their arguments in costume or with props.
 - Have students vote after each debate and justify their decisions with evidence.
- **Extension Ideas:**
 - Ask students to research the cultural origins of one creature they debated and write a short analysis of how it evolved over time.
 - Turn the debate into a creative writing task: students write a mock interview between two monsters defending their reputations.