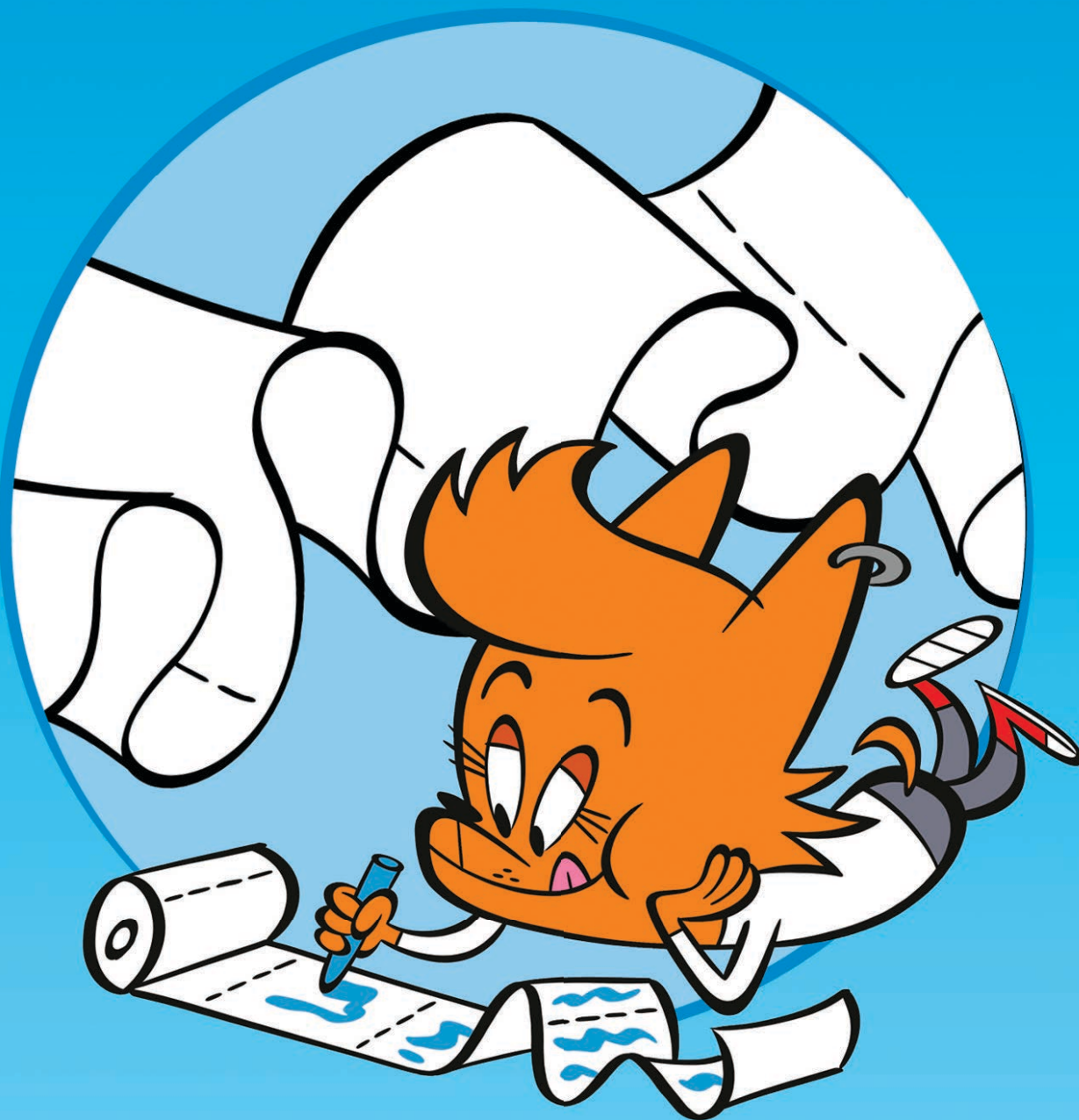




Mrs Wordsmith®

KS2 AGES 7-11

HOW TO WRITE A STORY



**WRITE CAPTIVATING STORIES
ALL BY YOURSELF**

INTRODUCTION

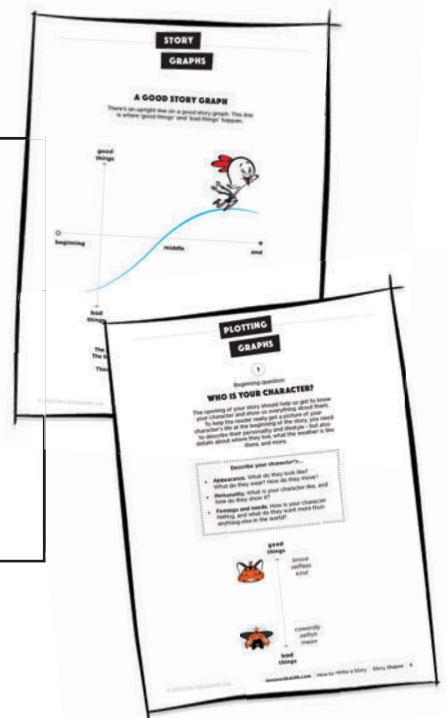
WHAT'S INSIDE?

