

# 5 Part Writing Bundle

## Haunted House Theme



→ Narrative writing escape room

10 pages  
Story starter  
Puzzle plot prompts

→ Create a comic graphic novel

30 pages  
Plot ideas  
Character creation

→ Writing prompts and template

10 pages  
Story starter  
Puzzle plot prompts

→ Roll & write story elements

10 pages  
Character & setting  
Problem & starter

→ Finish the story sentence prompts

10 pages  
Writing prompt  
3 sentence choices



# Narrative Writing

Haunted House  
writing theme

Story starter

**HAUNTED HOUSE**  
Guided Story Writing

What happens next is up to your imagination

Color in each section as you complete your draft. Make notes about ideas as you go.

| Section                        | Completed | Notes |
|--------------------------------|-----------|-------|
| About a character              |           |       |
| Describe the mansion           |           |       |
| Entrance to the mansion        |           |       |
| Room inside the mansion        |           |       |
| Item in the mansion            |           |       |
| Ghost who haunts the house     |           |       |
| Leaving the mansion            |           |       |
| Words for the end of the story |           |       |

**THE VANISHING HOUSE**

The moon shone brightly in the sky, peeking through the dark clouds and casting an eerie glow over the forest trees. The friends huddled closer to the campfire as the night air became chillier. Sarah, Eric, and Jake were looking forward to their camping weekend ahead.

They had set up their tents without any problems and now the campfire glowed brightly, the ashy smell mixing with the scent of pinecones in the air. As the night grew darker, they laughed and roasted marshmallows.

"Who knows a good ghost story?" Sarah asked.

"I've got one!" Eric exclaimed. "Do you know the tale of the vanishing house?" Sarah and Jake both shook their heads. "It's said that the house is hidden deep within these very woods," Eric added, with a spooky tone to his voice.

Plot choice  
prompts

Scaffolded  
template

Reflection  
sheet

**Choose words to describe the mansion.**

Use the words to paint a picture of the mansion.

- Covered in ivy
- Grand facade
- Mist surrounding the house
- Lit-up stained-glass windows
- Graveyard at the side of the house
- Gargoyles at the entrance
- A broken window with fog in it

Write a descriptive paragraph about the mansion and its ambience.

The glow of the lit-up stained glass windows contrasted with the deep, black night sky. As the clouds drifted in the evening breeze, the moon-light revealed an eerie graveyard beside the mansion.

Write a descriptive paragraph about the mansion, Show, don't tell!

Include how the friends feel when they see it.

- Use the 5 senses to add more detail to your writing.
- See
- Hear
- Touch
- Taste
- Smell

**Choose a room that the friends explore.**

Decide where in the mansion the friends go.

|                                                                     |                                                                                   |                                                                |
|---------------------------------------------------------------------|-----------------------------------------------------------------------------------|----------------------------------------------------------------|
| The grand parlour with a chandelier on the ceiling, swaying gently. | A library filled with dusty books and tomes, one book open and the pages turning. | An elegant dining room with the table set and food half-eaten. |
|---------------------------------------------------------------------|-----------------------------------------------------------------------------------|----------------------------------------------------------------|

Write a detailed paragraph about their movements through the house.

What happens in the room?

Do the friends touch anything? Can they see anything else?

Write about how the items could be moving on their own.

**Reflection**

★★★★★★★★★★★★★★★★

You have drafted a horrifying Haunted House story. Fill out the reflection before you publish your work!

|                                               |  |
|-----------------------------------------------|--|
| A part of my story I am proud of...           |  |
| A part of my story I want to change...        |  |
| A part of my story that needs more details... |  |

Add extra details or words

|           |  |
|-----------|--|
| Character |  |
| Setting   |  |
| Problem   |  |

**The Wordsmith Cat**

Write a story about a cat who is a wordsmith. The cat can talk and is very smart. It can use all the words it knows to make its story as interesting as possible. Write about the cat's life, its friends, and its adventures. Use as many words as you can!

# Graphic Novel

## Story World Creation

### PART ONE: Story World Creation

This section gives ideas of inspiration for words/phrases/imagery to include in your story.

