

Name: _____

Date: _____

Deciding on a main character

Every story has a main character. Your main character can be a person, a thing or a creature. Write your ideas in the blue boxes. Then match the pictures on the right with the categories they belong to. The first one has been done as an example.

A

A person

E.G. A doctor



B

A thing

E.G. A ribbon



C

An animal

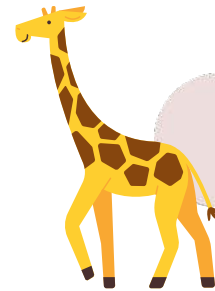
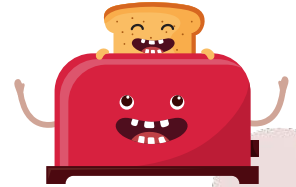
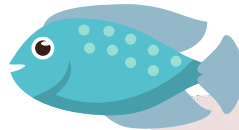
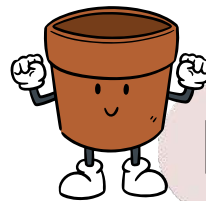
E.G. A rabbit



D

A made-believe creature

E.G. A unicorn



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Develop a character

Being able to depict a character's appearance and personalities will bring your character to life and help readers visualize your story better.



Looks

Personalities

Draw your character!

| | |
|--|--|
| | |
| | |
| | |
| | |

Four large, empty rectangular boxes for drawing the character.

Here are some words you can use:

good-tempered

moody

honest

muscular

cheeky

humble

adorable



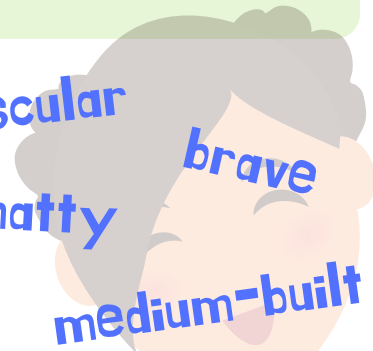
Mr Greg's English Cloud

chubby

chatty

brave

medium-built



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Character traits

Traits tell us who a character is, and what is he/she like. Traits are usually seen through actions or the way the character speaks. Look at the following evidence and match it with its trait.




You must do everything I say.

cooperative




No, you cannot have any of my chips.

helpful




I will clean up after my dog.

selfish



Let's work together on this project.

careless



Let me help you put the bag in your car.

responsible



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A good setting

Setting is the place, time and environment where a story takes place.

Fill in the blanks with the words given below.



Time

Geographical location

Weather

The surrounding sound and smell

Mood

Improve the following settings. The first one has been done as an example.



Instead of
a farm

Say
a remote farmhouse on a dark spooky night in Texas



a forest



an island



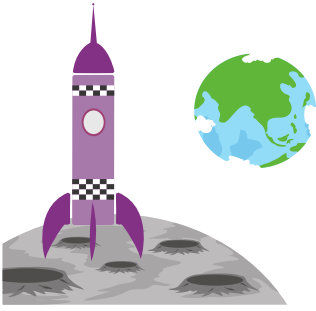
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Can you name the settings?

Fill in the blanks with the missing letters to complete the 9 settings below.



sp_ _ _



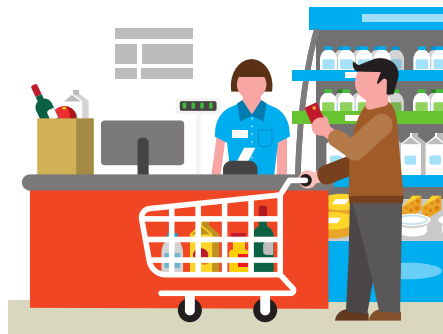
c_ _ t_ _



_ _ s_ _ t



b_ _ c_



s_p_ _ m_ _ ke_



j_ _ l





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Developing plot ideas

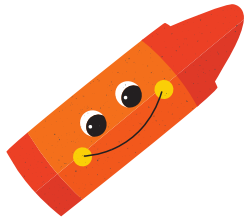


A good plot can make your story a page-turner. A very effective way to build your plot is to think about **WHAT** the main character wants, but why he/she can't get it. Fill in the boxes with the correct answers. Create your own plot for Q.5.

- practise singing with her class
- find his master
- everyone was afraid of him.
- the tip broke off

