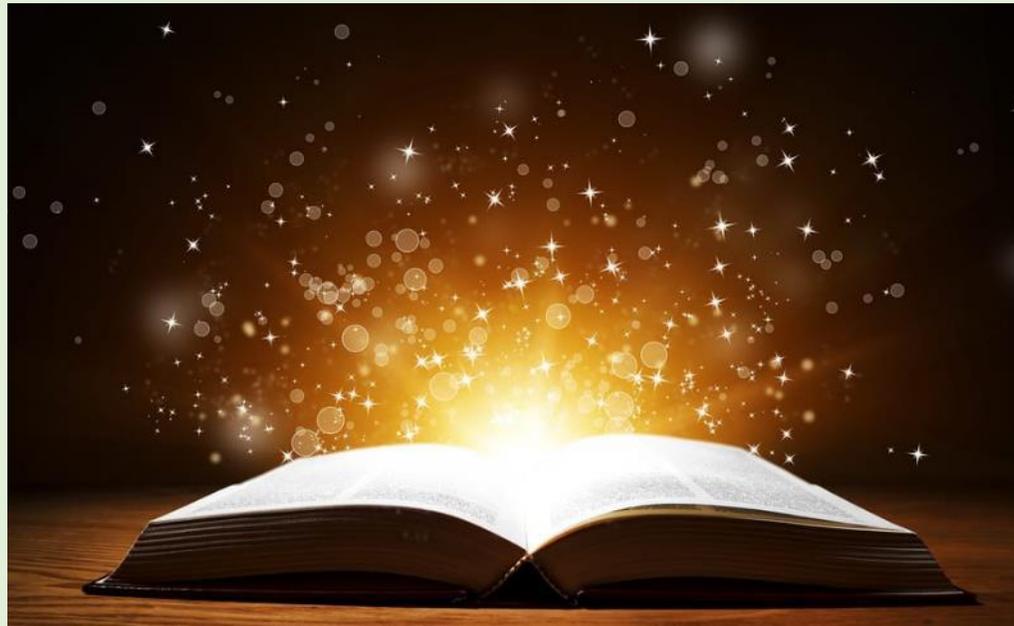


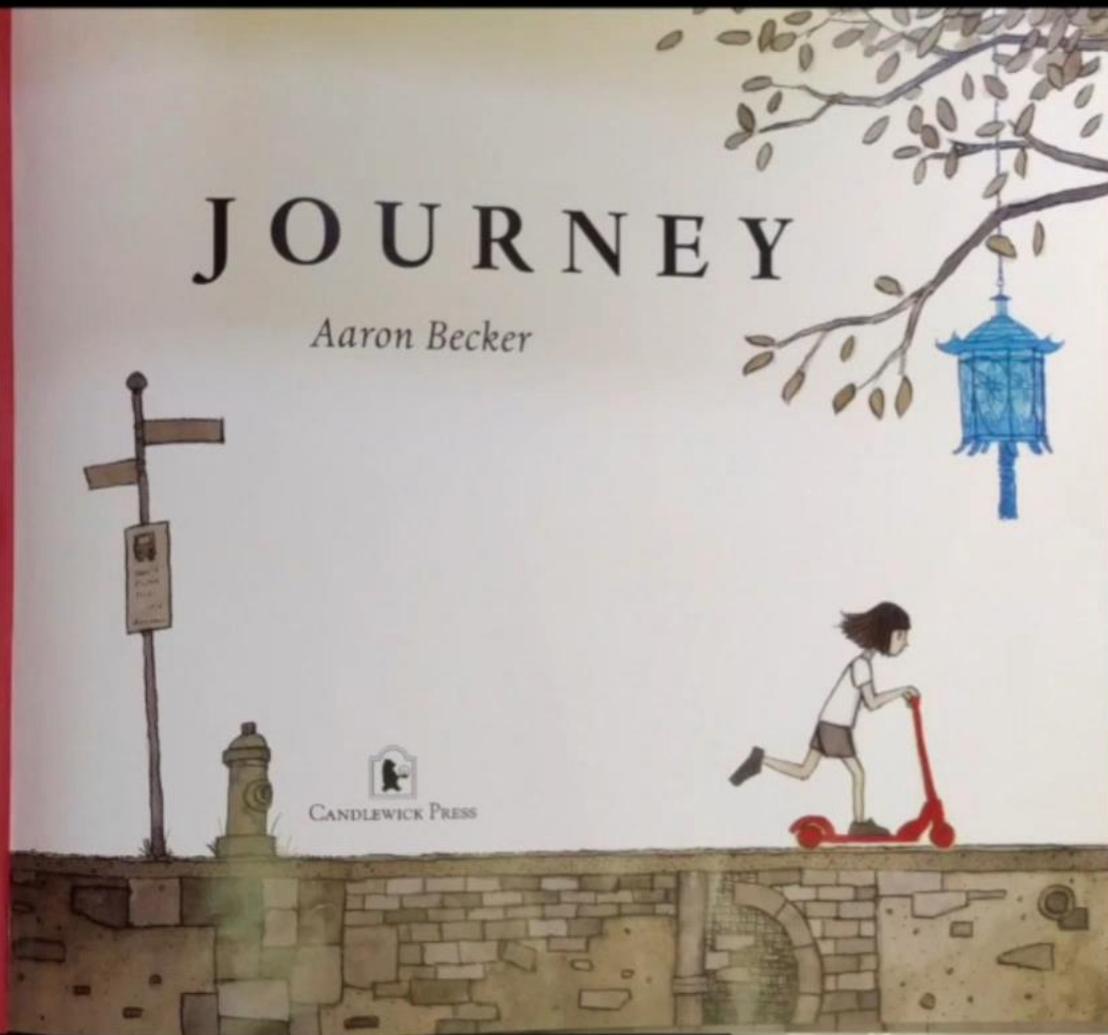


Farnborough Primary School's story writing day!