How to Write a Story is designed to give kids everything they need to write a story on their own. It provides them with the tools, tips, and vocabulary to make it easy and fun to plan and write captivating stories that are well structured, richly descriptive, and exciting to read.

STORY SHAPES

The first section is called Story Shapes. It shows children how to create graphs to plan a character's journey, their ups and downs, and how they change from the beginning, through the middle, to the end of a story.

The graphs are illustrated to help children imagine what a good story looks like and where the different pieces fall into place. It's simple, clear, and fun.



STORY KITS

The second part of the printable includes 26 Story Kits for school or home use. They are perfect for exam prep, and they include:

- Illustrated writing prompts to fire kids' imaginations
- Targeted questions for each prompt to help kids plan their writing
- Curated vocabulary lists for each prompt to enrich kids' writing and build confidence.



INTRODUCTION

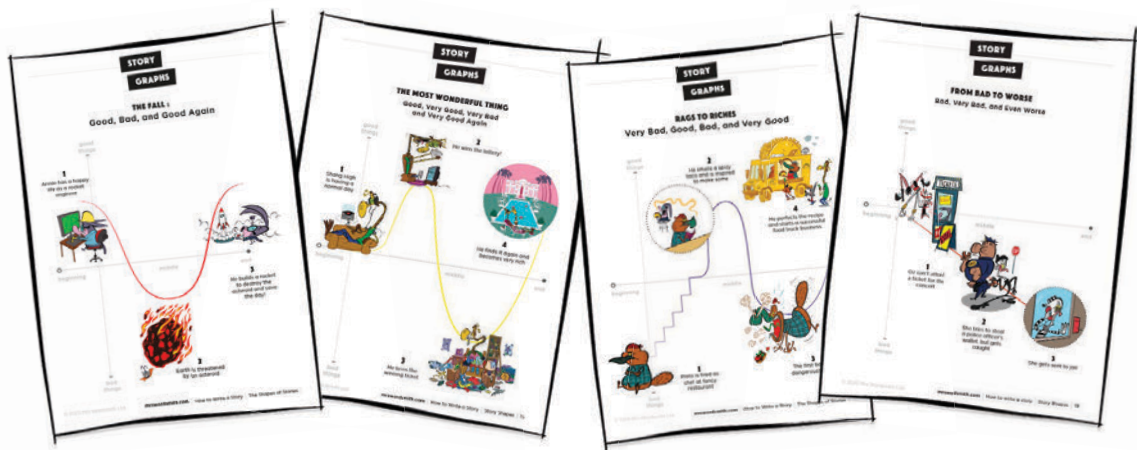
MARK SCHEMES WITH CHECKLISTS UK

Our mark schemes are closely aligned to those used by schools and exam boards. *Designed with the help of experts, we provide further detail to let you know how stories are assessed.*

USING HOW TO WRITE A STORY IN THREE SIMPLE STEPS

Step 1: Read through 'Story Shapes' with your child. It's fun and beautifully illustrated.

Step 2: Print the four story shape graphs, hang them on the wall, or just keep them handy.



Step 3: Choose a Story Kit (illustrated writing prompt) to inspire you. It's time to get writing!

Then once you've written your story, you can simply mark it yourself!

STORY

SHAPES

Let's practise understanding simple Story Shapes.
You can count on any one of these Story Shapes to help you write a good story!

THE FALL :

Good, Bad, and Good Again

GOOD

1

Who is your character? The character starts in a good place. A rocket engineer is enjoying doing a job he loves. Everything is great, until...

2

BAD

What happens to them? Something bad happens. Uh oh! The Earth is threatened by an asteroid! Things are looking hopeless until...

