

YOU CAN



write
awesome
stories



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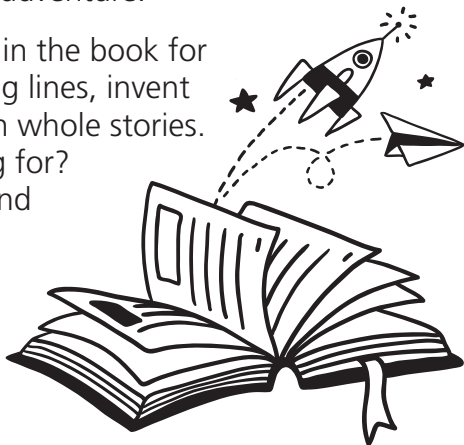
YOU CAN WRITE AWESOME STORIES

Writing awesome stories is really easy! This book will give you loads of inspiration so that YOU CAN go and write your own stories.

Pick up a pen, clear your mind and get ready to write an awesome story! This book is full of activities that you can do at home, on the bus, in the park, on an inflatable in a swimming pool – stories can be written anywhere!

There are story ideas for everyone – whether you want to write a comedy caper, a history mystery, a thrilling fantasy or an incredible adventure.

There is plenty of space in the book for you to plan your opening lines, invent new vocabulary and pen whole stories. So what are you waiting for? Read on, and then go and write awesome stories!



Before you set sail on your voyage to become an awesome author, make a note of what you love about reading stories, and what you love about writing them.



★ What I love about READING stories:

★ What I love about WRITING stories:

INSPIRATION

Before you can write an awesome story, you need an awesome idea. One of the trickiest things about writing stories is being faced with a blank piece of paper, so let's warm up our imaginations by finding some sources of inspiration, starting with objects.

You only have to look at an object – a mysterious map, a photo, even an old pair of pants! – and ask a few questions to see a story start to take shape. Here is an example.

1 What is your object?

A faded pair of pants.

2 Where are they?

In a bin.

3 Do they have any special value?

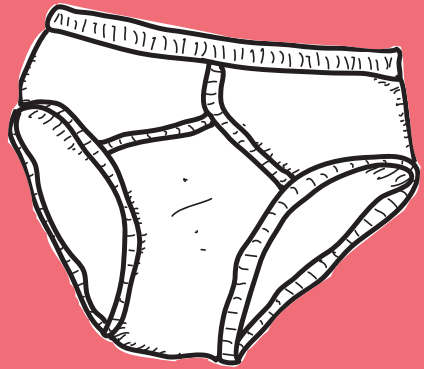
Whoever wears them can see into the future.

4 Who do they belong to?

A rich man called Mr Pomp.

5 Does someone want them?

Mr Pomp wants them back – he wears the pants to choose lottery numbers.



Choose an object that sparks your imagination (maybe something you see in your room or spot in a book). Then answer these questions to see a story appear before your very eyes...

1 What is your object? Describe it.

2 Where is it? (This could be your story setting.)

3 Does your object have any special value or powers?

4 Who does it belong to?

5 Does someone need or want the object, and why?

Turn the page to discover how to transform your idea into an awesome story...

LET'S BEGIN...

To turn a spark of inspiration into a story, it's useful to order your idea into three courses, like a mouth-watering meal!

BEGINNING: the start of your story needs to introduce your characters and pull readers into your story world. You could do this by beginning with:

- ★ an epic action scene
- ★ dialogue that reveals what your characters are like
- ★ description



MIDDLE: the middle of your story is when matters get mega meaty for your main character. It's when the action really gets going. For example, your characters may be forced to face perilous problems or colossal catastrophes.

ENDING: this is when you blend your story ingredients together, and show how your character and story world have been affected by the events of your story.



STORY-STARTERS

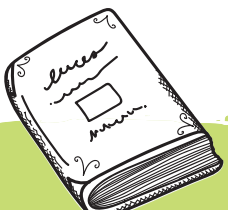
Take a look at these tantalising titles and intriguing openings, and see what story ideas they spark.

