

Why you'll love it!

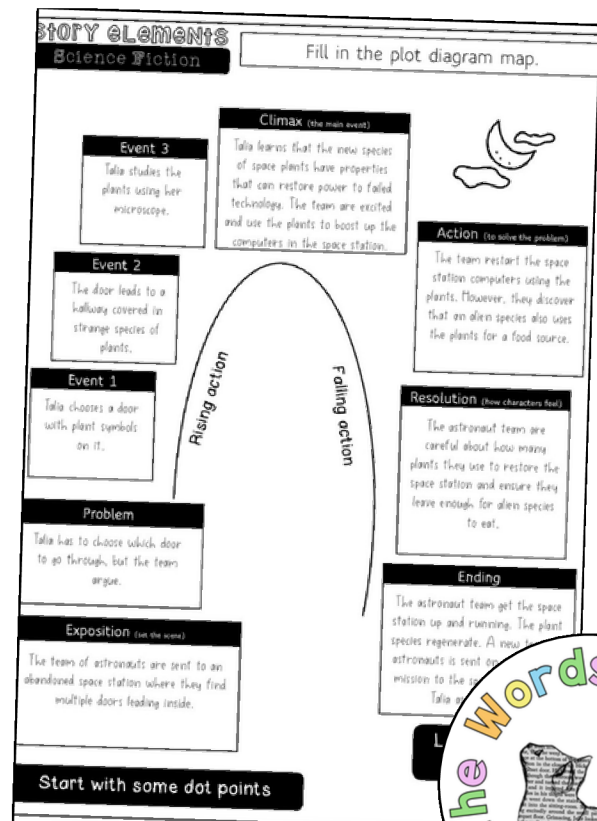
✓ Roll and write story planning

✓ Guided paragraph planning

✓ Vocabulary lists

✓ Filled in example

✓ Engaging format



What's included?

Story starter

STORY ELEMENTS
Science Fiction

Roll a story starter.

1	A team of astronauts is sent on a mission to abandoned space station.
2	A planet is destroyed by a cosmic event and a solo astronaut must find the cause.
3	A scientist accidentally unlocks a space portal, causing aliens to cross the galaxy.
4	An astronaut must rescue a spaceship with space-tourists from a black hole.
5	A young space-child finds a mysterious alien artefact.
6	Space-pirates are causing problems by stealing and raiding from a small planet.

This is the start of your story.

Write the story starter in your own words.
A team of astronauts are sent to explore an abandoned space station as part of their mission.

Highlight the most important words.
"astronauts", "team", "mission", "abandoned", "station"

Write down your first thoughts from this story starter.

- The space station has multiple entry points.
- The team must choose which door to go through.
- There are strange sounds coming from each door.
- The doors have symbols on them.

Design a setting

STORY ELEMENTS
Science Fiction

Roll a story setting.

Setting	Nouns	Adjectives	
1	A space station	Technology, neon lights, space plants	Colossal, advanced, intricate
2	A black hole	Countdown, portal, fence	Eerie, creepy, hazardous
3	An icy outpost	Geothermal vents, ice caves, subsurface ocean	Remote, freezing, glacial
4	A space market	Traders, smugglers, shops	Bustling, hectic, exotic
5	The Aurora Belt	Magnetic field, minerals, asteroids	Picturesque, magical, intense
6	A space plant nursery	Gas clouds, nebulae, flora	Dense, exotic, peaceful

Add detail to the setting.

What nouns will you use? You can write more of your own.

- Portal
- Fence
- Ice cave

Describe the nouns using pictures and/or adjectives.

- Shine
- Exotic
- Dreadful
- Freezing

Visualize it! Draw a part of the setting.

Create a character

STORY ELEMENTS
Science Fiction

Roll a character.

Character	Object	Adjectives	
1	Captain Alden - Starship Captain	Veteran medal	Military, powerful, reclusive
2	Dr. Ella - Astrobiologist	Microscope	Intelligent, witty, curious
3	Lieutenant Zara - Pilot	Tech goggles	Rebellious, risk-taking, reckless
4	Sergeant Kai - Security Officer	Concealed weapon	Combat, disciplined, protective
5	Aria - AI Bot	Internal programming	Logical, curious, ethical
6	Talia - Engineer	Multipurpose spanner	Skilful, resourceful, practical

Bring your character to life.

Visualize it! Draw your character.

Story problem

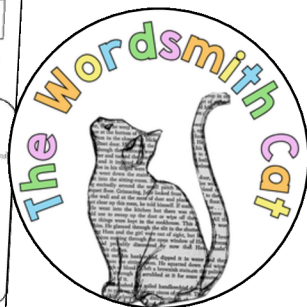
STORY ELEMENTS
Science Fiction

Roll a story problem.

1	There is a system malfunction at an important time.
2	The character is caught in a cosmic traffic jam.
3	A critical resource goes missing.
4	The character must find a way to communicate with aliens.
5	The character must work with an unlikely ally.
6	The character discovers a new space plant that can change everything.

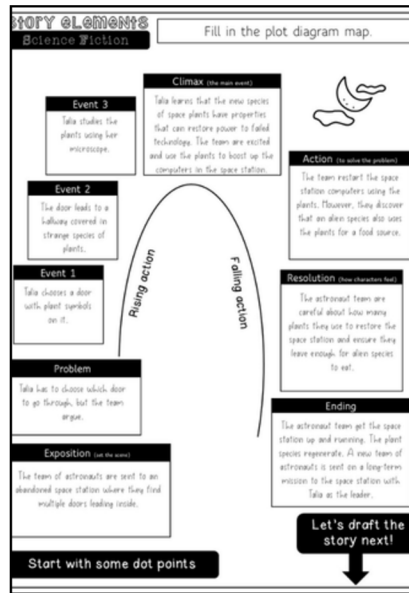
Plan out the main problem.