**WHAT'S INCLUDED:**

- Plan and design the main character
- Plan and design the villain
- Plan the setting and world
- Name the planet
- Draw the world

## Writing Inspiration

### Character Design

 Name: \_\_\_\_\_ Date: \_\_\_\_\_

### Plan the MAIN CHARACTER

Select words from the lists below to use when designing the character.

| CHARACTER TYPE    |                        |                         |
|-------------------|------------------------|-------------------------|
| ghost hunter      | curious kid            | paranormal investigator |
| brave sibling     | haunted house explorer | apprentice witch        |
| monster detective | pumpkin farmer         | seasonary caretaker     |
| magical librarian | midnight adventurer    | vampire hunter          |
| goblin maker      | inventor               | witcher leader          |

|            |             | CHARACTER TRAITS |
|------------|-------------|------------------|
| courageous | curious     | clever           |
| cautious   | adventurous | logical          |
| loyal      | resourceful | imaginative      |
| determined | fearless    | mischievous      |
| observant  | subborn     | kind-hearted     |
| nervous    | inquisitive | strong           |

| CHARACTER GOALS         |                        |
|-------------------------|------------------------|
| solve a mystery         | break a curse          |
| uncover a hidden secret | rescue a friend        |
| find a magical artifact | escape a haunted house |
| stop a ghost            | protect the town       |
| discover the truth      | save halloween         |

### PART TWO: Writing Inspiration

This section gives ideas and inspiration for words/phrases/imagery to include in your story.

**WHAT'S INCLUDED:**

- Story starters
- Conflict and problems
- Space-themed vocabulary
- Plot twist ideas
- Dialogue suggestions
- Sound effects
- Action words
- "Show, don't tell" prompts
- Emotion words and reaction phrases

## Story Structure Planning Guide

### PART THREE: Story Structure

This section helps structure your story and guide the writing process.

**WHAT'S INCLUDED:**

- Exposition
- Rising action
- Climax
- Falling action
- Resolution
- Chapter planning organizer

## Vocabulary

 Name the  
**HAUNTED HOUSE**

Use the Haunted House name generator to create a spooky setting.

| FIRST WORD | SECOND WORD |
|------------|-------------|
| Shadow     | Water       |
| Baven      | Mansion     |
| Blackwood  | Hall        |
| Moonlight  | Keep        |
| Mallow     | Estate      |
| Whispering | Castle      |
| Phantom    | Cottage     |
| Wisty      | Tower       |
| Grim       | Lodge       |
| Cobweb     |             |

**EXAMPLES**

Shadow Manor      Phantom House  
Whispering Hall      Hollow Castle

**MY HOUSE NAME**

## Editing & Publishing

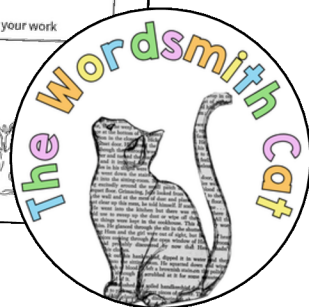
### PART FOUR: Editing & Publishing

This section helps you edit and publish your work.

**WHAT'S INCLUDED:**

- 4 mini editing checklists
- Self-assessment
- Peer review
- Publishing suggestions
- Ideas to showcase and share your work



# Writing Escape Room

Story  
starter

**Narrative Writing** Name: \_\_\_\_\_ Date: \_\_\_\_\_  
**Haunted House Escape Room**

A chill runs down your spine as you approach the old mansion. Its towering silhouette looms against the moonlight. The sky is getting darker and thunderous clouds gather. You are sure it is going to rain.

**WHAT OTHER CHOICE DO YOU HAVE, BUT TO ENTER THE CREEPY MANSION?**

The wind whispers through the overgrown trees. You shudder, feeling afraid. Taking a deep breath, you push open the heavy, oak door. It creaks loudly on rusty hinges.

Now you're inside. Just in time, too, as heavy rain thuds to the ground.

**You plan to stay near the door until the rain passes. However, as you reach to open the door and check outside, you find that the door is locked!**

**NOW YOU ARE TRAPPED INSIDE THE HOUSE.**

Worried and desperate, you look around for a way out. But something catches your eye on the other side of the room. Curiosity gets the better of you, and you walk across the creaky floorboards.



Puzzles

**Narrative Writing** Name: \_\_\_\_\_ Date: \_\_\_\_\_  
**Haunted House Escape Room**

Now that you have the object with you, you take another look around the room. It is still raining outside and you are feeling curious about what else could be in this mansion.

**There are three doors leading out of the room.**  
As you get closer to the doors, you notice that there are words engraved on them.

**Crack the code to reveal what each door says.**

|   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | H | I | J | K | L | M |
| ☺ | ★ | □ | ○ | ⊗ | ⬆ | ⬇ | ⊙ | ⌘ | ⬆ | ⬇ | ⬆ | ⬇ |
| N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
| ● | ▼ | ▲ | ◻ | ♥ | ⊗ | ⬆ | ⬇ | ⬆ | ⬇ | ⬆ | ⬇ | ⬆ |

Three sets of letter grids for cracking codes are shown below the main grid.

