

Why you'll love it!

✓ Roll and write story planning

✓ Guided paragraph planning

✓ Vocabulary lists

✓ Filled in example

✓ Engaging format

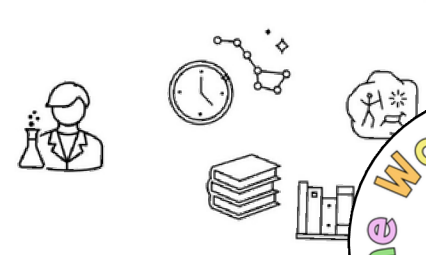
STORY ELEMENTS
Time Travel

Roll a character.

	Setting	Nouns	Adjectives
•	A Historian	An hourglass	Curious, investigate, fashionable
••	A Space Explorer	An astronomical clock	No-nonsense, savvy, organised
•••	A Mechanic	A stopwatch	Thorough, charismatic, tough
••••	A Palaeontologist	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.



The Wordsmith Cat

What's included?

Story starter

STORY ELEMENTS
Time Travel

Roll a story starter.

1	The clock strikes midnight, and an ancient pocket watch starts swirling rapidly, taking the owner a century back in time.
2	A young woman is fixing an old radio and tunes it to a frequency that starts broadcasting news from World War II.
3	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.
4	An inventor presses the button on their latest invention and is transported back to a prehistoric jungle where dinosaurs live.
5	A detective steps into a mysterious elevator in an abandoned building and when the doors open, it is the year 3025.
6	A scientist touches a cracked mirror they are using as part of an experiment, and 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 starter.
The scientist is immediately excited to be part of a time travel experiment and is overly enthusiastic. The knights in the castle think the scientist is a bit crazy.

Design a setting

STORY ELEMENTS
Time Travel

Roll a story setting.

	Setting	Nouns	Adjectives
1	Victorian London	Gas lamps, cobblestone streets, horse-drawn carriages	Foggy, bustling, clattering
2	Ancient Egypt	Hieroglyphs, incense, temples	Fragrant, mystical, calm
3	Space Station	Spacecraft, technology, droids	Sleek, metallic, vast
4	Prehistoric Jungle	Ferns, trees, rivers	Roar, dense, humid
5	1950s Town	Cards, jukebox, diner	Classic, rock 'n' roll, quiet
6	War-Torn Village	Buildings, roads, planes	Crumbling, muddy, echoing

Add detail to the setting.

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

- Hieroglyphs
- Temple
- Overgrown garden
- Beach

Describe the nouns using pictures and/or adjectives.

- Crumbling
- Muddy
- Isolating
- Mysterious

Visualize it! Draw a part of the setting.

Create a character

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Roll a character.

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Story problem

STORY ELEMENTS
Time Travel

Roll a story problem.

1	Your character accidentally changes a key event in the past which impacts the future.
2	Your character becomes stranded in time and must find a way to blend in.
3	Your character is mistaken for a historical figure and is forced to pretend they are that person.
4	Your character arrives at a time when they don't speak the language and must find a way to communicate.
5	Your character must protect a famous historical person from harm, otherwise there will be serious consequences for the present day.
6	Your character becomes trapped in a time loop where events keep repeating, and they need to find a way to break free.

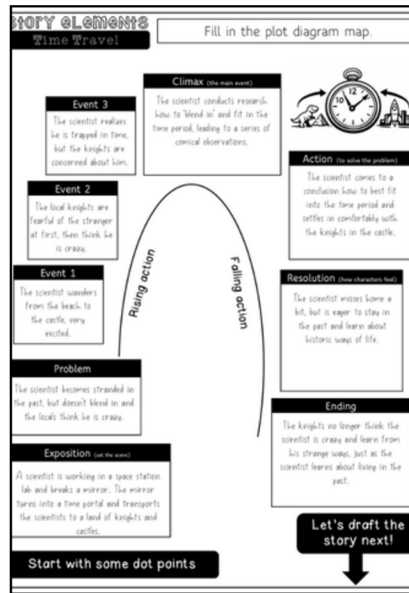
Plan out the main problem.

Problem	Action taken	Solution
The scientist is too excited to be time travelling and stands out. The local people in the time think he is crazy.	The scientist thinks of it as an experiment and conducts research. "How to blend in".	The scientist fills a notebook with details on how to blend in and designs a costume so he doesn't stand out as much.



What's included?

Plot diagram



Paragraph planning

STORY ELEMENTS
Time Travel

Write about the Setting

Write a paragraph about the setting.

The story is set in A space station first, then a village with a castle

The space station has lots of (nouns)...
futuristic temples with historic hieroglyphs projected on them. Frank realizes hieroglyphs match his astronomical clock watch.

The space station feels (adjectives)...
sterilized and clean with lots of high-tech items.

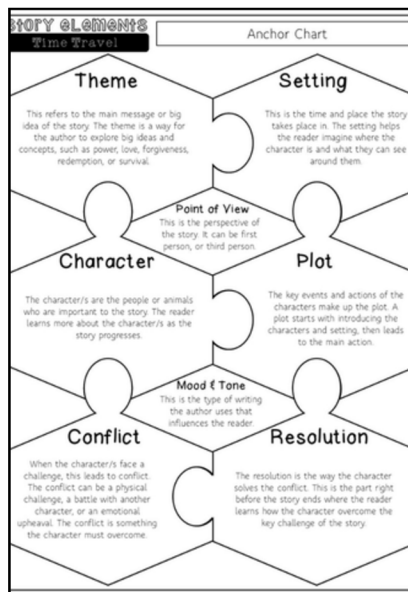
Frank (the character) can see...
There out the window his lab equipment, space cars flying around.

Frank (the character) can hear...
Beeping whirring, buzzing noises coming from the machines. There are druids roaming the corridor, beeping as they go.

Frank (the character) can touch...
Cold, metal lab equipment

Frank (the character) can taste/smell/feel...
Overwhelming smells clean and antibacterial. The food is bland and all meals look like porridge and taste like cardboard.

Anchor chart



Vocabulary lists

STORY ELEMENTS
Time Travel

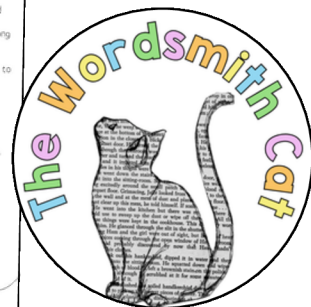
Vocabulary and Phrases

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.
- Shady - Dimly lit and slightly eerie.
- Overgrown - Covered in wild plants and vines.
- Windswept - Open and affected by strong winds.
- Foggy - Covered in mist, making it hard to see.
- Ancient - Very old and full of history.
- 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.
- Sweltering - 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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4	An inventor presses the button on their latest invention and is transported back to a prehistoric jungle where dinosaurs live.
5	A detective steps into a mysterious elevator in an abandoned building and when the doors open, it is the year 3015.
6	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.
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Frank (the character) can see...
Stares out the window, his lab equipment, space cars flying around.

Frank (the character) can hear...
Beeping, whirring, buzzing noises coming from the machines. There are droids roaming, beeping around.

Frank (the character) can touch...
Cold, metal lab equipment

Frank (the character) can taste...
Everything smells clean and antibacterial, and all meals look like porridge and taste

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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