JOURNEY

Aaron Becker





If you had a magic pen, where would you go?



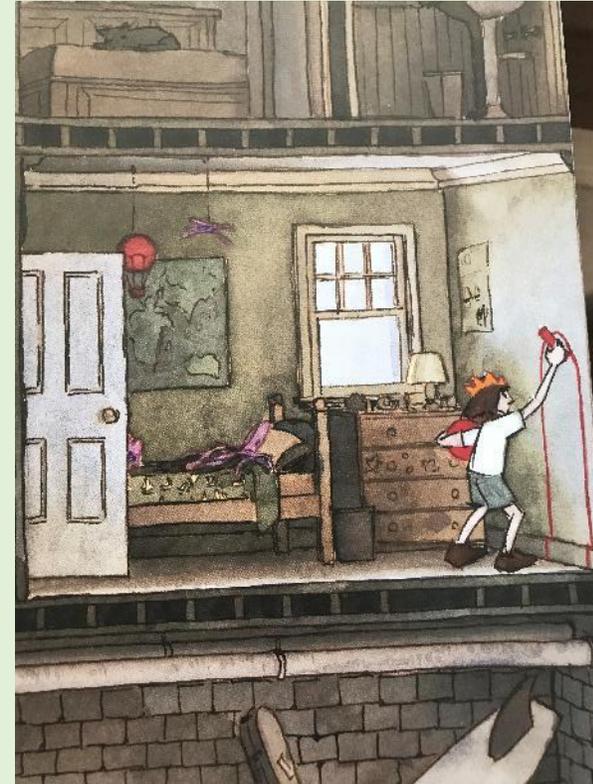
Make a list of all of the magical places you might travel to with your magic crayon.



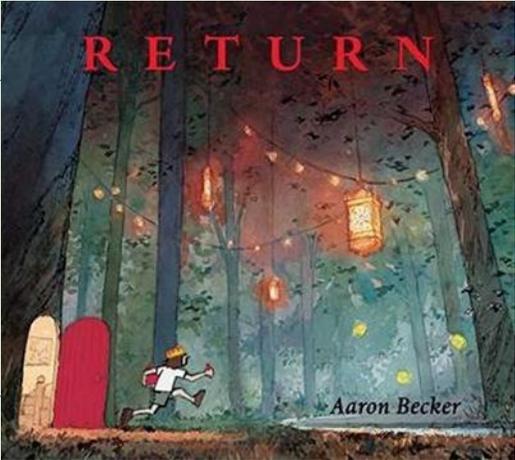
Just like the children in our story you are going to draw your own adventure today.

Make a mind map of all of your ideas.

How will your
adventure
start?



Mind map some of the ideas you could take from the story.



How can you tell different between what the children have created and what is real?

What is the important relationships within the book? Is this more than just an adventure story?



Create a story path for your adventure.

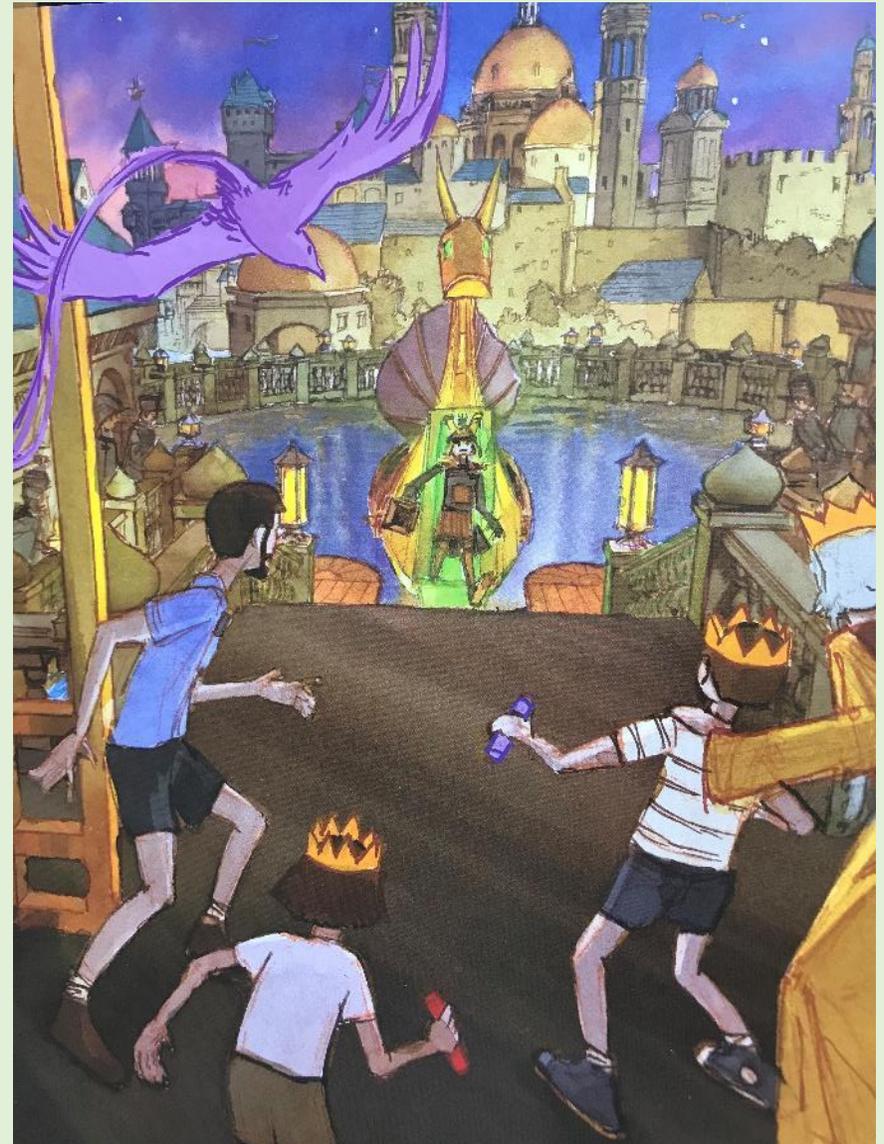
Things to think about:

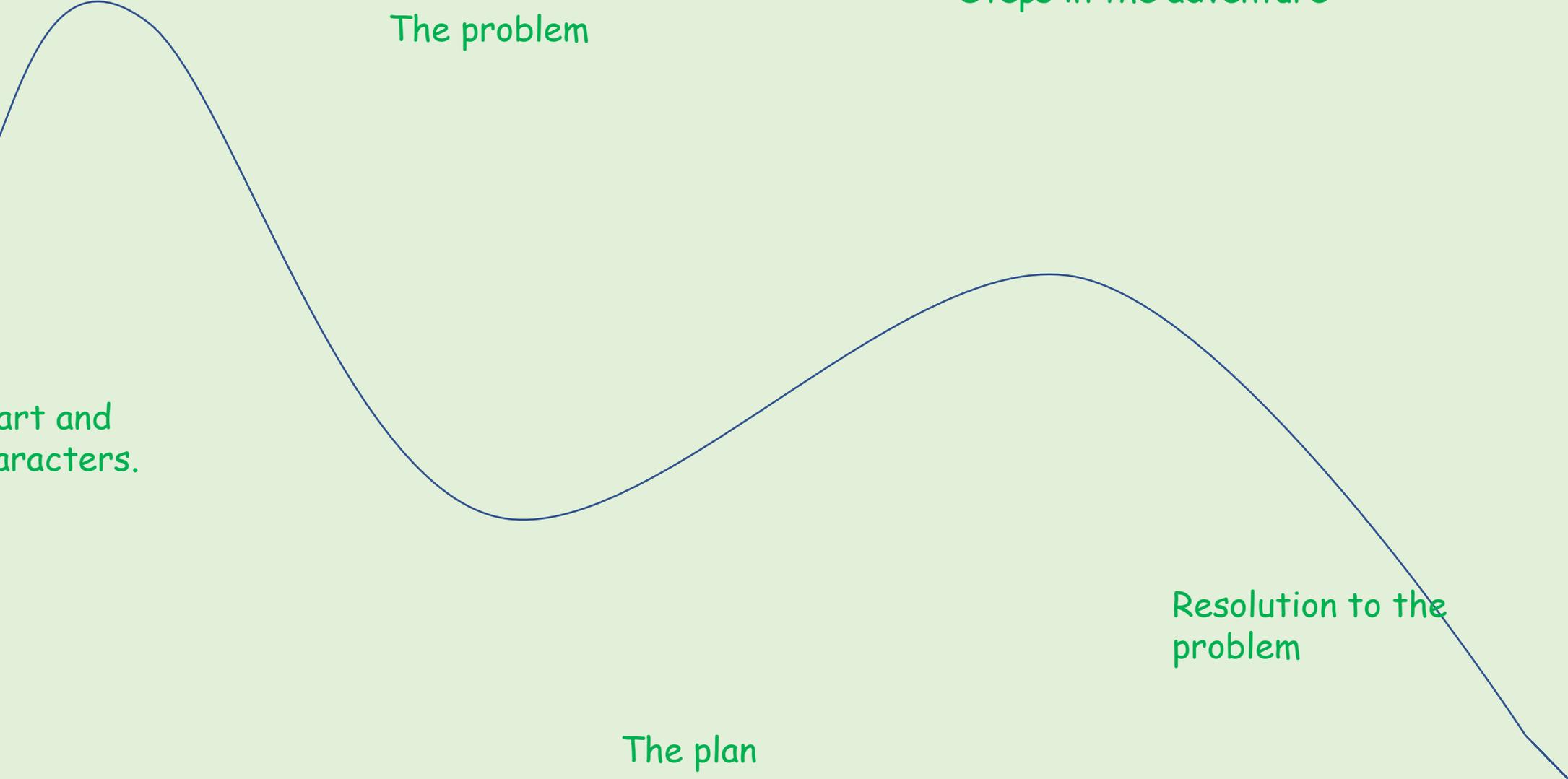
Characters

Setting

The problem

How it will be resolved?