Writing  
template

**Narrative Writing** Name: \_\_\_\_\_ Date: \_\_\_\_\_  
**Haunted House Escape Room**

Choose a door to go through and write about what happens.

**Hints:**

- Why did your character choose this door?
- What does the word on the door make your character feel?
- Use the 5 senses (see, hear, touch, taste, smell) to add detail to your writing.

Three door icons are shown at the bottom for selection.

Digital version  
(PowerPoint)

**Narrative Writing** Name: \_\_\_\_\_ Date: \_\_\_\_\_  
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# Roll & Write

Story starter

**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 artifact 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 moves to an old house with their family. They want to renovate the house but find it is haunted.

Highlight the most important words.  
"family", "renovate", "old house", "haunted spirits"

Write down your first thoughts from this story starter.

- The main character is really excited about moving to the new house.
- The family have great plans to renovate.
- When they move the first lot of furniture from a room, they find strange things start happening.
- Then the family learns the house is haunted by spirits.

Plot diagram

**STORY ELEMENTS**  
**Haunted House**

Fill in the plot diagram map.

|                                                                                                                    |                                                                                                                                                      |                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Event 3</b><br>Samuel has to convince his parents there really are ghosts in the house.                         | <b>Climax (moment of crisis)</b><br>The spirits think Samuel is taking too long to explain their demands for the renovation and begin attacking him. | <b>Action (the action the problem)</b><br>Samuel convinces his parents by showing them the book. They find a way to communicate with the spirits.      |
| <b>Event 2</b><br>Samuel uses the book to understand the ghosts and spirits in the house.                          | <b>Rising action</b>                                                                                                                                 | <b>Resolution (how characters feel)</b><br>Samuel and his family compromise on the way they renovate the house and keep the spirits satisfied in fact. |
| <b>Event 1</b><br>Samuel finds a book of supernatural events under the floorboards.                                |                                                                                                                                                      | <b>Ending</b><br>Drudge House is renovated but the spirits still have their final resting place within the house.                                      |
| <b>Problem</b><br>Samuel moves a bookshelf and angers the spirits.                                                 | <b>Falling action</b>                                                                                                                                |                                                                                                                                                        |
| <b>Exposition (the start)</b><br>Samuel and his family move to Drudge House with plans to renovate the grand home. |                                                                                                                                                      |                                                                                                                                                        |

Start with some dot points

Let's draft the story next!

Design a setting

**STORY ELEMENTS**  
**Haunted House**

Roll a story setting.

| Setting                  | Nouns                                  | Adjectives                 |
|--------------------------|----------------------------------------|----------------------------|
| Blackwood Manor          | Gardens, furniture, chandeliers        | Dusty, antique, overgrown  |
| Drudge House             | Pathways, grandfather clock, bedroom   | Spooky, ominous, ancient   |
| Headstone House          | Ivy, windows, staircase                | Quiet, creepy, overgrown   |
| Ravenwood Estate         | Gargoyles, fence, parlor               | Gothic, ornate, dim        |
| Pinehurst Manor          | Forest, basement, trails               | Untamed, rustic, overgrown |
| St. Cecilia Conservatory | Library, musical instruments, fountain | Echoing, grand, serene     |

**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.

- Quiet
- Creepy
- Overgrown
- Dark

Visualize it! Draw a part of the setting.

Create a character

**STORY ELEMENTS**  
**Haunted House**

Roll a character.

| Character      | Object                      | Adjectives                       |
|----------------|-----------------------------|----------------------------------|
| Elena Blake    | Family heirloom necklace    | Curious, mysterious, quiet       |
| Jack Thompson  | Book of supernatural events | Brave, quick-thinking, impulsive |
| Lily Morgan    | Antique ring                | Innocent, calm, artistic         |
| Samuel Preston | Pocket watch                | Eccentric, investigative, calm   |
| Emily Carter   | Notebook and fountain pen   | Intelligent, curious, scientific |
| Isabelle Reed  | Flute                       | Musical, clumsy, kind            |

**Bring your character to life.**

Visualize it! Draw your character.

Paragraph planning

**STORY ELEMENTS**  
**Haunted House**

Write about your character.

Write a paragraph about your character.

My character's name is Samuel

Samuel grew up in...  
In the city where it is busy. He likes the idea of moving to the countryside where Drudge House is.

Samuel's parents were...  
Kind and caring. They realized the city life wasn't right for the family and moved away, knowing Samuel would like the countryside more.

As a child, Samuel dreamed of...  
Becoming a composer.

Samuel has always been (adjectives)...  
Creative and musical. He prefers books, reading, and playing music rather than socializing and playing sport.