3

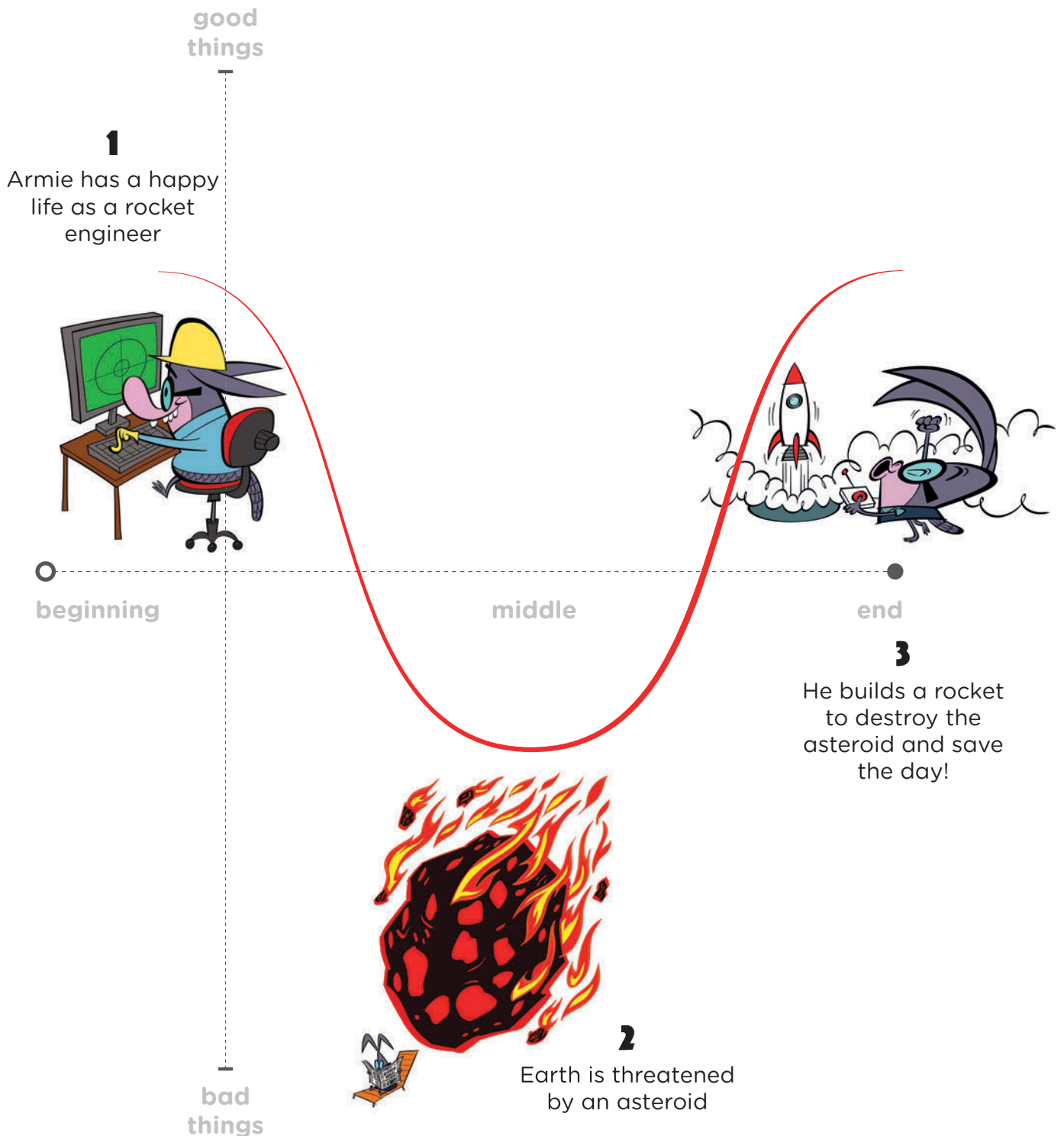
GOOD AGAIN

How does the character change? The character finds a way to fix their problems. The engineer builds a rocket to destroy the asteroid and save the world!

STORY

GRAPHS

THE FALL : Good, Bad, and Good Again



CHARACTERS

The key to describing a character is to show the reader what your character is like in a variety of different ways. How does your character look, feel, and behave?

You want to create a picture of your character in the reader's mind. The best way to do this is to use words that **show, not tell**.

For example, if you wanted your reader to understand that your character felt angry...
This is **telling**: "Oz was angry."
This is **showing**: "Red faced and with clenched fists, Oz stormed out of the room."



Showing is far more interesting than telling!
Let's try one more example - if you wanted your reader to understand that your characters felt happy...



This is **telling**: "Yin and Yang were happy."
This is **showing**: "Yin and Yang's faces lit up as they leapt joyfully into the air."

STRETCHING THE MOMENT

When you are describing something important in your story, you should build on that thought or idea with more and more detail. Don't just state what happened. Pause and take the time to describe it in detail.

Build the tension.

Streeeeetch the moment.

The most important moment of your story might only last a second in real time, but you might want to give it longer in your writing, maybe even a whole paragraph!

We use the three sentence rule. Answer these three questions to **stretch the moment**:

- What can your character see?
- What can your character hear, taste, or smell?
- What does your character feel?