Problem	Action taken	Solution
The team of astronauts have to choose which door to enter the space station through. Talia, the lead engineer, chooses one with a plant symbol on it.	The plant symbol leads to a hallway covered in strange plants growing up the walls.	Talia studies the new space plants with her microscope and finds they have useful properties.



What's included?

Plot diagram



Paragraph planning

Story Elements
Science Fiction

Add more detail to your story.

Use your imagination to add details!

WHO else is in the story?
The team of astronauts, there are 6 in total including Talia.

WHERE else does the story take place?
The main setting is the icy deserted space station.

WHEN does the story take place?
During the day, as the crew lands on the morning.

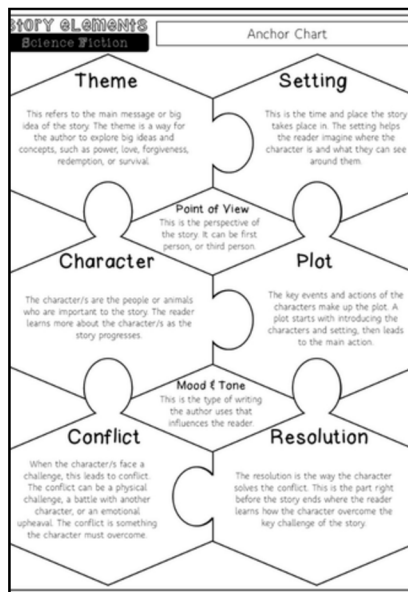
WHY does the character make certain choices?
Talia wants to learn more about the intriguing plant species and find out what properties it has.

HOW does the character act in the story?
Talia is determined and headstrong. She makes confident decisions.

WHAT are the main events in the story?
- The team of astronauts arrive at the abandoned ice space station.
- There are ice caves with plants and animals around the station.
- There are many parallel doors leading inside. Talia chooses the door with plant symbols.

WHAT are the main things the character sees or feels?
- Very cold
- Strong winds
- Dense snow-packed ice caves

Anchor chart



Vocabulary lists

Story Elements
Science Fiction

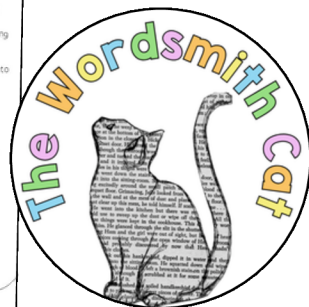
Vocabulary and Phrases

Can you use any of these adjectives to add detail to your character?

- Brave - Willing to face danger or fear.
- Clever - Smart and quick-thinking.
- Loyal - Faithful and trustworthy.
- Kind - Caring and thoughtful.
- Adventurous - Always looking for excitement.
- Mischievous - Playfully naughty or sneaky.
- Determined - Never giving up, even when things are tough.
- Humble - Not bragging or showing off.
- Curious - Always asking questions and wanting to learn.
- Fearless - Not afraid to take risks.
- Selfless - Thinking of others before themselves.
- Hot-headed - Quick to get angry or frustrated.
- Witty - Funny in a smart way.
- Resourceful - Good at solving problems with what's available.
- Grumpy - Easily annoyed or in a bad mood.
- Humble - Acting like a hero, brave and noble.
- Sneaky - Secretive and sometimes a little tricky.
- Gentle - Soft, kind, and careful.
- Ambitious - Wanting to achieve great things.
- Trustworthy - Someone you can rely on.
- Reckless - Taking risks without thinking.
- Optimistic - Always looking on the bright side.
- Mysterious - Hard to understand, full of secrets.
- Charming - Likable and friendly in a special way.
- Stubborn - Not willing to change their mind.

Can you use any of these adjectives to add detail to the setting?

- Mysterious - A place full of secrets and surprises.
- Gloomy - Dark, sad, or spooky.
- Vibrant - Full of bright colors and energy.
- Bustling - Busy and full of movement.
- Serene - Peaceful and calm.
- Majestic - Grand and impressive.
- Icy - Freezing cold and slippery.
- Shadowy - Dimly lit and slightly eerie.
- Overgrown - Covered in wild plants and vines.
- Windswept - Open and affected by strong winds.
- Ancient - Very old and full of history.
- Foggy - Covered in mist, making it hard to see.
- Glistening - Shiny and sparkling.
- Cavernous - Large and echoing.
- Rustic - Simple and countryside-like.
- Lush - Full of green plants and life.
- Desolate - Empty and lonely.
- Enchanted - Magical and full of wonder.
- Sizzling - Very hot and dry.
- Twinkling - Full of little shining lights.
- Dreary - Dull, lifeless, and a little depressing.
- Haunting - Unforgettable and slightly eerie.
- Sweetening - Extremely hot and humid.
- Perilous - Dangerous and risky.
- Whimsical - Playful, quirky, and full of charm.



How to use this product.

- ✓ Independent writing
- ✓ Week long writing unit
- ✓ Modelled teacher writing
- ✓ Homework task
- ✓ Group writing task
- ✓ Early finisher activity

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Science Fiction

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The Wordsmith Cat



Teach writing!

Motivate students to enjoy the writing process.

Encourage reluctant writers by providing a scaffold.

Watch students grow in confidence as they write.

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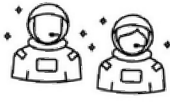
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