The problem

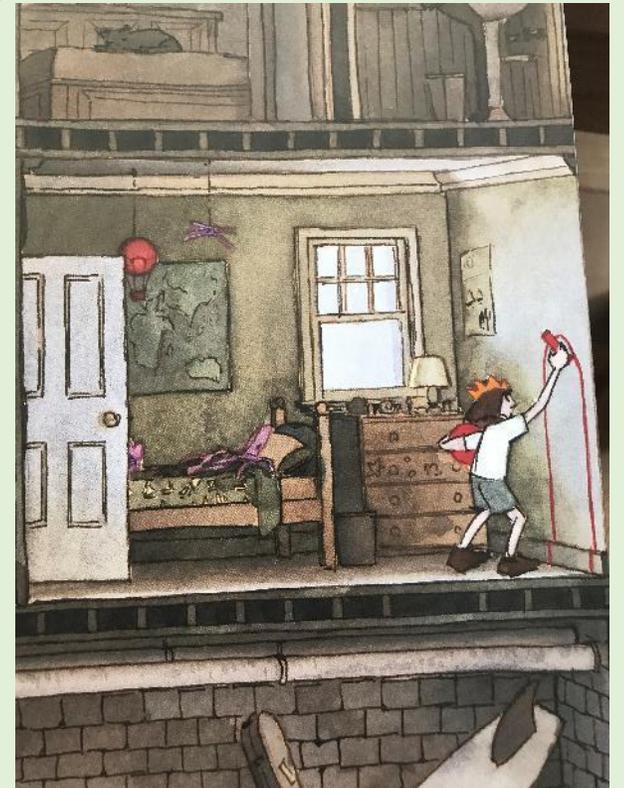
Steps in the adventure

The start and
the characters.

The plan

Resolution to the
problem

Now you are ready to begin
your adventure.



Now, you are ready to start writing your adventure using your story path to help you.



Here is some vocabulary to help you with your word choices.

To Describe Characters

amiable
charming
delightful
good natured
likable
nice
pleasant

attractive
beautiful
exquisite
gorgeous
handsome
stunning
winsome

audacious
bold
brave
courageous
fearless
plucky
valiant

disagreeable
horrible
insufferable
loathsome
nasty
obnoxious
unpleasant

grotesque
hideous
repugnant
repulsive
revolting
ugly
vile

almighty
big
enormous
gargantuan
gigantic
humongous
massive

Here is some vocabulary to help you with your word choices.

To Describe Feelings

delighted
ecstatic
elated
euphoric
happy
overjoyed
thrilled

angry
annoyed
fuming
furious
incensed
livid
outraged

anxious
apprehensive
jittery
nervous
tense
uneasy
worried

crestfallen
dejected
depressed
despondent
heartbroken
miserable
sad

afraid
frightened
panic-stricken
petrified
scared witless
terrified
terror-stricken

certain
confident
convinced
in no doubt
optimistic
positive
sanguine

Here is some vocabulary to help you with your word choices.

To Describe Settings

attractive
awe-inspiring
beautiful
breathtaking
glorious
magnificent
spectacular

grand
impressive
majestic
regal
splendid
stately
lavish

bustling
busy
crowded
hectic
lively
swarming
teeming

disgusting
hideous
horrible
ugly
unappealing
unattractive
unsightly

creepy
eerie
frightening
scary
sinister
spine-chilling
unnerving

calm
noiseless
peaceful
quiet
silent
still
tranquil

Here is an adventure story writing toolkit.

Create suspense in the build up

A dilemma or problem

A resolution

Show not tell

Reveal the character's thoughts
- He hoped that he would find his way home.

Vocabulary choices

Short punchy sentence

Dramatic connectives - *in an instant, without warning, out of the blue*

Rhetorical questions



Powerful verbs - *crept, grabbed, smothered*

Empty words - *something, somebody*

Can you include...

Cliff hanger questions

Slow the action by using sentences of three and drop in clauses.

Prepositions

Show the setting through the character's eye's

Dialogue showing how the character is feeling

Similes



Pick out unusual details to bring the setting alive.

Metaphors

Onomatopoeia

Expanded noun phrases to add intriguing details

Describe the change in weather to create atmosphere

Let's meet the author.