wants to

but



draw beautiful pictures with his master



she has a sore throat



make friends with the animals in the jungle



he got lost in the forest

Draw your character



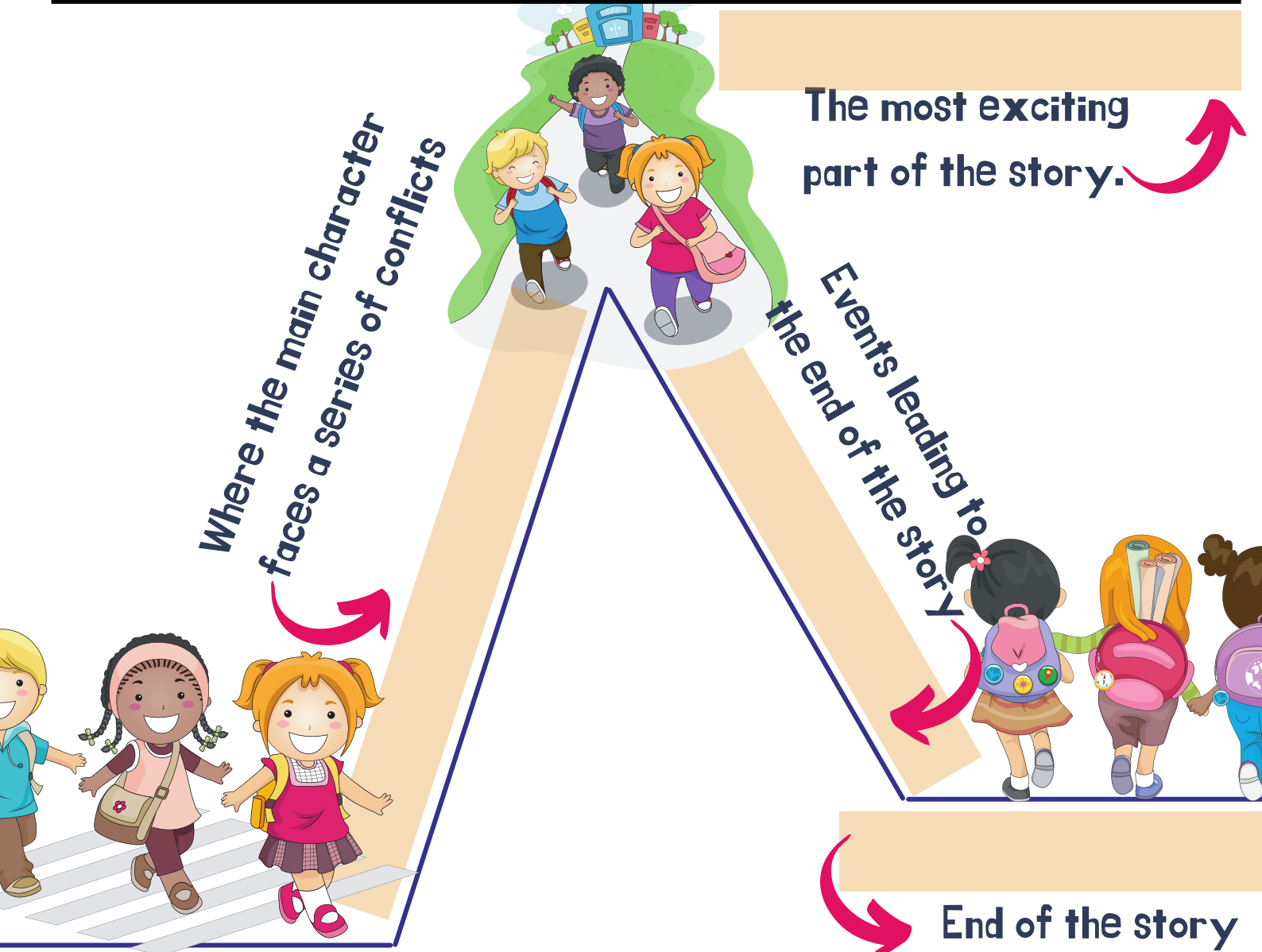
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A plot diagram

Plotting your story well ensures that all the pieces of your story fit together in a logical way. Help finish the plot diagram below using the words given at the bottom right corner of the page.



Beginning of the story where characters and setting are introduced

- Exposition
- Climax
- Resolution
- Rising action
- Falling action

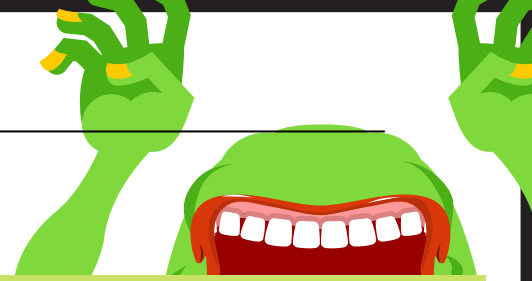


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SPOOKTACULAR

Mad Libs?



Fill in the blanks to complete the story! Then read out your story to your friends and have a good laugh about it!

Sean was at a dim and _____ bookstore flipping
(adjective)
through a book about _____. Suddenly a
(noun)
_____ old voice from behind asked, 'Are you buying this
(adjective)
book?' It was an old man who _____ in the bookstore.
(verb, simple past)

Sean asked in a _____ voice, 'how much is the book?' '\$50,' replied the
(adjective)
man _____. Sean took out _____ from his pocket and gave
(adverb) (noun)
it to the man. The man added, 'Remember, never turn to the _____ page
(ordinal number)
of the book, or else a mysterious thing will happen!'

That night, Sean started _____ the book in the
(verb, ing form)
_____ but soon fell asleep. He woke up to discover a
(noun, a place)
_____ wind was blowing from the window. He _____ up to
(adjective) (verb, simple past)
close the window _____ him. However, the wind was already flipping
(preposition of position)
over the pages of the book on his _____. He _____ the
(noun) (verb, simple past)
old man's words. He was _____. He tried to close the window but
(adjective, feeling)
it was too _____. The _____ page of the book turned up!
(adjective) (ordinal number)

'Ah...,' Sean _____. Then, there was a silence in the room. Nothing had
(verb, simple past)
happened. Then, Sean looked at the _____ printed on the _____
(noun) (ordinal number)
page of the book 'marked price: \$20'. 'Ah...,' Sean _____ again!
(verb, simple past)

