
WRITING

This week, we would like you to write an adventure story, toy story style.



G

Adventure narrative

A

Children

P

To entertain through an exciting and
amusing story



THURSDAY: TASK

- Decide what happens next in your story.
- To do this you need to consider WHY your object comes alive. Is it searching for something? Is it just there to cause trouble?
- You need to decide how to end your story
- Does it:
 - End happily with your character succeeding or finding what they wanted?
 - End with them being caught out by a human (by you!?)
 - End on a cliff-hanger?
 - End with them returning to their spot and settling back down for another day (like the end of a chapter)?
 - End in some other way?
- Look at my story plan if you need some inspiration.
- Write the ending of your story! Share it with your family.



STORY PLAN

Stanley wakes up

Stanley skates clumsily over the dining table and chairs to reach the floor, knocking over the salt and pepper pots

Sleeping cat blocks his way and he has to find a way to get past without waking her (and risk being ripped to shreds). Has a narrow escape – tension and humour

Goes looking for a friend who is also awake. Gets distracted by socks and the fridge on his way

Sun starts to come up (he's late).
Goes home sad and slow.
As he breaks back in, someone is awake and catches him.
End on cliff-hanger.
Will they freak out or accept him?

Sees a duck just like him (wearing wellies) in someone else's window.
Think he has found a friend only to realise they are not alive like him.

Escapes out of the upstairs window and skates the rooftops – feels free – feels alive!