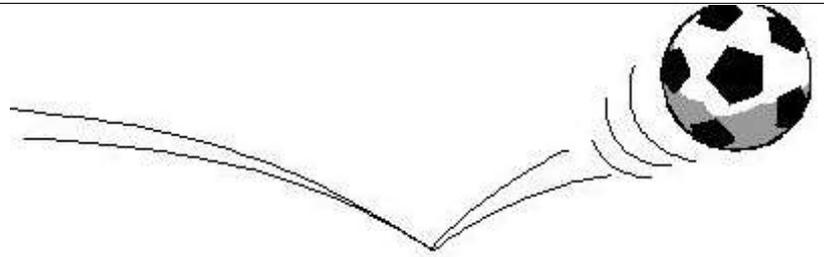


The Magic Football

By



CHARACTER — Who is in your story? Describe them.

What are they like? How are they feeling? Sad or happy? Why?

SETTING—describe **where** your story takes place.

PLOT—What exciting or unusual things happen?

THINK

Who does the football belong to or **where** was it found?

Where did it come from? **How** did it get there?

How is it magic? **What** does it do?

Will it help someone to do something? **Why?** **How?**

THINK

How will your story end? Will it be a happy or sad ending?

REMEMBER — use interesting words. Don't be boring!!!

The day the wind decided to play tricks

By



CHARACTER — Describe the wind. **Why** is the wind playing tricks? **Who** is it playing tricks on?

Is it always the same? Does it have feelings? Is it good or bad?

SETTING — describe **where** your story takes place. **When** is it happening? **What** kind of day or night is it?

PLOT—What exciting, scary or unusual things happen?

THINK

What does the wind do? **What** happens when it plays tricks?

How does it affect the other characters? **How** do they feel?

Does it cause a problem? **How** will the problem be solved?

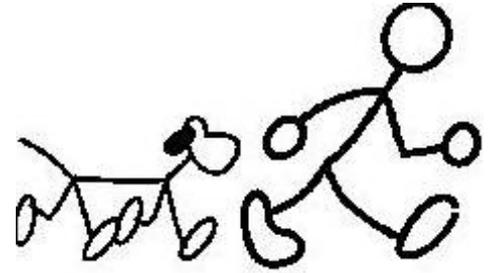
THINK -**How** will your story end?

Does the wind learn a lesson? Does it help anyone?

REMEMBER — use interesting words. Don't be boring!!!

The drawing that jumped off the page

By



CHARACTER — Describe the drawing.

Who does the drawing belong to?

SETTING — Describe the places in your story.

PLOT— Did someone find it or did it jump off the page as soon as the drawing was finished? **What** unusual things happen?

THINK

What happened when the drawing jumped off the page?

Did the person who drew it see what happened? Did anyone see?

What does the drawing do? **Where** does it go?

What does the person who drew or found it do? Do they want it back? Does the drawing want to go back on the page?

THINK—**How** will your story end? **How** is the problem solved?

REMEMBER — use interesting words. Don't be boring!!!

The snowman who forgot it was summer

By



CHARACTER — Describe the snowman. **What** does he look like? **Who** had made him? **How** does he feel when he realises that it's summer not winter?

SETTING — describe **where** he is. **What** does that place look like? **What** does the snowman see when he looks around? **What** does he think about where he is?

PLOT—**What** does he do? **What** will happen to him?

THINK

Why is he still there in the summer?

What does he do? Does anyone know? Do they help him?

THINK — **How** will your story end? **How** is his problem solved?

REMEMBER — use interesting words. Don't be boring!!!

The Scarecrow who wanted to be real

By



CHARACTER — **Who** is in your story? Describe the scarecrow. **Who** does it belong to? **How** does it feel?

Why does it want to be real?

SETTING—describe **where** it is and **what** it can see or smell when it looks around. Does it like where it is? **Why?** **Why not?**

PLOT—**What** exciting or unusual things happen?

Will it be happy if it is real? **Why not?** **What** will it miss? **What** does it do?

THINK—Does it get chance to be real or does it spend its time just wishing to be real? If it becomes real, does it like it?

Does it want to go back to being a scarecrow again?

THINK — How will your story end? Will the scarecrow be happy?

REMEMBER — use interesting words. Don't be boring!!!

The Mischievous Musical Notes

By



CHARACTER — **Who** else is in your story?

SETTING—describe **where** your story takes place. Is it at school during assembly or somewhere else?

PLOT—**What** strange or unusual things happen?

THINK

What happens when your character tries to play a tune?

What does your character think and feel when strange things begin to happen? Does it cause a problem?

Why are the musical notes being so naughty?

Who made them that way? **When** did it happen?

THINK

How will your story end? **How** is the problem solved?

REMEMBER — use interesting words. Don't be boring!!!

The alarm clock that got tired of waking people up!

By



CHARACTER — Describe the alarm clock. Who owns it? Was it an ordinary clock or not? **How** did it feel?

What did it want to do instead of waking people up every day?

SETTING—describe **where** the clock lives and where it goes.

PLOT— **What** does the clock decide to do? **Why?** **What** exciting or unusual things happen to the clock and its owner?

THINK

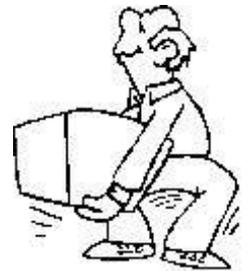
How does this affect its owner? Is its owner pleased?
What problems does it cause by not waking its owner up?

THINK — **How** will your story end?

How is the problem solved for the clock's owner?

REMEMBER — use interesting words. Don't be boring!!!

The Mysterious Parcel By



CHARACTER — **Who** is in your story? Who finds the parcel? Describe them. What is the parcel like? Use interesting words to describe how it looks, smells etc.

SETTING—describe **where** the parcel is found and **where** the story takes place.

PLOT—**What** exciting or unusual things happen?

THINK

Does your character know **who** the parcel belongs to
or **where** it came from? **How** did it get there?

Is there anything in it or is it empty? Is it magic?

What happens? What does your character do with it?

THINK — **How** will your story end? Does it go back to its owner?

REMEMBER — use interesting words. Don't be boring!!!