

What's included?

Story starter

STORY ELEMENTS
Fantasy

Roll a story starter.

1	A kingdom is hidden deep within an ancient forest, forgotten by time. Events unfold leading to the kingdom seeking a new guardian.
2	A dragon and a young farmer join forces to save the village from a dark prophecy coming true.
3	An apprentice mage finds an enchanted talisman that was long buried in the ruins of an ancient city.
4	The village of Thornwood is haunted by the curse of the Black Forest, but to save the town a brave healer must enter its depths.
5	In the floating isles above the clouds, sky pirates are on a quest for legendary treasure guarded by a winged mythical beast.
6	In a distant kingdom, an oracle foretells the coming of a dark sorcerer and it is up to a rogue knight to safeguard the city.

This is the start of your story.

Write the story starter in your own words.
An oracle predicts a dark sorcerer will reach a distant kingdom and they need an unpredictable knight to keep them safe.

Highlight the most important words.
"kingdom", "oracle", "sorcerer", "knight", "rogue"

Write down your first thoughts from this story starter.

- The kingdom is normally quiet and peaceful.
- The oracle doesn't keep a timeframe for the prediction.
- The rogue knight doesn't want to help at first.

Design a setting

STORY ELEMENTS
Fantasy

Roll a story setting.

Setting	Nouns	Adjectives
Magical Forest	Trees, towers, fables	Peaceful, soothing, magical
Ancient Castle	Labyrinth, most, ruins	Dark, mysterious, enchanted
Mountain Cave	Troll, rock, bridge	Dangerous, cavernous, magical
Quaint Village	Farm, cottage, pathway	Bustling, natural, charming
Overgrown Garden	Herbs, fountain, statue	Wild, unkempt, mystical
Hidden Valley	Lake, hill, ruins	Majestic, distant, serene

Add detail to the setting.

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

- Labyrinth
- Moat
- Dunes
- Dungeon

Describe the nouns using pictures and/or adjectives.

- Majestic
- Serene
- Peaceful
- For story

Visualize it! Draw a part of the setting.

Create a character

STORY ELEMENTS
Time Travel

Roll a character.

Setting	Nouns	Adjectives
A Historian	An hourglass	Curious, investigative, fashionable
A Space Explorer	An astronomical clock	Non-nonsense, savvy, organised
A Mechanic	A stopwatch	Thorough, charismatic, tough
A Paleontologist	An egg timer	Brave, resourceful, insightful
A Nurse	A pocket watch	Compassionate, caring, thoughtful
A Scientist	A grandfather clock	Cunning, wise, enigmatic

Bring your character to life.

Visualize it! Draw your character.

Story problem

STORY ELEMENTS
Knights 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.

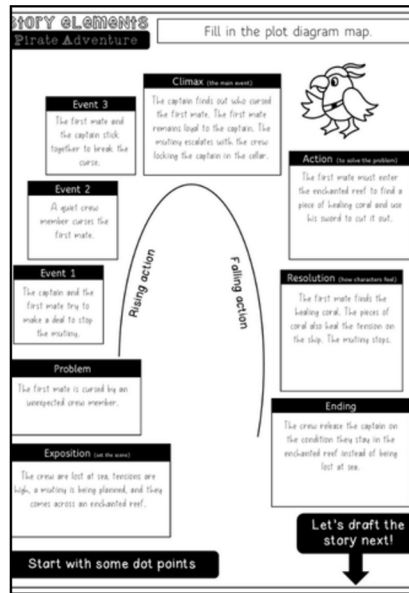
Plan out the main problem.

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 wits 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
Fantasy

Add more detail to your story.

Use your imagination to add details!

WHO else is in the story?
The brave knight who is strong and brave, but just wants to be left alone.

WHERE else does the story take place?
Within the kingdom.

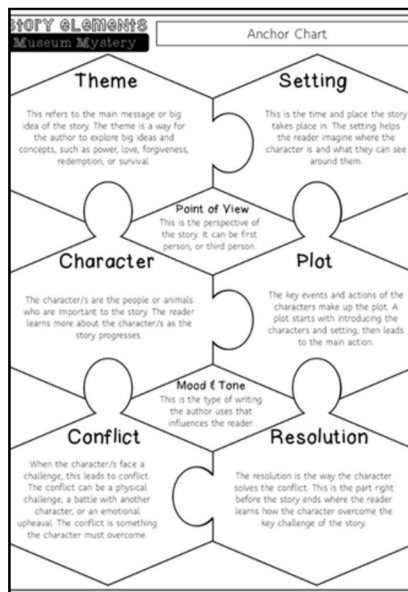
WHEN does the story take place?
Dina and knight meet in the morning.

HOW does the character act in the story?
Dina is careful and wise. She uses her knowledge to convince the knight to do what she wants.