Here's an example called "The World's Spiciest Pepper"

What can your character see?

As Plato bit down into the chili pepper, his vision instantly blurred and his eyes began to water.

What can your character hear, taste, or smell?

He heard the blood pumping in his ears as the spicy taste overwhelmed him.

What does your character feel?

Sweat poured from his forehead. His mouth was on fire and his nostrils fumed like industrial furnaces.



STORY KIT 13

PROMPT

Write a story about:
**a kid who discovers
they can talk to animals**

But first it's time
to plan your story!

QUESTIONS

Who is your character?

1. What type of personality does your character have? Are they kind or mean?
2. What do they look like? What are they wearing?
3. What motivates your character?
4. How do they feel about animals?
5. Do they have lots of pets?

What happens to them?

1. How do they discover that they can talk to animals?
2. Which animals can they talk to? Which animal do they get along best with? Which do they get along worst with?
3. What secrets does your character uncover talking to the animals?
4. What will your character do with this amazing skill?
5. Can anyone else in the world talk to animals?

How do they change?

1. How has your character's life changed now that they can talk to animals?
2. What has your character learned?
3. Is there anything about talking to animals that is not good?
4. How do your character's friends feel about the changes?
5. Will your character tell anybody else about this amazing skill? Why or why not?

VOCABULARY

Find the right words

Choose some word pairs to use in your story. See example. And choose some strong adjectives and verbs.

WORD PAIRS

For example: shy kid or delicate butterfly

kid

shy
unusual
special
gifted

•

snake

deadly
venomous
harmless
slithering

•

ladybird

shiny
gorgeous
petite
elegant

•

squirrel

bushy
scampering
frightened
nimble

jungle

lush
dense
deep
impenetrable

•

parrot

flightless
talkative
squawking
endangered

•

lizard

flying
scaly
bearded
two-headed

secret

guarded
shocking
well-kept
profound

•

owl

sooty
mottled
solemn
nocturnal

•

butterfly

delicate
tropical
fluttering
endangered

ADJECTIVES

friendly
rowdy
witty
sly
prickly
loping
supportive
grouchy
cacophonous
unexpected
secluded
bubbly
energetic
fluttering
slow-moving
sluggish
welcoming
excitable
agreeable
polite
courteous
unfriendly
suspicious
disagreeable

VERBS

speak
communicate
discuss
joke
play
giggle
meet
gather
call
sing
tweet
hiss
whisper
growl
buzz
reveal
discover
explain
understand
empathise
sympathise

STORY

GRAPH

Answer these questions and plot them on the graph of good things and bad things.

beginning
who is my character?

middle
what happens to my character?

end
how has my character changed?



good things

What shape does your story take? Draw it here and label the parts.


beginning

middle


end

bad things







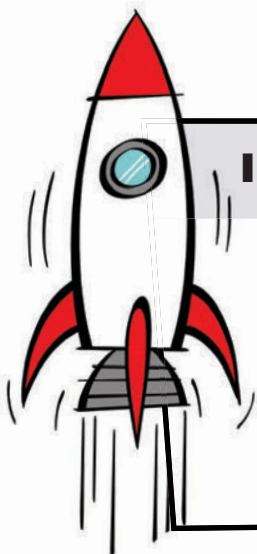
STORY AND STRUCTURE (10/25 MARKS) LANGUAGE (6/25 MARKS)

My story:

- ☐ Introduces the character - what they look like, how they feel
- ☐ Describes the setting - what you can see, what you can hear
- ☐ Gets the reader's attention with a clever opening
- ☐ Has a character that changes - they overcome challenges or problems
- ☐ Has a clear beginning, middle, and end
- ☐ Makes sense and sticks to the topic

I have used:

- ☐ **Show not tell** (e.g. facial expressions, body language, actions, dialogue)
- ☐ Lots of colourful vocabulary that draws the reader in
- ☐ Descriptive adjectives that help the reader imagine my character and the setting
- ☐ Strong verbs that show what my characters are doing
- ☐ Dialogue to bring them to life
- ☐ All past tense or all present tense throughout the story



I HAVE TURBOCHARGED MY STORY BY USING

- ☐ A simile or a metaphor
- ☐ Personification
- ☐ A rhetorical question





MY



SPELLING AND PUNCTUATION (6/25 MARKS)

I have used correct punctuation
and a range of sentence length to
vary the pace:

- ☐ Capital letters and full stops
- ☐ Correct spelling
- ☐ Question marks at the end of a question
- ☐ Complex sentences
- ☐ At least one short, punchy sentence

PRESENTATION (3/25 MARKS)

My story is easy to read because it uses:

- ☐ Neat handwriting
- ☐ Paragraphs for each idea or part of the story

FINAL

SCORE

/25