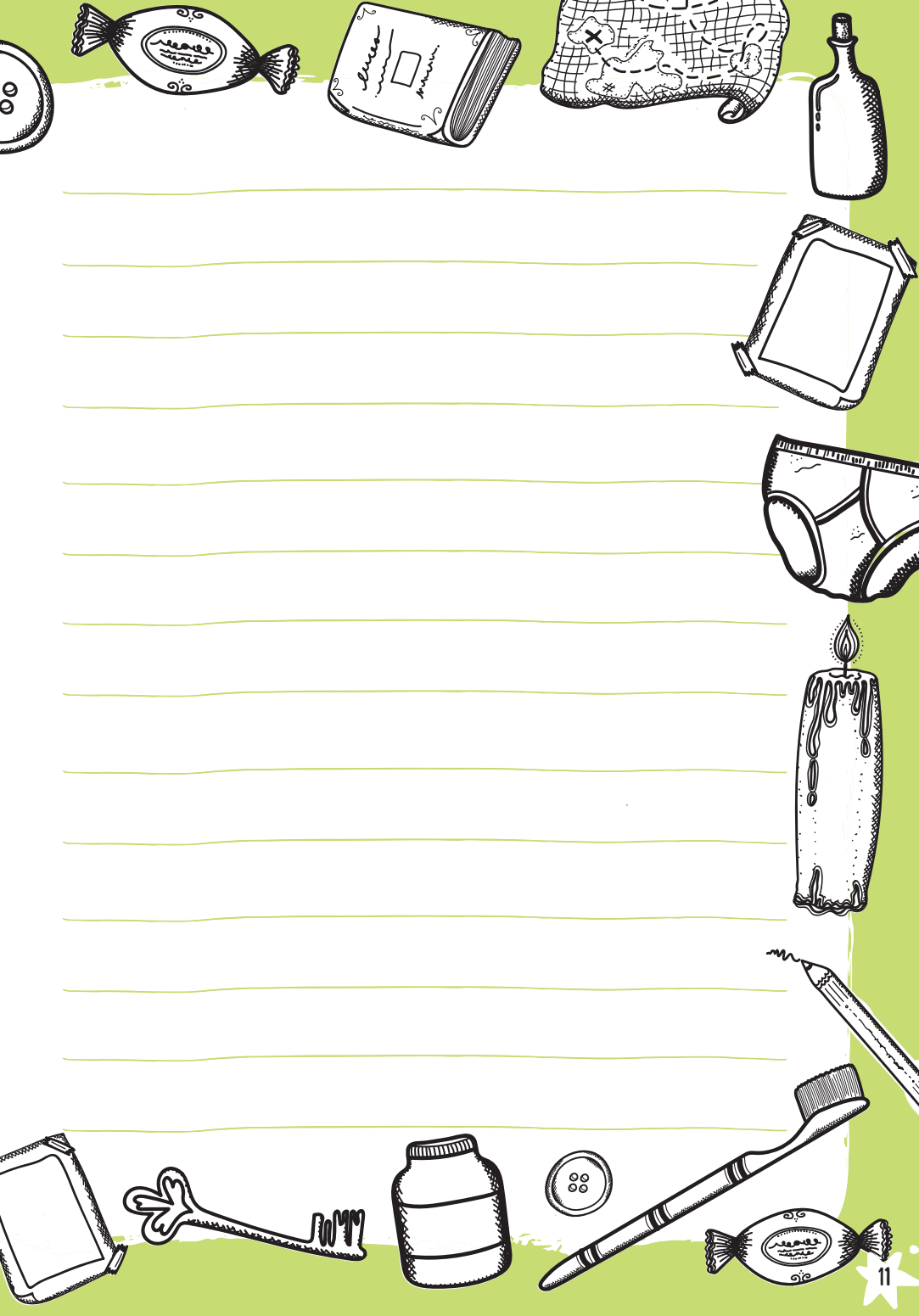
- ★ Trip of a Lifetime
- ★ The Island of Ice and Flames
- ★ Help! My Little Sister's a Snake
- ★ "We've won the lottery!" yelled Dad.
- ★ "THIS INSTITUTION IS NOW UNDER THE CONTROL OF THE WAZOINKERS," read the sign on the school gate. "ENTER AT YOUR PERIL."
- ★ The cottage door creaked open. "I've been expecting you, Katerina," came a crackly voice.

Think of a title and opening line for an awesome story about an object. Make sure the first line is intriguing to encourage your readers to continue.

My awesome object story is called

Write your story here.





CREATING CHARACTERS

Characters are one of the most important ingredients in a story. It's all very well having an awesome idea, but interesting, believable characters – from intrepid heroines and heroes to dastardly villains – are what *really* bring stories to life.



HOW DO I LOOK?

