

Hello everyone! We hope you are all well.

Having (hopefully) spent most of your week at home, we'd like to give you the chance to go on a spectacular adventure using your imagination and your fantastic writing skills.

Many of the most thrilling and timeless stories use being stuck at home as the starting point for a great, unexpected tale. Narnia, for example, uses the back of a wardrobe as a secret portal between the real world and a fantasy world of talking animals, witches and magic. Likewise, Alice in Wonderland uses a portal in a rabbit hole, The Wizard of Oz uses a tornado and Jumanji uses a magical board game which brings magical elements of the jungle into the everyday world. Even in Harry Potter, Harry's boring and difficult life at home with the Dursleys all changes when he gets his Hogwarts letter and can enter the wizarding world.

Your mission is to write a narrative which somehow turns a seemingly ordinary (perhaps even boring) day stuck at home into an unbelievable voyage.

We have put this document together to help children and parents to break down the story-writing process into manageable chunks. Whilst it cannot be a replacement for a sequence of lessons in school it may help you if you are struggling to get started on any of the prompts given so far.

We suggest working through the steps in this document over a few days **before** you begin to write your story and then giving yourself an extended period of time to write and edit (this could be over a few days as well).

Finally, please note that this remains one suggested avenue you may wish to go down with your writing. We encourage you to be reading and writing regularly and using this time to pursue your own ideas and interests whilst writing.

Happy storytelling!
The Year 5 Team

Step 0 - Reading

Read through the texts on the next few pages (or have somebody read them to you).

Discuss what is similar and what is different about each one. Are there any ideas you could take to use in your own writing? Which is your favourite and why?

THE LION THE WITCH AND THE WARDROBE

It was the sort of house that you never seem to come to the end of, and it was full of unexpected places. The first few doors they tried led only into spare bedrooms, as everyone had expected that they would; but soon they came to a very long room full of pictures and there they found a suit of armour; and after that was a room all hung with green, with a harp in one corner; and then came three steps down and five steps up, and then a kind of little upstairs hall and a door that led out on to a balcony, and then a whole series of rooms that led into each other and were lined with books — most of them very old books and some bigger than a Bible in a church.

And shortly after that they looked into a room that was quite empty except for one big wardrobe; the sort that has a looking-glass in the door. There was nothing else in the room at all except a dead blue-bottle on the window-sill.

“Nothing there!” said Peter, and they all trooped out again — all except Lucy. She stayed behind because she thought it would be worth while trying the door of the wardrobe, even though she felt almost sure that it would be locked. To her surprise it opened quite easily, and two moth-balls dropped out. Looking into the inside, she saw several coats hanging up — mostly long fur coats. There was nothing Lucy liked so much as the smell and feel of fur.

She immediately stepped into the wardrobe and got in among the coats and rubbed her face against them, leaving the door open, of course, because she knew that it is very foolish to shut oneself into any wardrobe.

Soon she went further in and found that there was a second row of coats hanging up behind the first one. It was almost quite dark in there and she kept her arms stretched out in front of her so as not to bump her face into the back of the wardrobe. She took a step further in — then two or three steps always expecting to feel woodwork against the tips of her fingers. But she could not feel it.

“This must be a simply enormous wardrobe!” thought Lucy, going still further in and pushing the soft folds of the coats aside to make room for her. Then she noticed that there was something crunching under her feet.

“I wonder is that more mothballs?” she thought, stooping down to feel it with her hand. But instead of feeling the hard, smooth wood of the floor of the wardrobe, she felt something soft and powdery and extremely cold.

“This is very queer,” she said, and went on a step or two further.

The Wizard of Oz

The north and south winds met where the house stood, and made it the exact center of the cyclone. In the middle of a cyclone the air is generally still, but the great pressure of the wind on every side of the house raised it up higher and higher, until it was at the very top of the cyclone; and there it remained and was carried miles and miles away as easily as you could carry a feather.

It was very dark, and the wind howled horribly around her, but Dorothy found she was riding quite easily. After the first few whirls around, and one other time when the house tipped badly, she felt as if she were being rocked gently, like a baby in a cradle.

Toto did not like it. He ran about the room, now here, now there, barking loudly; but Dorothy sat quite still on the floor and waited to see what would happen.

Once Toto got too near the open trap door, and fell in; and at first the little girl thought she had lost him. But soon she saw one of his ears sticking up through the hole, for the strong pressure of the air was keeping him up so that he could not fall. She crept to the hole, caught Toto by the ear, and dragged him into the room again, afterward closing the trap door so that no more accidents could happen.

Hour after hour passed away, and slowly Dorothy got over her fright; but she felt quite lonely, and the wind shrieked so loudly all about her that she nearly became deaf. At first she had wondered if she would be dashed to pieces when the house fell again; but as the hours passed and nothing terrible happened, she stopped worrying and resolved to wait calmly and see what the future would bring. At last she crawled over the swaying floor to her bed, and lay down upon it; and Toto followed and lay down beside her.

