



Activity 10: New ideas for your warning story

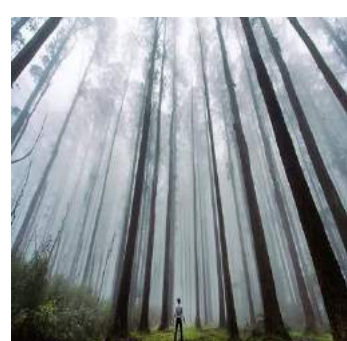
Now comes the fun part! You might already have the beginnings of an idea for your story from what you have read so far. If not, don't worry; we are going to generate our ideas one step at a time. Here are two choices for you:

- ★ A real-life style of story based on *Keep off the Tracks!* that hugs pretty closely to the model e.g. *scary woods, going out late at night, rope swing at canal, cliffs, building site ...*
- ★ A story set in the world of a book you know. You still have a warning and a danger but you can use some of the characters, settings and objects from your book e.g. *Narnia, Harry Potter, your class novel, etc.*

There are 4 key things you will need to do for your new story:

- 1) Choose the dangerous place
- 2) Select the main character or characters
- 3) Decide who or what gives the warning
- 4) Decide on what the weather will be like

1. The dangerous place: choose one from below or make up your own



2) The main character or characters

It makes sense for the central character to be a child. You could have one child on their own, friends, cousins or siblings. Knowing their characteristics will be important.

3) Who or what gives the warning



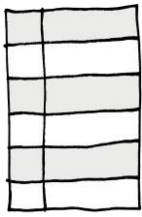
4) The weather



Pop your ideas in the boxes below or on a separate piece of paper:

Dangerous place	Who/what gives the warning
Main character(s)	Weather

Activity 11: Planning



Now it is time to get planning! Write your ideas in bullet points. The more you get on your plan, the easier your writing will be! If you want more paragraphs or sections you could split some of the boxes in two or plan in your own way. If you are feeling really confident about your story, you could skip this step and go for it. Sometimes having a go and then re-reading and writing can work well.

Underlying pattern of a warning story	Title of your story:
Opening MC warned Hint will ignore it	
Build-up MC arrives at setting Setting described	
Dilemma MC gets into serious danger	
Resolution Rescue or solution	
Ending MC safe Told off/scolded MC learnt a lesson	