



101

ATOMS
EDUCATION



AWESOME AUTHOR TIPS

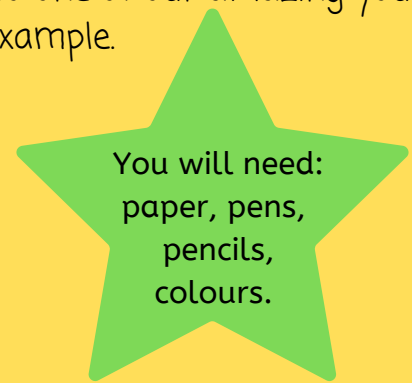
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#4

UNLOCK YOUR IMAGINATION!

This activity is based on the premise of planning and orally retelling and/or writing a story based on finding yourself stuck inside your favourite game. Thanks to one of our amazing young people (aged 9) whose work from our webinars we are using as an example.

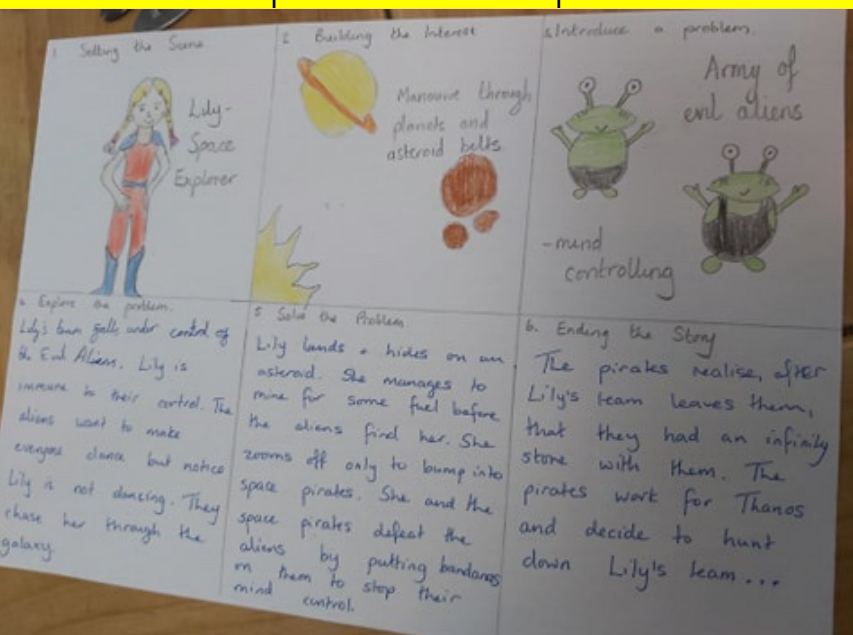
<p>1. Setting the scene</p> <p>Introduce your characters and setting.</p>	<p>2. Building the interest</p> <p>Why is your setting interesting or exciting?</p>	<p>3. Introduce a problem</p> <p>This is the beginning of the exciting part of your story. What happens that you as the character has to deal with.</p>
<p>4. Explore the problem</p> <p>What happens to your character as they try to work out how to solve the problem?</p>	<p>5. Solve the problem</p> <p>What does your character do to solve or overcome the problem?</p>	<p>6. Ending the Story</p> <p>What sort of ending does your story have? Happy? Sad? Cliffhanger?</p>



Imagine you have just started playing your favourite game, you roll the dice and the room goes black. You open your eyes and... You are in the game.

Use our planning grid to help you think about what happens to you in the game. Use the completed planner to help you as you think of your amazing ideas. You can use pictures or words, or a combination of both but it's important to note down your ideas.

Once you've completed your planning try explaining it to someone else, make sure you try talking in sentences and add in lots of descriptive language to keep them interested.



Next Steps:

You could write your story, make it into a comic strip, turn it into a play or even try writing a newspaper article or recording a news report about your adventure. The choice is yours, use your imagination.

As always share your stories and ideas with us via facebook, twitter or email Story Ninja at atomsvonni@gmail.com and your story could end up on our website and social media and you never know your story could help us to make more activities.