WHAT are the main events in the story?
• The king calls the knight to help stop the plague.
• The knight meets Dina.
• Dina is cursed as a result in the mountain cave.
• The knight convinces Dina to break the curse.

WHAT are the main things the character sees or feels?
• Mountains • Peace
• Water • Uncertainty
• Trees • Opportunity

Anchor chart



Vocabulary lists

STORY ELEMENTS
Enlight's Quest

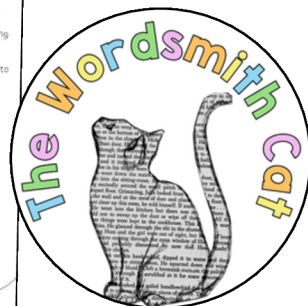
Vocabulary and Phrases

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.
- Glittering - 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.



8 writing themes.

FANTASY

PIRATE ADVENTURE

SECRET AGENT

TIME TRAVEL

SCIENCE FICTION

SECRET AGENT

HAUNTED HOUSE

KNIGHT'S QUEST

STORY ELEMENTS
Haunted House

Roll a story setting.

	Setting	Nouns	Adjectives
1 dot	Blackwood Manor	Gardens, furniture, chandeliers	Dusty, antique, overgrown
2 dots	Elridge House	Pathways, grandfather clock, ballroom	Sprawling, ominous, ancient
3 dots	Hawthorne House	Ivy, windows, staircase	Quaint, creaky, overgrown
4 dots	Ravenwood Estate	Gargoyles, fence, parlor	Gothic, ornate, dim
5 dots	Pinehurst Manor	Forest, basement, trails	Untamed, rustic, overgrown
6 dots	St. Cecilia Conservatory	Library, musical instruments, fountain	Echong, grand, eerie

Add detail to the setting.

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

- Forest
- Basement
- Trails

Describe the nouns using pictures and/or adjectives.

- Quaint
- Creaky
- Overgrown
- Eerie

Visualize it! Draw a part of the setting.

STORY ELEMENTS
Knight's Quest

Roll a story setting.

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

Add detail to the setting.

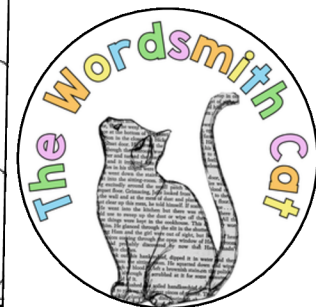
What nouns will you use? You can write more of your own.

- Castle
- Crown
- Historical artifact
- Compass

Describe the nouns using pictures and/or adjectives.

- Misty
- Powerful
- Cloudy

Visualize it! Draw a part of the setting.



Why you'll love it!

✓ Roll and write story planning

✓ Guided paragraph planning

✓ Vocabulary lists

✓ Filled in example

✓ Engaging format

STORY ELEMENTS
Time Travel

Roll a story starter.

•	The clock strikes midnight, and an ancient pocket watch starts swirling rapidly, taking the owner a century back in time.
••	A young woman is fixing an old radio and tunes it to a frequency that starts broadcasting news from World War II.
•••	A young man opens a dusty old book and the words start glowing, then suddenly he is drawn into a time when dragons roamed the skies.
••••	An inventor presses the button on their latest invention and is transported back to a prehistoric jungle where dinosaurs live.
•••••	A detective steps into a mysterious elevator in an abandoned building and when the doors open, it is the year 3015.
••••••	A scientist touches a cracked mirror they are using as part of an experiment, and it becomes a portal which takes them back to the days of knights and castles.

This is the start of your story.

Write the story starter in your own words.
A cracked mirror becomes a time portal and a scientist travels in time when they touch it.

Highlight the most important words.
"mirror" "scientist" "experiment" "portal" "knights" "castles"

Write down your first thoughts from this story.
The scientist is immediately excited to be part of a time machine and is overly enthusiastic. The knights in the castle are a bit crazy.



How to use this product.

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

STORY ELEMENTS
Haunted House

Roll a story starter.

1	Your character inherits a dilapidated old mansion from a relative they never knew existed, and it turns out to be haunted.
2	A group of friends spend a weekend in an abandoned mansion and your character discovers something very spooky.
3	Your character and their family move into an old house and plan to renovate it, but the haunted spirits of the house disagree with their plans.
4	Your character purchases an antique mirror from a garage sale at an old mansion estate, without knowing the house was haunted.
5	Your character moves into an old house and finds a historic artefact that proves the house was cursed by witches.
6	Each time your character walks past the old mansion in town they can hear ghostly music, but no one else can.

This is the start of your story.

Write the story starter in your own words.

The main character is an old house with their family. They want to be haunted.

STORY ELEMENTS
Knights 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, expanse
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 artefact
- Compass

Describe the nouns using and/or adjectives.

Visualize it! Draw a part of the story.

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.

