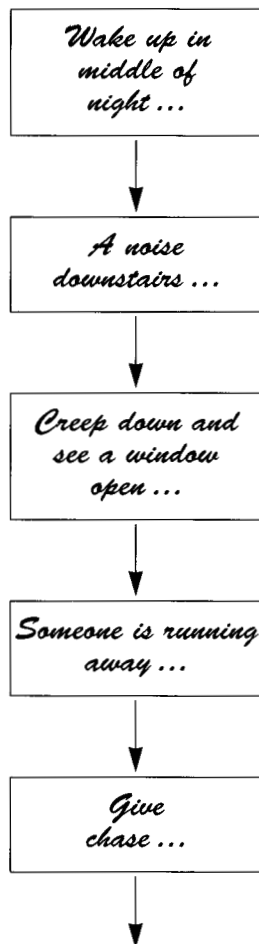


Copymaster 11 (Story flow chart)

This copymaster is just a series of blank boxes linked together as for a flow chart. The flow chart can be used as an aid to planning. The children can either draw in the boxes or write briefly what happens next. Such a planner is also useful to ensure that key facts are not forgotten or that a sequence or process is in the right order.



Copymaster 12 (Expedition 1)

Put the children into pairs or small groups. They are going on a treasure-hunting expedition but can only carry 10 kilograms between them. They should decide which ten items they will take.

Copymaster 13 (Expedition 2)

The map on the copymaster was found in the attic by one of a group of explorers and is very old. It shows an island where hidden treasure is buried. The story of the explorers' adventure is written as a diary, the first page of which is on the copymaster. Get the children to read the map and diary entry carefully and then continue the story in the same style.

Copymaster 14 (Messages)

The children should complete the empty and half-torn messages. Working in pairs or groups, they could share each other's ideas, pretending that they have found one of these messages. They could then write a story that includes this message.

Copymaster 15 (Bare bones)

This copymaster contains the bare bones of the beginnings of three stories. Put the children into pairs. First they have to help each other tell the stories, adding in detail and fleshing out the bare bones so that the brief reports of what happens become stories. The children could then move on to writing down the versions they have practised.

Copymaster 16 (Potion stories)

Get the children to complete the rest of the bottles' labels with magic potions. They should then write a story of what happens when they—or their friends—accidentally swallow one of the potions. (Please give the usual warning and reminder to children not to drink from odd bottles, etc.)

Copymaster 17 (Magic wishes)

This copymaster can be used by children working individually or in pairs to record a secret wish—to change something, become something, acquire a super power and so on. All the wish boxes on the copymaster are filled in by each child/pair. Each wish is cut out and placed in a hat, out of which every child chooses one. The children write the story of what happens when they rub a magic cola can and a genie pops out to grant the wish they have chosen.

Copymaster 18 (Dustbin story)

A writer has accidentally torn up and thrown into a dustbin the first part of a story. Working individually the children should cut out the different fragments and piece together the story. Then, in pairs, versions should be compared. Working on their own children should then continue the story. They should write into the rest of the story a pig that sings, a bad fright and three bags of gold.

Copymaster 19 (Story skeleton)

Written on to the skeleton are a number of key words from a story and there are spaces where extra words can be added in. The children complete the skeleton with special words that they would like to use and then have to write down their story. Stories should be read aloud to consider the differences.

Copymaster 20 (Story stealer)

Tell the children that the story stealer has a huge trunk into which all the stories that you know have been placed. The stories have become completely muddled up. The children should use the chart to jot down titles of stories they know, settings, main characters, events and endings. Remind the children in discussion of traditional tales as well as stories shared in school. They should then circle one part of each column to make up a mixed bag of ingredients which should be used to write a new story.

Potion stories

