


Writing a brand new 'finding tale'

Task 1

It is time to get plotting again, only this time you are planning for and writing a completely new tale.

It **does not** have to be set in a school and **does not** have to involve a game. So start to think, what else could be found? What happens when it is found?

Think about:	Your ideas
Where could the story take place? e.g. a field, a football match, a restaurant, at home - where else?	
What could the object be? e.g. a book, shoes, wand, a phone, a bucket, a pen - what else?	
What happens when the object is found? e.g. events in the book come to life, shoes turn you into different people, wands cast disastrous spells, phones turn people into robots - what else?	

Task 2

Your story writing will be broken down into 5 separate sections, one to be completed each day this week.

Section 1—Introduce your main characters and where they are.

This is what the model text sounded like...



Danny and Susie were bored. It was wet play *again* and it felt like they hadn't seen the playground for weeks. Rivers of greasy rain streaked the classroom windowpanes and pooled to make gigantic puddles in the centre of the netball court. Another lunchtime inside was clearly stressing Mrs Allbright, as she seemed to be tense and a bit more snappy than usual. She sat at her desk with a steaming cup of tea and marked books with the ferocity of a wild beast. To top it all, every good game was being used and only the tub of dominoes was left. Everyone knew that half of them were missing and the other half had been chewed by the school 'Reading Dog'. Danny and Susie searched the classroom for something to do.

...now it is your turn