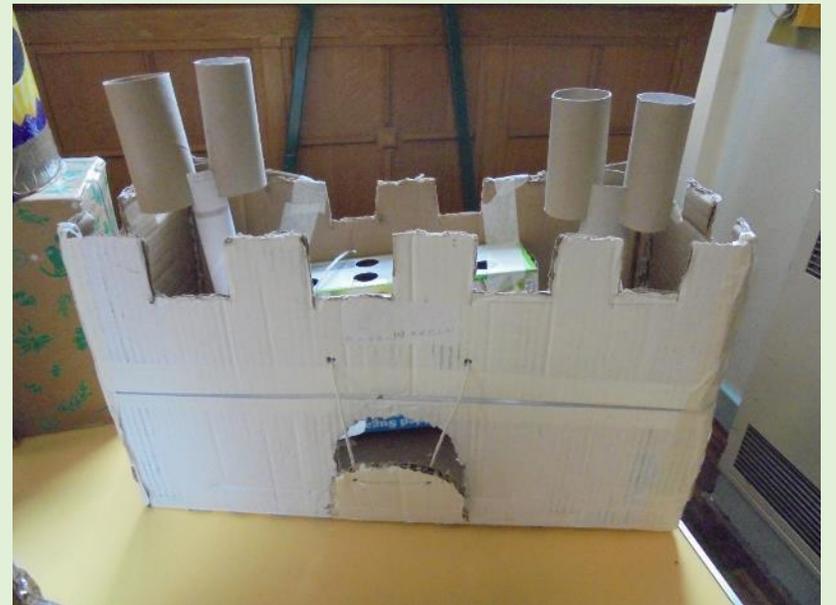
<https://www.storybreathing.com/free-virtual-school-visit/>

Just like Aaron Becker we are going to try and create a scene from our story through Junk modelling.

You can create a scene from your story or from Journey it is up to you, but we would love to see photos of you models.

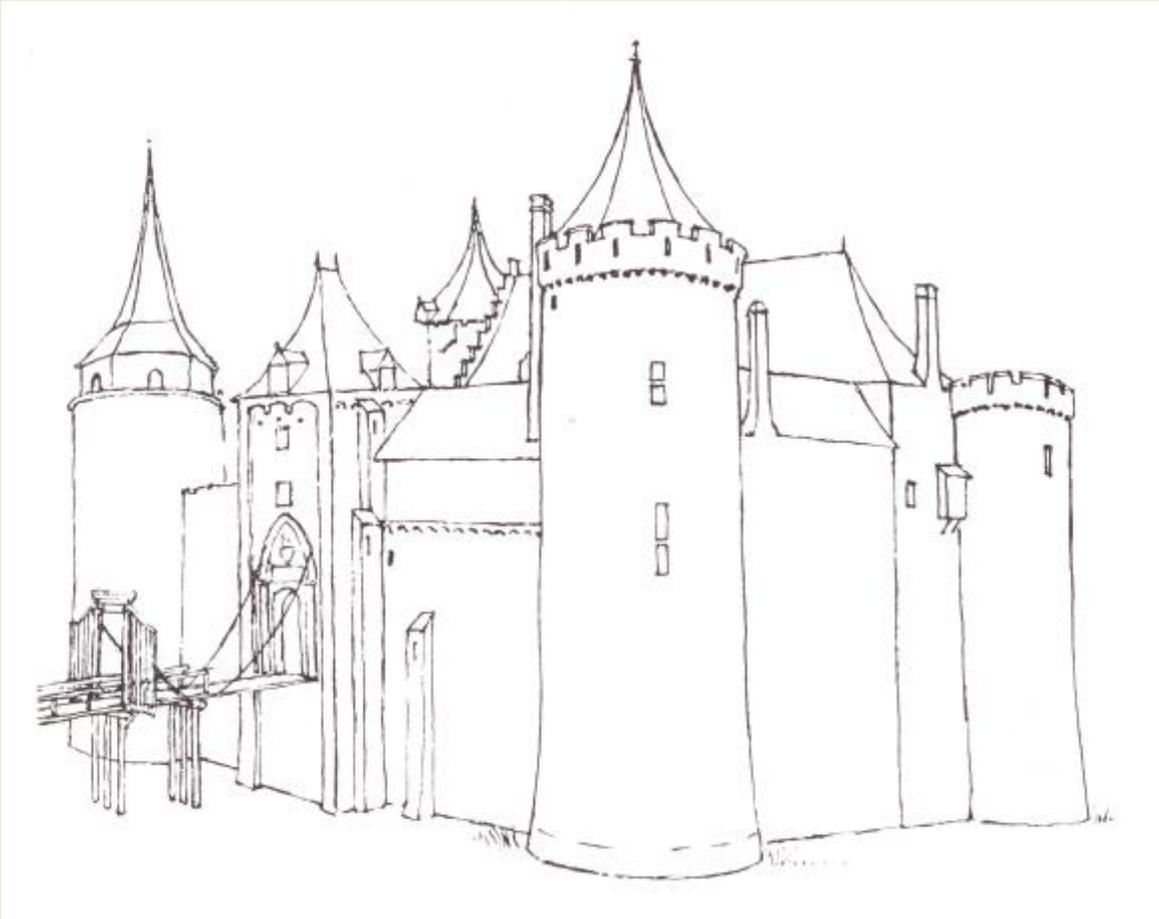
Alternatively, there are slides at the end of this presentation to help with some drawing ideas.

Here is some ideas to get you started.



Can you use the images on the slides to help you create some artwork for you stories?

