

Why you'll love it!

✓ Roll and write story planning

✓ Guided paragraph planning

✓ Vocabulary lists

✓ Filled in example

✓ Engaging format

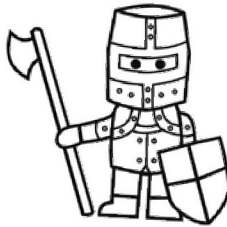
STORY ELEMENTS
Knights Quest

Roll a character.

	Character	Object	Adjectives
•	A retired Knight	Sharp blade knife	Honorable but exhausted
••	A healer	Healing herbs and potions	Gentle, caring, and patient
•••	A young squire	An antique compass	Eager to learn but impatient
••••	A sorcerer	Enchanted wand	Powerful and cunning
•••••	A thief	An emerald ring	Clever, quick, tricky
••••••	A warrior	A sword with a broken handle	Stoic, cold, withdrawn

Bring your character to life.

Visualize it! Draw your character.



What's included?

Story starter

STORY ELEMENTS
Knight's Quest

Roll a story starter.

1	A dark prophecy is revealed, and your character must find a lost artifact to prevent the doom from coming true.
2	A dragon challenges your character to a duel which you must win to save the kingdom's land.
3	Your character must find the Heart of the Forest otherwise all magic will perish.
4	There is a curse upon the village, and your character must find the Tears of the Moon to lift the curse.
5	An ancient legend is told of the Sword of Truth, and your character is sent on a quest to bring the sword to the king.
6	Your character is sent on a quest to find a long-lost kingdom and restore it to power.

This is the start of your story.

Write the story starter in your own words.
The main character is a knight. He is sent on a quest to find a long-lost kingdom. It is the only one who can restore it to power.

Highlight the most important words.
"quest" "kingdom" "long-lost" "power" "restore"

Write down your first thoughts from this story starter.

- The knight has an ancient talisman that can guide him to the kingdom.
- The kingdom is really the long-lost one to the surface.
- The knight must battle a rival to take the throne and restore the kingdom to power.

Design a setting

STORY ELEMENTS
Knight's Quest

Roll a story setting.

Setting	Nouns	Adjectives
1 Haunted Forest	Spirits, trees, creatures	Dense, eerie, supernatural
2 Cursed Castle	Ghost, crown, history	Abandoned, powerful, dark
3 Mountain Fortress	Dragon, peak, sword	Treacherous, harsh, fearsome
4 Underground Lake	Guardians, mer-people, coral	Peaceful, mystical, powerful
5 Desolate Wasteland	Warriors, sand dunes, plains	Ashen, barren, expansive
6 Mystical Island	Enchantments, sword, prophecy	Misty, powerful, cloudy

Add detail to the setting.

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

- Castle
- Crown
- Historical artifact
- Compass

Describe the nouns using pictures and/or adjectives.

- Mists
- Powerful
- Clouds

Visualize it! Draw a part of the setting.

Create a character

STORY ELEMENTS
Knight's Quest

Roll a character.

Character	Object	Adjectives
1 A retired knight	Sharp blade knife	Honorable but exhausted
2 A healer	Healing herbs and potions	Gentle, caring, and patient
3 A young squire	An antique compass	Eager to learn but impatient
4 A sorcerer	Enchanted wand	Powerful and cunning
5 A thief	An emerald ring	Clever, quick, tricky
6 A warrior	A sword with a broken hilt	Stoic, cold, withdrawn

Bring your character to life.

Visualize it! Draw your character.

Story problem

STORY ELEMENTS
Knight's Quest

Roll a story problem.

1	Your character is betrayed by a companion.
2	Your character falls into a deadly trap.
3	Your character is corrupted by an evil spirit.
4	Your character faces a moral dilemma.
5	Your character is put under a powerful curse.
6	Your character must battle a rival knight.

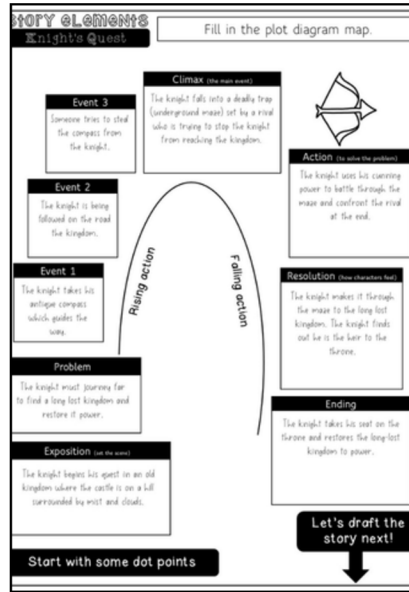
Plan out the main problem.

