

## ‘Graveyard’: an exemplary discovery story

The following story is a response to the visual stimulus on page 11. An interpretation of the visual in the light of the story idea developed in ‘Graveyard’ is on pages 13.

‘Graveyard’ explores a discovery/re-discovery theme using the first person narrative voice. This is a useful technique because it draws the reader directly into the protagonist’s world, and assists the composer with conveying an important sense of the value of self-discovery and developing a perspective on the evolution of self over time.

### Graveyard

The discovery begins with an accident. Eyes watering, hopelessly blind, my windmilling hands knock a box from its precarious perch. I wince – that’s all I have time for – before the box lands with a messy thump, sending a cloud of dust into the air.

‘Mei! You okay up there?’ It’s my mother’s shrill voice, from the bathroom below.

‘This place is filthy,’ I yell.

‘It’s not a big attic,’ she says, as if that helps. ‘It shouldn’t take long.’

I survey my grim surroundings. Earlier today we pried the window open to let in some light; it screeched like a baby fiend jerked awake from slumber. A pillar of sunlight streams in, but not very far. The attic is a separate realm of dust and shadows and sneezes, piled high with storage boxes bearing faded labels. I’m in charge of it for the annual spring clean. In theory it’s a small area, but the attic resembles a miniature city that’s silently rotting away. I haven’t been up here for years.