Here are some words you could use to describe a character's appearance.

stocky

bony

muscular

dimpled

extravagant

chunky

elegant

hairy

gaunt

sporty

shabby

scruffy

tall

Can you think of your own?



When it comes to creating characters, writing a profile is a great way to start.

Write about your character here.

Name:

Age:

Appearance:

Job:

Likes:

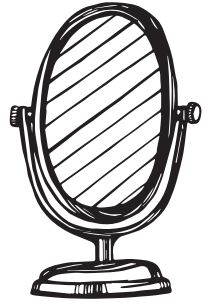
Dislikes:

Strengths:

Weaknesses:

Draw your character here!

DEVELOPING CHARACTERS



To make your main characters seem real, you need to know them inside out.

Here are some words you could use to describe a character's personality:

grumpy selfish kind quiet adventurous
timid vain sweet jealous generous

Add your own words.

Here are some words and phrases that describe a character's mannerisms (something they are known for doing):

frowning pouting slouching blinking
snapping fingers pursing lips

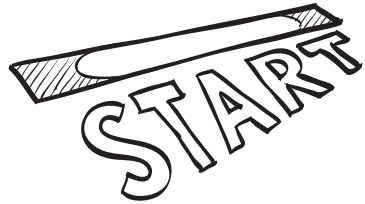
Add your own words and phrases.



EXPRESS YOURSELF

Imagine you're running the 100m sprint final in the Olympics. As you position yourself on the starting blocks, you see something that unsettles you.

- ★ What did you see?
- ★ How did it make you feel?
- ★ How did you react?



Thinking about your own personality and mannerisms, describe your reaction to this situation.

LOOK WHO'S TALKING

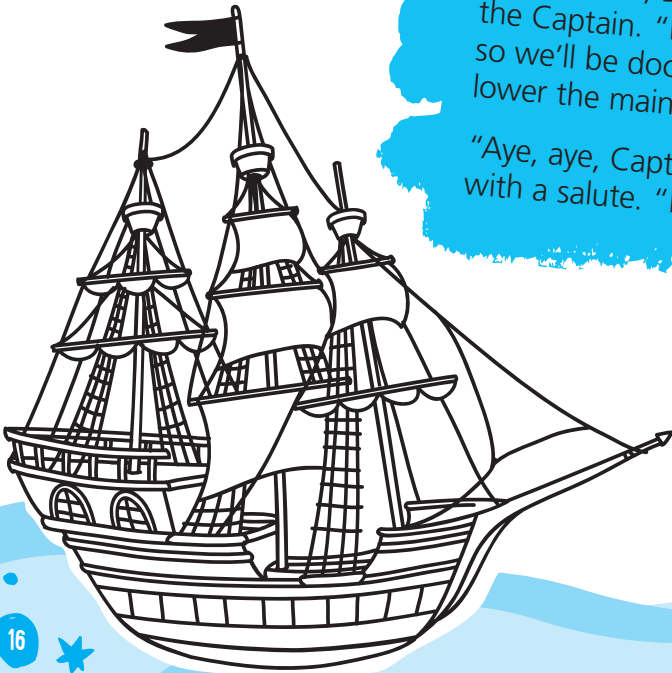
One of the most dynamic ways you can make your characters seem real is through dialogue. The words people use and their style of speech reveals a lot about what kind of person they are. For example, a thoughtful person is likely to speak calmly, whereas an excitable person will giddily gush gallons of words!

To see the impact of dialogue, compare these paragraphs:

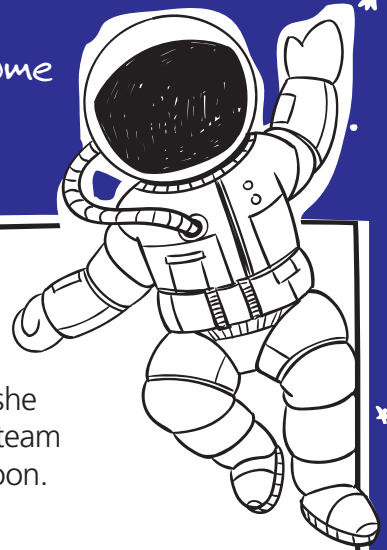
The Captain told his shipmate, Bertie, that they'd be pulling into port soon and Bertie needed to lower the mainsail. Bertie said he'd do it right away.

"Ahoy there, Bertie, lad!" boomed the Captain. "I can see land ahead, so we'll be docking soon. Prepare to lower the mainsail," he ordered.

"Aye, aye, Captain!" called Bertie, with a salute. "I'll get right on it."