Problem	Action taken	Solution
The knight begins the quest using the ancient compass to guide him towards the long-lost kingdom. Along the path, his rival has set a trap and he falls in.	The knight must use his cunning plan to find a way through the trap - which is an underground maze.	The knight makes it through the maze and confronts the rival at the end. The knight escapes the maze and discovers the long-lost kingdom.



What's included?

Plot diagram



Paragraph planning

Story Elements
Knight's Quest

Write about the Setting

Write a paragraph about the setting

The story is set in Mountain fortress

Mountain fortress has lots of (nouns)...
Castles in the kingdom and trees surrounding the castle. There is a misty forest leading to the nearby villages.

Mountain fortress feels (adjectives)...
Misty, cloudy and powerful

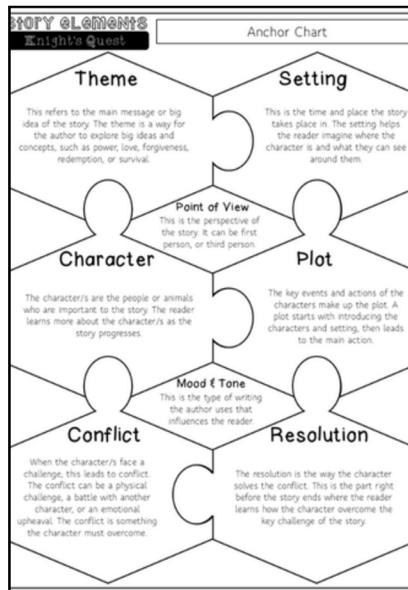
Cedric (the character) can see...
A jeweled crown in the kingdom when the king needs Cedric on his quest

Cedric (the character) can hear...
Trees rustling and mysterious sounds coming from the forest

Cedric (the character) can touch...
The cold stone walls of the fortress and antique armor lining the walls as he leaves the kingdom ready for the quest.

Cedric (the character) can taste/smell/feel...
A scent that someone is following him when he sets out on the quest. Cedric feels strong and brave, but ready for battle at any moment.

Anchor chart



Vocabulary lists

Story Elements
Knight's Quest

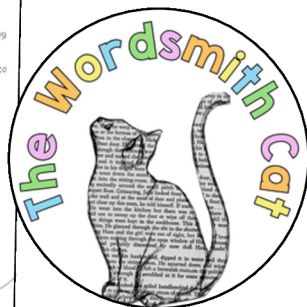
Vocabulary and Phrases

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
- Nerdy - 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
- Sweating - Extremely hot and humid
- Perilous - Dangerous and scary
- 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

STORY ELEMENTS
Knight's Quest

Write about your character.

Write a paragraph about your character.

My character's name is Cedric the warrior knight

Cedric grew up in...
A small village near the kingdom.

Cedric parents were...
A blacksmith and a seamstress who lived in a quiet life (but were really in line to the throne of the ancient kingdom.)

As a child, Cedric dreamed of...
Becoming a knight and a warrior.

Cedric has always been (adjectives)...
Cunning, powerful, clever, and athletic.

One day, Cedric found a (special object)...

When _____ held the object, they felt...

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.

STORY ELEMENTS
Knight's Quest

Fill in the plot diagram map.

Event 3
Someone tries to steal the compass from the knight.

Event 2
The knight is being followed on the road to the kingdom.

Event 1
The knight takes his antique compass which guides the way.

Climax (the main event)
The knight falls into a deadly trap (underground maze) set by a rival who is trying to stop the knight from reaching the kingdom.

Action (to solve the problem)
The knight uses his cunning power to battle through the maze and confront the rival at the end.

Resolution (how characters feel)
The knight makes it through the maze to the long lost kingdom. The knight finds out he is the heir to the throne.

Ending
The knight takes his seat on the throne and restores the long lost kingdom to power.

Problem
The knight must journey far to find a long lost kingdom and restore its power.

Exposition (set the scene)
The knight begins his quest in an old kingdom where the castle is on a hill surrounded by mist and clouds.

Rising action

Falling action

Start with some dot points

The Wordsmith Cat