

## Let's start to create and plan your story

To do this, let's look at the structure of *The Impossibly Possible Bookshop*.

	Bare bones of a portal story	Bare bones of The Impossibly Possible Bookshop
Opening	<ul style="list-style-type: none"><li>• Main character/s (MCs) visit a setting</li></ul>	<ul style="list-style-type: none"><li>• Sammy and Grandmama go into the nearby town</li></ul>
Build Up	<ul style="list-style-type: none"><li>• MC finds something (a portal) that takes them to another world.</li></ul>	<ul style="list-style-type: none"><li>• While Grandmama is in post office, Sammy enters a bookshop and the Tree Goblins world when he opens a book</li></ul>
Problem	<ul style="list-style-type: none"><li>• MC explores other world &amp; strange things happen.</li></ul>	<ul style="list-style-type: none"><li>• Sammy joins the Tree Goblin birthday celebrations and meets Treerumple the goblin</li></ul>
Resolution	<ul style="list-style-type: none"><li>• MC returns home.</li></ul>	<ul style="list-style-type: none"><li>• Sammy is given a gift and returns home.</li></ul>
Ending	<ul style="list-style-type: none"><li>• MC wants to return to new world</li></ul>	<ul style="list-style-type: none"><li>• Sammy says thank you to the man in the bookshop and asks his Grandmama if they can return tomorrow.</li></ul>

## Your ideas

Use the grid to start collecting ideas of your own.

	Bare bones of the story	The Impossibly Possible Bookshop	YOUR IDEAS
O	<ul style="list-style-type: none"> <li>Main character/s (MCs) visit a setting</li> </ul>	<ul style="list-style-type: none"> <li>Sammy and Grandmama go into the nearby town</li> </ul>	Who will your MC be and where do they visit?
B	<ul style="list-style-type: none"> <li>MC finds something (a portal) that takes them to another world.</li> </ul>	<ul style="list-style-type: none"> <li>While Grandmama is in post office, Sammy enters a bookshop and the Tree Goblins world when he opens a book</li> </ul>	Where does your character find the book/portal to the other world? Is it the same bookshop or somewhere else?
P	<ul style="list-style-type: none"> <li>MC explores other world &amp; strange things happen.</li> </ul>	<ul style="list-style-type: none"> <li>Sammy joins the Tree Goblin birthday celebrations and meets Treerumple the goblin</li> </ul>	Where does your MC end up? Who is there? What party is happening? Who do they meet?
R	<ul style="list-style-type: none"> <li>MC returns home.</li> </ul>	<ul style="list-style-type: none"> <li>Sammy is given a gift and returns home.</li> </ul>	Who will your MC be and where do they visit? What gift or object will they bring back?

E	<ul style="list-style-type: none"> <li>MC wants to return to new world</li> </ul>	<ul style="list-style-type: none"> <li>Sammy says thank you to the man in the bookshop and asks his Grandmama if they can return tomorrow.</li> </ul>	What happens when your character returns to where they started?
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## Story Ideas

If you're stuck on some story ideas why not try one of these (or do all of them and write your own series of adventure stories):



### Story idea 1: Add to

You could retell or rewrite *The Impossibly Possible Bookshop* but add in a few more extra details e.g. more description about the man in the bookshop, the party or what the tree looked like.



### Story idea 2: Sequel (follow up)

Sammy returns the next day and chooses a different book called *Trolls* or *Monsters* or *Pixies* or *Thunder Goblins*.

**Your title could be: *The Impossibly Possible Bookshop. The Land of the ?????***



### Story idea 3: Disaster

Use the same structure but something bad happens in the middle, for example, the main character encounters some sort of problem like a grumpy ogre who wants to capture them and they have to escape.



### Story idea 4: Stowaway

Use the same idea but what if, at the end, the main character realises that one of the characters from the other world has hidden in their pocket and come back to their world with them.