One day, Samuel found a (special object)...  
A book of supernatural events. It was hidden under a floorboard in his room. The book gives Samuel a way to understand the spirits haunting Drudge House.

When Samuel held the object, they felt...  
An eerie presence. Knowing the spirits wanted him to read the book and learn how to communicate.

Story problem

**STORY ELEMENTS**  
**Haunted House**

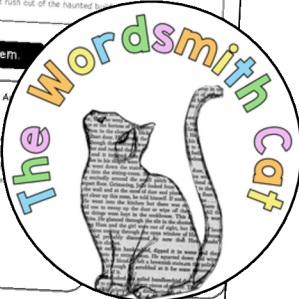
Roll a story problem.

|   |                                                                                         |
|---|-----------------------------------------------------------------------------------------|
| 1 | Your character faces paranormal activity and messages appear on the walls.              |
| 2 | Your character becomes distrustful of those around them.                                |
| 3 | Your character becomes possessed by a haunted spirit.                                   |
| 4 | Your character is attacked by shadows from the spirit world.                            |
| 5 | Your character must escape from a supernatural phenomenon, which brings violent storms. |
| 6 | Your character must rush out of the haunted house.                                      |

**Plan out the main problem.**

**Problem**  
Samuel is excited to start renovating his room of the new house. But when he moves the bookshelf, strange things happen around him.

**Action**  
He starts the book to learn more.



# Short Story Writing

10 writing papers with...

a story prompt,

| Creative Writing                                                                                                                                                                                                                |                                                                                           | NAME: _____<br>DATE: _____ |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|----------------------------|
| <b>HAUNTED HOUSE</b>                                                                                                                                                                                                            |                                                                                           |                            |
| <b>Story prompt</b>                                                                                                                                                                                                             | <b>Sentence strip</b>                                                                     |                            |
| A ghost author haunts a school library. A new student can see the ghost.                                                                                                                                                        | The ghost leaves clues for the new student about treasure buried beneath the bookshelves. |                            |
| <b>Finish the story</b>                                                                                                                                                                                                         |                                                                                           |                            |
| <p>A loud thud startled Sally as she sat in the library at lunch time. A book had fallen off the shelf, but no one was around. Confused, Sally picked it up, and felt a strange energy. The book was about hidden treasure.</p> |                                                                                           |                            |
| <p>Choose a sentence strip. Cut it out. Paste it next to the prompt.</p>                                                                                                                                                        |                                                                                           |                            |
| <p>The new student helps the ghost complete his final novel and becomes a published author.</p>                                                                                                                                 |                                                                                           |                            |
| <p>The ghost is trying to write about events that occurred in the town decades ago, and the new student must help.</p>                                                                                                          |                                                                                           |                            |

and 3 sentence starter choices

| Creative Writing                                                                                                       |                       | NAME: _____<br>DATE: _____ |
|------------------------------------------------------------------------------------------------------------------------|-----------------------|----------------------------|
| <b>HAUNTED HOUSE</b>                                                                                                   |                       |                            |
| <b>Story prompt</b>                                                                                                    | <b>Sentence strip</b> |                            |
| A ghost author haunts a school library. A new student can see the ghost.                                               |                       |                            |
| <b>Finish the story</b>                                                                                                |                       |                            |
| <p>Choose a sentence strip. Cut it out. Paste it next to the prompt.</p>                                               |                       |                            |
| <p>The new student helps the ghost complete his final novel and becomes a published author.</p>                        |                       |                            |
| <p>The ghost leaves clues for the new student about treasure buried beneath the bookshelves.</p>                       |                       |                            |
| <p>The ghost is trying to write about events that occurred in the town decades ago, and the new student must help.</p> |                       |                            |

| Creative Writing                                                                                                        |                       | NAME: _____<br>DATE: _____ |
|-------------------------------------------------------------------------------------------------------------------------|-----------------------|----------------------------|
| <b>HAUNTED HOUSE</b>                                                                                                    |                       |                            |
| <b>Story prompt</b>                                                                                                     | <b>Sentence strip</b> |                            |
| A developer plans to demolish an old hospital building. Spirits of patients who died there have other ideas.            |                       |                            |
| <b>Finish the story</b>                                                                                                 |                       |                            |
| <p>Choose a sentence strip. Cut it out. Paste it next to the prompt.</p>                                                |                       |                            |
| <p>A nurse who can hear the spirits listens to their stories and helps protect the hospital.</p>                        |                       |                            |
| <p>The ghosts reveal the truth of the hospital's maltreatment to a current patient who can bridge the spirit world.</p> |                       |                            |
| <p>The ghosts appear to the hospital receptionist, and they lead to her important documents in the archives.</p>        |                       |                            |