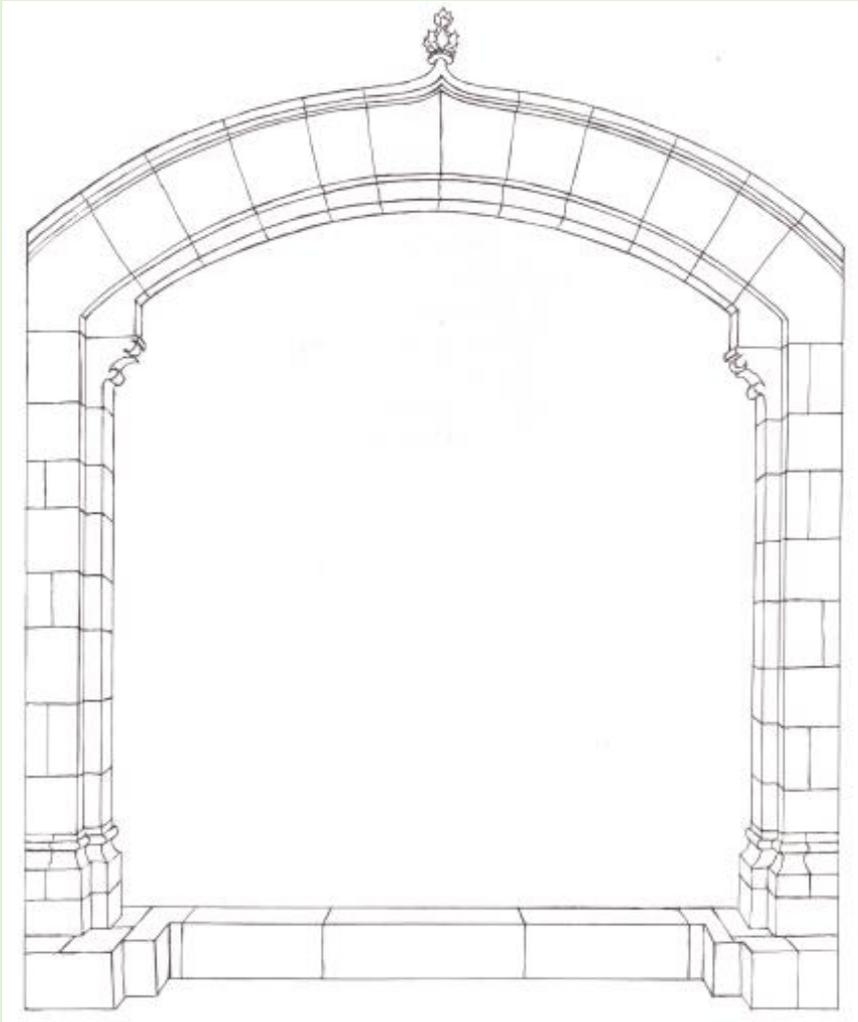
You don't have to use them all, pick the ones that will work with your story or use them to inspire you own artwork.



Who lives in the castle?
Do they keep animals?
Can you draw them so we can see?

You were secretly following someone when they disappeared through this archway. You aren't sure what's on the other side so you tiptoe up the step and peer through.

Draw or paint what you see through the archway.

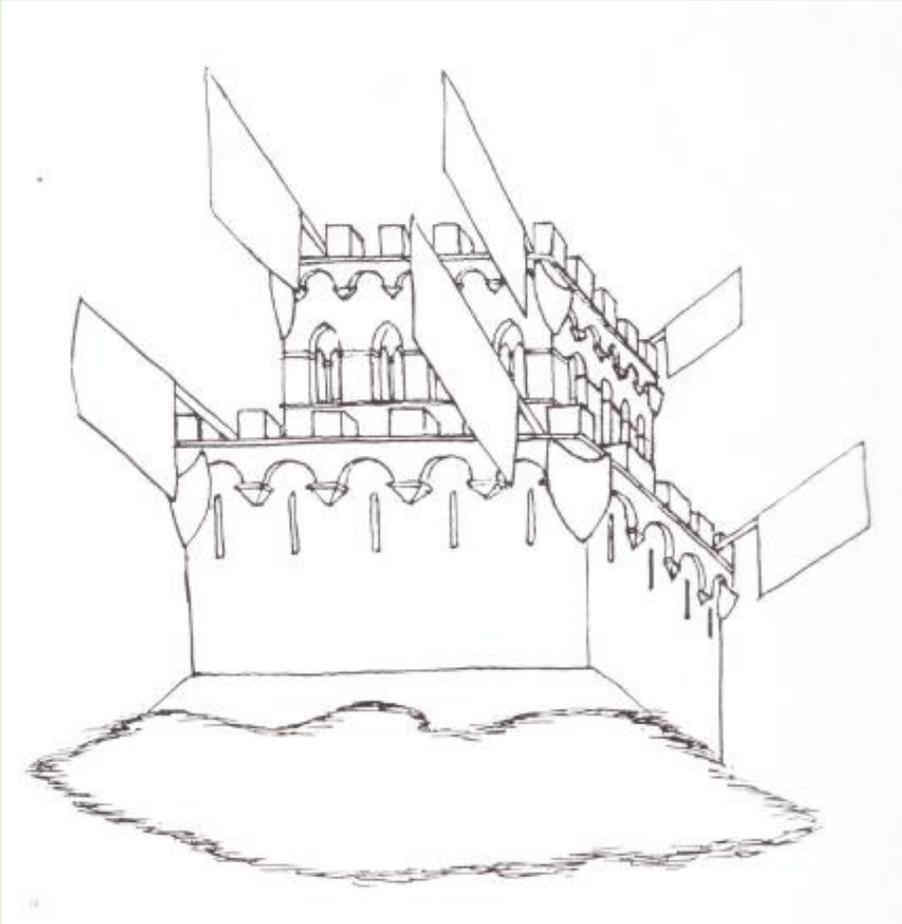


What do you see through the archway?