In spite of the swaying of the house and the wailing of the wind, Dorothy soon closed her eyes and fell fast asleep.

Alice in Wonderland

Alice started to her feet, for it flashed across her mind that she had never before seen a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge.

In another moment down went Alice after it, never once considering how in the world she was to get out again.

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well.

Either the well was very deep, or she fell very slowly, for she had plenty of time as she went down to look about her and to wonder what was going to happen next. First, she tried to look down and make out what she was coming to, but it was too dark to see anything; then she looked at the sides of the well, and noticed that they were filled with cupboards and book-shelves; here and there she saw maps and pictures hung upon pegs.

Step 1 - The Adventure!

Create a mindmap of all of the different places you might end up going on an adventure. Aim to include at least 8 of your own ideas. Use this list to help you to get started:

Outer-space

An alien planet

The bottom of the ocean

The Arctic

Travelling in time

...

...

...

Once you have lots of ideas, see if you can settle on one which you are particularly excited by.

Note: Unless you have a very clear idea of what you want to happen in your story **it is probably best to avoid a very specific setting** ('a desert island' is probably better than 'Bristol City Football Ground').

Step 2 - The Portal

Have a think about what your portal might be. This could literally be a magical door to another world, or it could be something else (like the acceptance letter in Harry Potter) which allows your character to 'escape' into their adventure. See suggestions below if you are stuck:

A key

A mousehole

A bath plughole

A chimney

A trail of paintdrops

...

...

(Can you think of any portals from books or films which you know?)

Once you come up with an idea, draw your portal and label it with a list of: **adjectives**, **expanded noun phrases**, **similes** and **metaphors**. Aim to have at least five of each. Use the glossary if you need help.

Note: The portal is going to play a very important role in your story so we will want to write a really good description of it to build the reader's interest. The more ideas you can get down now, the better!

Step 3 - The Main Character

Now that you have a setting and a portal, it is time to think about your main character. Who are they? What do they look like? What is their personality like?

You could draw something like this to help you with an illustration of your character in the middle. Write in full sentences - this will make it easier to put together later. Use the **adjective** list on the next page for inspiration.

Don't worry about the final 'How my character changes' box - we can come back to that later.

An easy way of making sure you add lots of detail is by including at least one sentence for each of the following features:

eyes / hair / nose / mouth / posture / clothes / arms / hands / legs / fingers

The form consists of a central square box with a double border, intended for a drawing of the character. Surrounding this central box are four rectangular text boxes, each with a thin border. The top-left box is labeled 'My character looks like...', the top-right box is labeled 'My character's actions are...', the bottom-left box is labeled 'My character's personality is...', and the bottom-right box is labeled 'My character changes because...'. The entire form is enclosed in a larger rectangular frame.

Once you have filled in each box, can you combine the sentences you have written into a **character description** of a paragraph or two. Don't forget to use **connectives** and vary your sentence starters to help make it flow.

angry	contented	cheerful	disgusting
mad	calm	colourful	wrinkled
furious	happy	greedy	enormous
bad	satisfied	mean	broad
evil	merry	selfish	large
bold	joyful	lazy	big
naughty	dangerous	idle	tall
cheeky	savage	dozy	short
rude	vicious	pretty	tiny
dreadful	delicate	beautiful	foolish
awful	weak	attractive	silly
harsh	frail	handsome	zany
terrible	forgetful	athletic	confused
wicked	careless	sporty	muddled
horrible	untidy	odd	lucky
horrid	wasteful	unfriendly	fortunate
brave	generous	aloof	poor
courageous	kind	quaint	unfortunate
daring	helpful	cute	quick
adventurous	loving	rich	fast
clever	brilliant	wealthy	speedy
intelligent	wonderful	rowdy	rapid
smart	excellent	loud	
skilful	awesome	ugly	

Step 4 - The Introduction / Home Setting Description

Your story needs to begin at home. Why not use your own home as inspiration to help you to write a **setting description** to begin your story?

Choose a room in your house and look around the whole room writing a list of all of the different objects, items or features you might want to write about (eg bed, bedside table, lamp, books, rug, crack in the wall etc).

Once you have done that turn each of your nouns into an **expanded noun phrase** using the following template.

Determiner	Adjectives	Noun	Prepositional Phrase
<p>A determiner is a word which comes before a noun or any modifiers, such as adjectives. They introduce the noun and give the reader important information about it.</p> <p>the a an my these her our your five some many those</p>	<p>Adjectives are words which describe a noun. You can use two adjectives to describe a noun but they must be separated by a comma, e.g. the huge, hairy spider.</p> <p>colourful gigantic miniature pristine dilapidated ancient obnoxious mischievous crumpled ecstatic muscular rectangular</p>	<p>The noun is the thing, person or idea that the expanded noun phrase is about.</p> <p>socks bus engine bottle television pond custard paper lettuce caravan tongue Linda imagination</p>	<p>A preposition is a word which indicates place or direction. A prepositional phrase usually includes a preposition and a noun or a pronoun.</p> <p>beside the river near the town in the water during the night through the winter this evening on the table between the houses underneath the waterfall before morning towards home</p>

Examples

many unattractive, winding cracks in the walls
 some dusty, untouched books on the shelf
 a colourful, shaggy rug beneath the bed

Note: These are just **expanded noun phrases**, not full sentences. We will need to turn them into full sentences later by adding a verb clause (A colourful, shaggy rug beneath the bed **lies covered in dust and cobwebs** / **Amelia noticed** many unattractive, winding cracks in the walls.)

