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OXFORD



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# The story of you

Every story has an author and for this story it's you!

Stick a photo or draw a picture of yourself here.



ow tell the read	er a bit abo	ut yourse	lf.	1
I live in				
These are some of my fav	ourite things			-
		<u> </u>		
avo non road an	amazina ha	ak?		1
ave you read an o you have a fav				
My favourite book is				_
My favourite author is				_
I like stories about				_
				_
	4	90		

# Short story ideas

Want to write a great short story? Find an idea! Look around for an unusual object.











# A fantastic find

Draw a picture of the object here.





# Choose your characters

Every story needs a star. This could be a daring superhero or even a wicked villain.



a robot

a girl

a unicorn

an alien

a boy

a mouse

# Draw your character here

### Describe your character.

My character's name is...





My character looks like...

My character is good at...





My character's greatest fear is...

Circle three words that you think best describe your character.

helpful kind brave brainy silly scared mean bossy clumsy loud quiet inventive greedy sneaky chatty

shy tall tiny magical

shiny

# Set the scene



# A great story can be set anywhere.

Perhaps it might start in your school or your living room and then your character could travel to an unexpected place, like another planet, or get sucked into a video game!





Planet X

Underwater world

Science lab

football field

Egypt

Battle One game world

# My Map



Draw a map showing the important places in your story. Draw a dotted line between different places to show the journey your character takes in the story.







# Fun with words



You need to pick the perfect words to tell your story. You could use a thesaurus, be creative with the words you choose or invent your own vocabulary.



## Vocabulary inventor

Blending different words together can help you to add interesting ideas and characters to your story.

bull + fox = buffox
hullaballoo + balloon = hullaballoon
beard + cardigan = beardigan
scamp + vampire = scampire

# Get blending!

\_\_\_\_\_ + \_\_\_\_ = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_ = \_\_\_\_

\_\_ + \_\_\_\_\_ = \_\_\_\_\_

# Choose your title





Is your story a mystery or an adventure? You could include a word that tells the reader what kind of story it is.

Mystery

Adventure

Love

Creepy

Detective

Spy

Will you name your hero or your villain in the title?

\*

The

and Accidentally

Saved the Human Race

How I Learned How To Tidy My Room

The Painted People Mystery

The Island of Forgetting

Will your title include the name of the place where your story happens?

Now write your title...

# Start your story

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There are lots of different ways of starting a story. Here are some opening lines to get your story going.

I looked in the mirror

I didn't want to go . . .

It started like a normal day . .

'Stop!' he screamed. 'If you open that . . .

BANG! The explosion rocked the spaceship . . .

Dear diary . . .

Once upon a time . . .

 		t's get started 🗡
		<b>*</b>
	*	
	14	

# What happens next

Every story has a beginning, a middle and an end. A great story needs some twists and turns to keep readers glued to their seats.

XXXXXXXXXXXX

What problem does your character face? Do they need to get somewhere or find something? What obstacle might be put in their way? What can they do? How can they get help?



Fix the glitch to find your way out of the game.



Travel back in time to return Queen Elizabeth's stolen tiara.



Help the witch who has lost her wand.

# Plan the middle of your story.

Problem: My character's problem is	_ ;*:
	_ **
Problem solved: My character solves this by	_
	$ \mathcal{I}$
	$ \begin{pmatrix} 1 & 0 \end{pmatrix}$
Obstacle: The obstacle that gets in my character's way is	— Y
	—
	_ *
Obstacle overcome: My character gets past this obstacle by	7010





# The End

'A'A'A'A'A'A'A'

A great story needs a great ending. Take a look at how these endings wrap the story up.

A detective dog solves the mystery of the missing bone.

A brainy kid uploads a virus to defeat a robot army.

The shyest girl in school wins the talent show.

A frightened ghost learns how to be scary.

An explorer finds the buried treasure.



A scientist shrinks the world to defeat alien invaders.

# How could you end your story? Idea 1 Idea 2 Idea 3 Idea 4

# Now pick your favourite idea and write the rest of your story with a great ending!



# Edit your story

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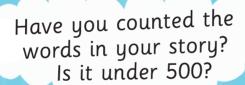
You might have finished writing your story, but is it the best it can be?



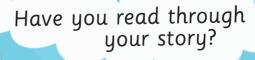
Does it all make sense?



Did you use the best words in your descriptions?









Use the **story doctor checklist** to help you make your story even more awesome. You could get a friend or family member to complete this checklist after reading your story or just fill it in yourself.



Story doctor	
Does the opening of the story grab your attention?	Yes No
Say why:	
What's your favourite part of the story? Do you have one	Yes No
Say why:	
Do you have a favourite word or phrase in the story? Yes	No 🗆
Say why:	
Did you find any parts of the story confusing?	Yes No
Say why:	
Do you like the ending?	Yes No
Say why:	
What would make the story better? Any ideas?	Yes No
Say why:	

# My best 500 Words story!







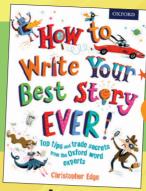
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### -- x THE END x --

Well done! What's your next big idea?



For more story-writing ideas see





Age 7+

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