Is there anything on the step, draw what you see?

Suddenly, something makes you look up...what do you see above the archway?

You are right at the top of the castle, looking out: what can you see? Clouds, stars, rooftops? What is the weather like?

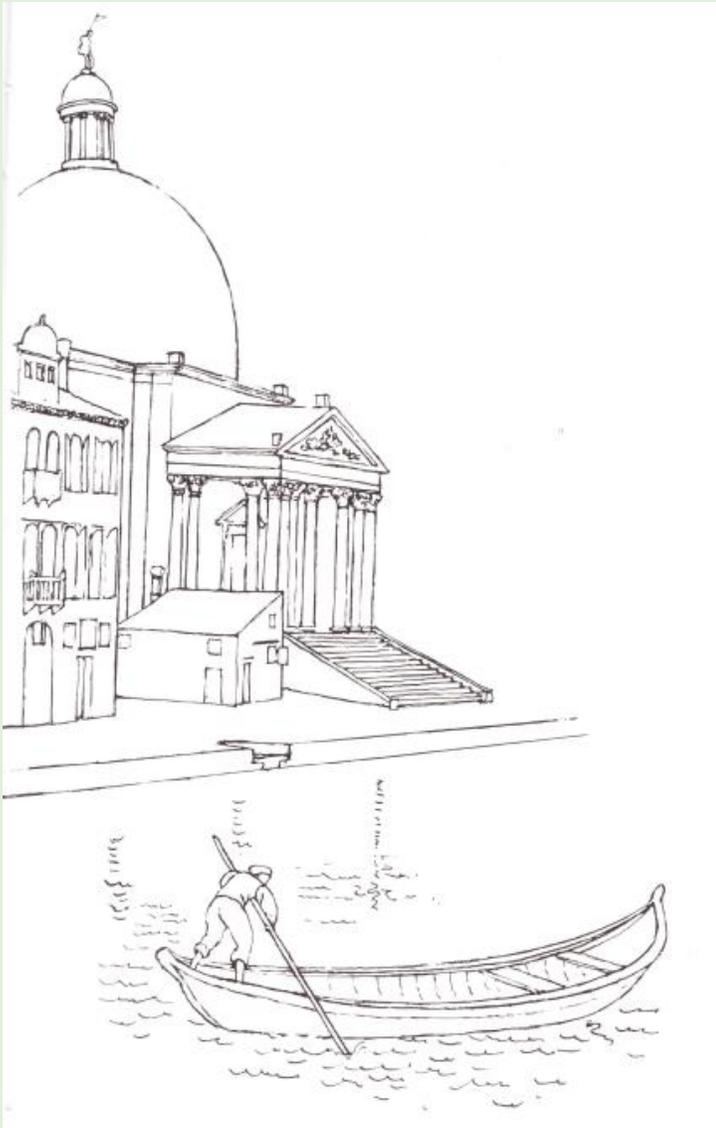


Who lives in this magical castle floating in the sky?

What is on the flags?

What do you see below the castle? Clouds? Stars? Rooftops?