Step 5 - The Plot / Plan

Hopefully by now you will have started to think a little bit about what might happen in your story. Your story will probably follow the following structure. Use the boxed plan on the next page to jot down your ideas.

Introduction - Why is your main character stuck at home? Can you write a setting description of the house? Is your character at home alone, or with others? (This will be the section where you include your home setting description and your character description)

The Portal - What is it? What does it do? Where will it take your character? (This will be where you include your portal description)

The Adventure Setting - Where does the portal take you? (Look back at your first mindmap) Here's a great opportunity to include another vivid setting description.

The Problem - What challenge or problems does your character face?
This could be:

Facing an antagonist (a baddie)

Having to find your way back home

Having to find an item/person (eg The Wizard of Oz)

Something else that puts your character in danger (eg. a spaceship malfunctioning)

The Resolution

How does your character get out of trouble?

(For a *real* challenge think back to earlier in your story to see if you could give the character the item/knowledge they need to overcome their problem. For example, if your character needs a mysterious key to unlock a door, perhaps they found a strange key in a drawer in the introduction when they were rummaging around at home)

Ending

Does your character make it home? Is it a happy ending? How has your character changed? Maybe they were shy and nervous to begin with but now they are more confident? Perhaps they have learned to be kinder through their adventure?

Now go back to Step 3 and see if you can fill in the final box.

<p>Beginning</p> <p>What happens at the beginning?</p> <p>Who are the main characters?</p> <p>Where is it set?</p>	
<p>Build up</p> <p>What happens next?</p> <p>How does the story hint at a problem?</p>	
<p>Problem</p> <p>What is the problem within the story?</p>	
<p>Resolution</p> <p>How is this problem resolved/sorted out?</p>	
<p>Ending</p> <p>How does the story end?</p> <p>Does it end happily? Is there a twist to the plot?</p>	

Step 6 - Sharing

If you haven't already, and there is somebody you can do this with, discuss your ideas with somebody else at home. See if you can tell them the overall idea of the story and share the main ideas for the plot. Listen carefully to any feedback and suggestions they might have, you might want to make a few small changes at this point.

Step 7 -Writing

Now you have done your planning, start writing. Don't worry about getting everything right first time, we can edit later. If you are struggling for ideas, take a break - you have the luxury of being at home and not in a time-limited lesson! If you have been following this plan carefully you should already have lots of sections written - your character description, a setting description, a description of your portal and lots of other notes and ideas. Go back and take bits straight from here - you don't need to write the whole thing from scratch!

Step 8 - Editing

Do not do this straight after finishing your writing. It is best to come back the next day with a fresh pair of eyes.

Read through once checking for capital letters and full-stops.

Read through once checking that you have included commas where they are needed.

Read through once checking the first word in each sentence - have you used a variety of sentence openers including **fronted adverbials** and **subordinate clauses**?

Read through once (with a thesaurus if you have one) checking for any boring words like 'good' or 'said' which you could uplevel.

Step 9 - Celebrating

Congratulations! You have now written a great story! Why not share your finished work with someone else at home, decorate your writing with a border, type it up on a computer or include illustrations before giving yourself a big pat on the back!

Glossary

Adjective - a word which describes a noun (the **brown** dog / the **filthy** carpet)

Character description - The part of a story which describes a character, usually when they are first introduced.

Connectives - words which can be used to join two sentences together such as 'and', 'but', 'however', 'although', 'because' etc.

Expanded Noun Phrase - a phrase made up of a noun and at least one adjective (as well as an optional preposition)

Fronted Adverbials - Phrases at the start of a sentence which tell the reader when, where or how something happens.

When: '**As the sun rose**, Amelia stretched her arms and got out of bed.

Where: '**In the shaded, dusty corner of the room**, a whistling noise could be heard.

How: '**With the bravery of an explorer venturing into the unknown**, she clutched the key tightly.

Metaphor - describing something as something else (her smile was a warm embrace / the stars were tiny lighthouses guiding our way)

Preposition - A word or phrase telling you where something is ('beneath' / 'beside the table' / 'on top of the fridge')

Setting description - The part of a story which describes where the story is taking place

Simile - describing one thing by comparing it to another (the ocean floor was as deserted as a toxic wasteland / the gateway was as spectacular as a mountainous waterfall)

Subordinate clause - A clause, which can come at the start of a sentence, which doesn't make sense by itself (**Although it was evening**, it wasn't dark.)