Make these sentences more awesome by changing them to a dialogue between the two characters.

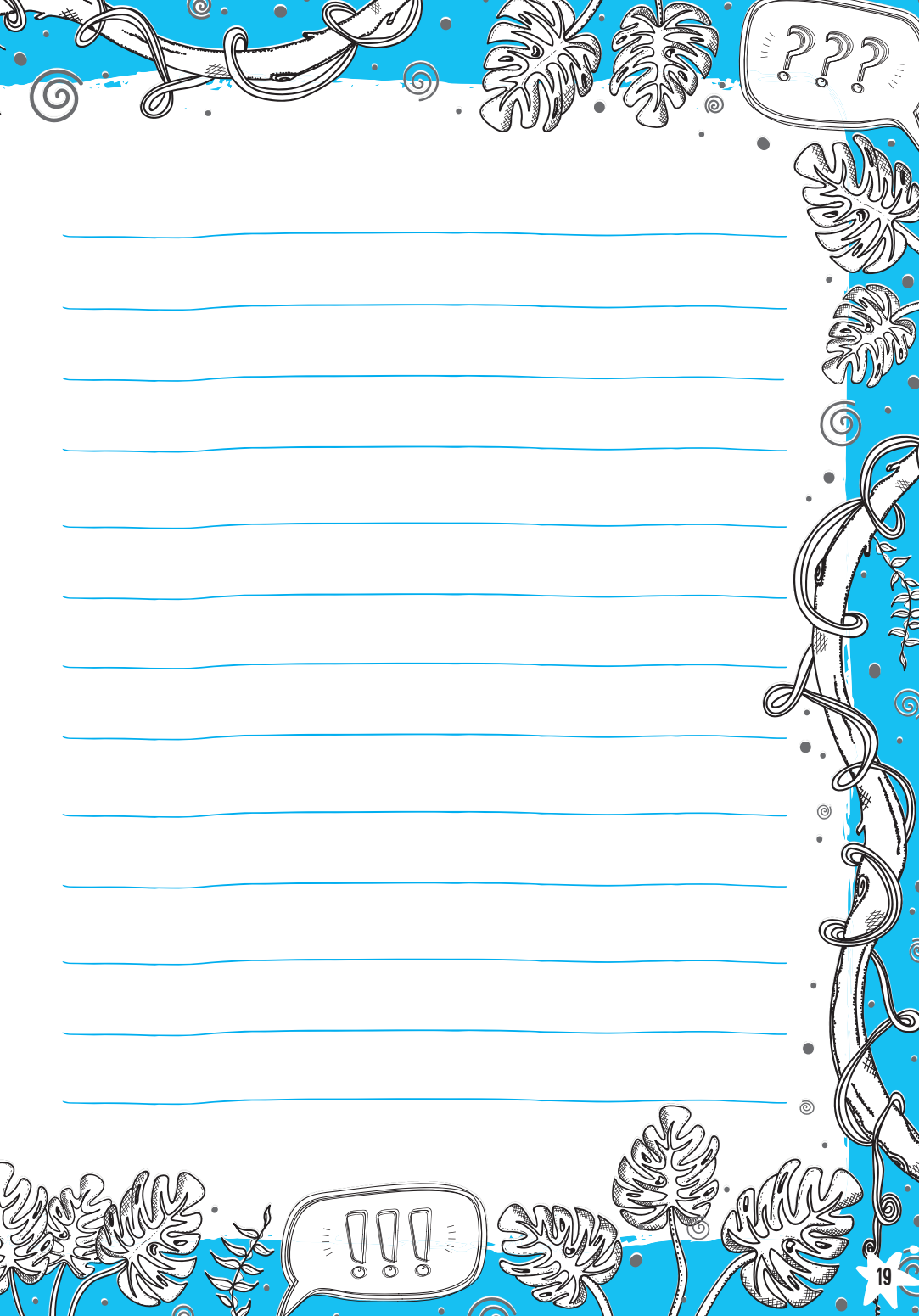


Mollie the astronaut told Lily, her Mission Control contact, that there was a problem with her moon-landing pod. Lily told Mollie to stay calm because she was already solving the problem with her team of engineers and expected it to be fixed soon.

Handwriting practice area with ten horizontal blue lines.

TIP!

Always put speech marks around dialogue so your readers know someone is speaking.



A series of horizontal blue lines for writing, consisting of 12 lines spaced evenly down the page.