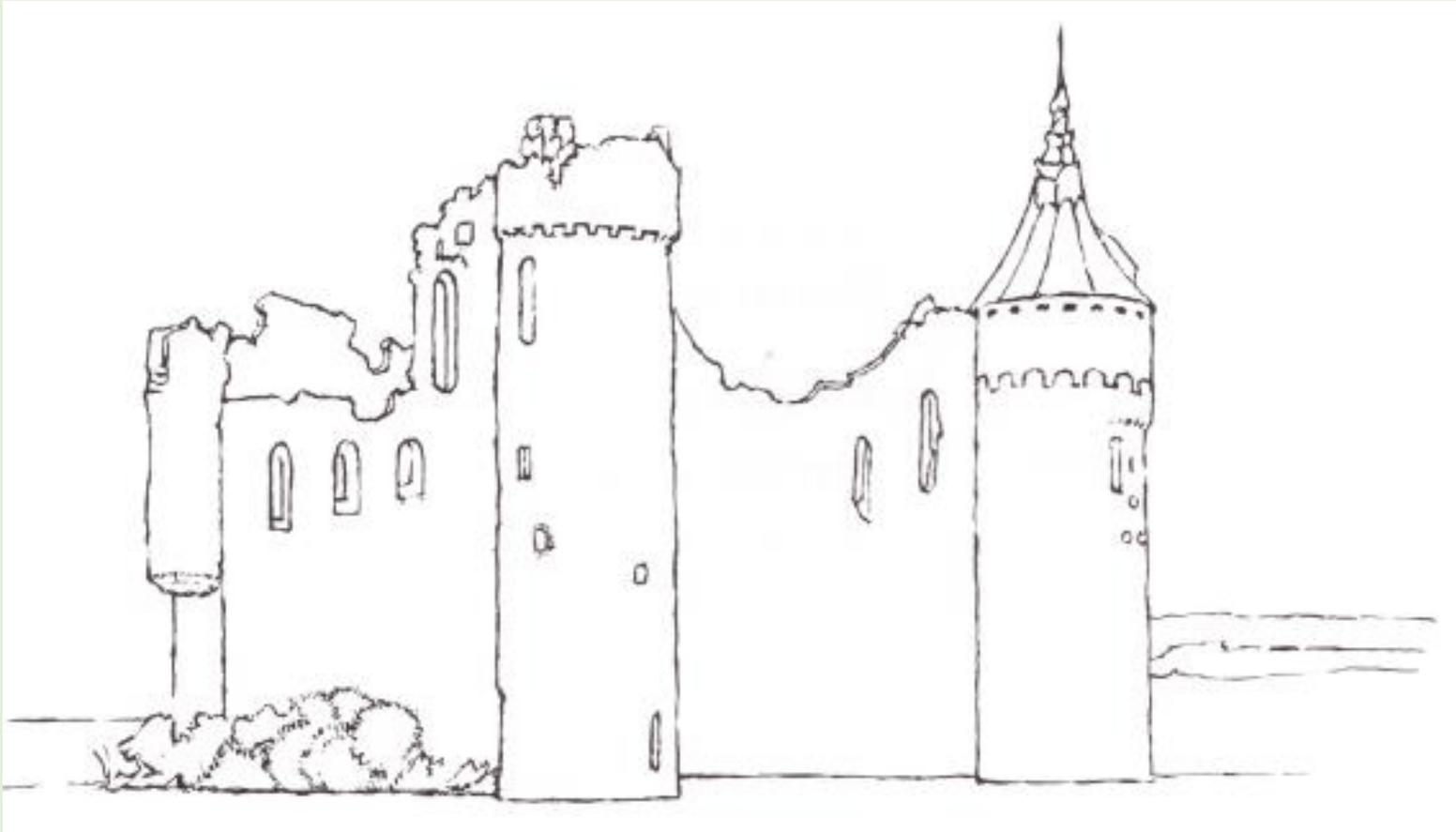
You saw a city that you had never seen before, with streets full of water and strange wonderful buildings. Draw in as much as possible of what you see. Who is in the boat and where is it going?



What else can you see in this strange wonderful, watery city?

Who is in the boat and where is it going?

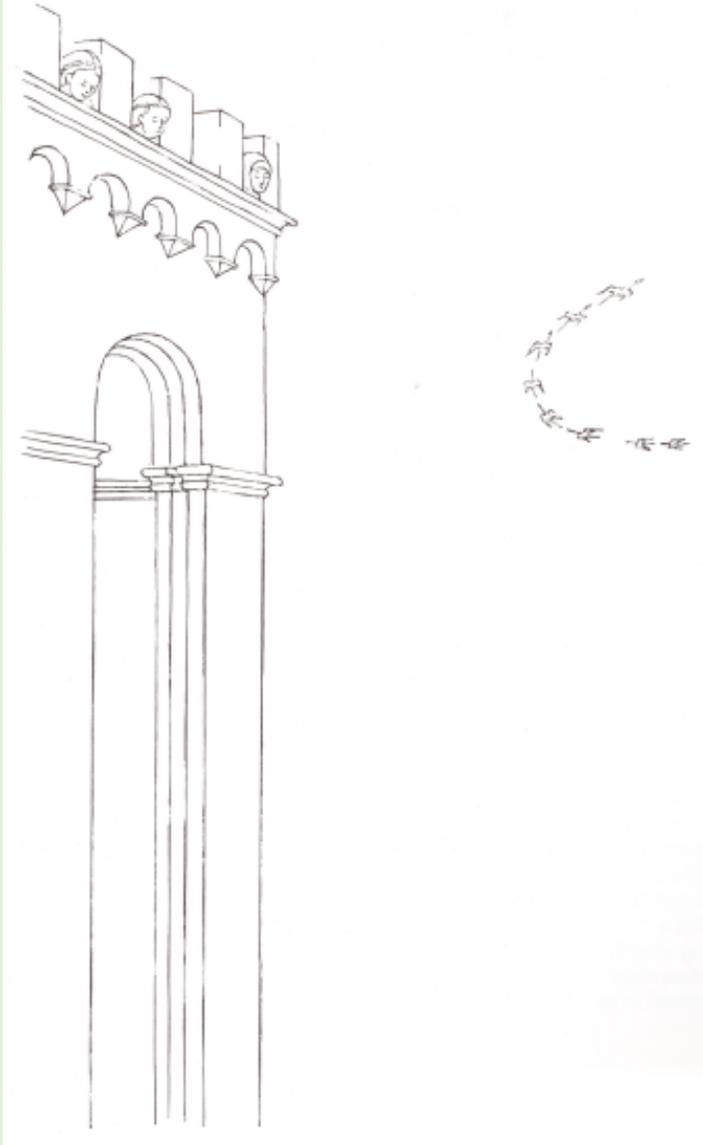
The castle is on an island, draw in the water and an upside down picture of the castle reflected in it.



Is there anything or anybody in the water? Draw them with their reflections, if you can.

Something extraordinary just happened and you saw it all!

Draw a picture showing the whole story.....



What have you seen?

Where is it happening?

Who is involved?