

Why you'll love it!

✓ Roll and write story planning

✓ Guided paragraph planning

✓ Vocabulary lists

✓ Filled in example

✓ Engaging format

STORY ELEMENTS
Pirate Adventure

Roll a story setting.

	Setting	Nouns	Adjectives
•	Forgotten Archipelago	Islands, treasures, trees	Dense, uncharted, wild
••	Ship Graveyard	Wreckage, ruins, treasure	Eerie, foggy, haunting
•••	Enchanted Reef	Coral, sunken ships, ruins	Shimmering, vibrant, magical
••••	Fortress of Doom	Walls, cannons, tunnels	Massive, fortified, guarded
•••••	Pirate Haven	Port town, traders, alleyways	Rowdy, messy, smelly
••••••	Isle of Whispers	Forest, water, sand	Remote, dense, shadowy

Add detail to the setting.

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

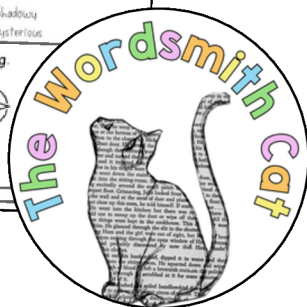
- Wreckage
- Ruins
- Treasure
- Coral

Describe the nouns using pictures and/or adjectives.

- Remote
- Dense
- Shadowy
- Mysterious

Visualize it! Draw a part of the setting.

Illustrations: A treasure chest, a map, a compass, a sailboat.



What's included?

Story starter

Story Elements
Pirate Adventure

Roll a story starter.

1	A young crew member unexpectedly becomes captain of the pirate ship after a mysterious disappearance of the original captain.
2	After discovering an ancient map, a pirate crew sets sail to find the legendary Treasure of the Moon.
3	A pirate captain hears rumours of an island that only appears every 100 years and sets sail to find it, despite the crew having their doubts.
4	A young person finds a black pearl on the beach that grants them command over a ghostly pirate ship.
5	A pirate criminal is offered a royal pardon and all crimes forgiven, but only if they can rescue a kidnapped member of the royal family.
6	The first mate of the ship learns that the crew is planning to mutiny the captain and must decide between being loyal to the captain or the crew.

This is the start of your story.

Write the story starter in your own words.
There is going to be a mutiny on the ship. The first mate realizes this and faces a dilemma.

Highlight the most important words.
"mutiny", "first mate", "crew", "captain", "loyal"

Write down your first thoughts from this story starter.

- The crew have been lost at sea for days.
- The captain tries to make a secret deal with the first mate.
- The first mate feels more loyal to the crew.
- The crew don't trust the first mate or the captain.

Design a setting

Story Elements
Pirate Adventure

Roll a story setting.

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

- Wreckage
- Islands
- Treasure
- Coral

Describe the nouns using pictures and/or adjectives.

- Dense
- Dense
- Shadowy
- Mysterious

Visualize it! Draw a part of the setting.

Create a character

Story Elements
Pirate Adventure

Roll a character.

Setting	Nouns	Adjectives
Captain Samuel "Ironfist"	An iron cast around his fist	Grizzled and battle-scarred ruthless pirate
Lady Seraphine "Sea Serpent"	A sword stolen from the palace	Cunning and ruthless with sharp wit
Morgan "Silver Tongue"	A pair of loaded dice	Clever, quick-witted, and fast-paced
Isabella "Black Bell"	An enchanted necklace	Withdrawn and distrustful of new people
Captain Eleanor "Scarlet Fury"	A red bandana	Vengeful and dangerous when on a mission
Barnaby "Barnacle"	A collection of bizarre treasures found in ship ruins	Crazy, confused, old

Bring your character to life.

Visualize it! Draw your character.

Story problem

Story Elements
Pirate Adventure

Roll a story problem.

1	Your character is betrayed by someone they thought they could trust.
2	Your character is cursed by an unexpected enemy.
3	Your character must be brave and face a rival pirate.
4	Your character must bargain with a Sea Witch to pass through the ocean.
5	Your character must prepare the crew to battle the Royal Guard.
6	Your character uses their skills to navigate the ship through a raging storm.

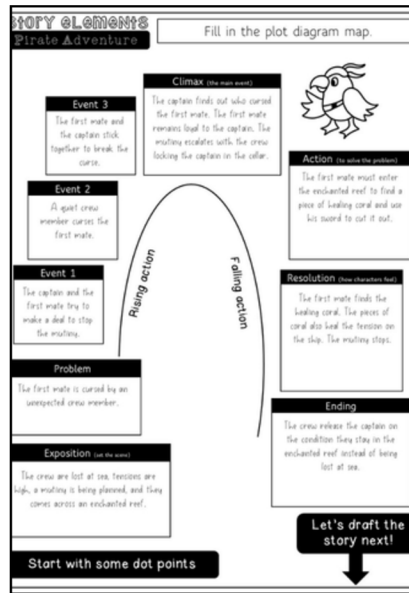
Plan out the main problem.

Problem	Action taken	Solution
The crew on the pirate ship are planning a mutiny. The first mate and the captain are trying to make a deal. But a crew member who is the king and queen's cousin the first mate.	The first mate realizes he is cursed and has to survive stolen sword to break it.	The first mate takes the sword through the enchanted reef and uses it to cut down a healing coral and break the curse.



What's included?

Plot
diagram



Paragraph
planning

Story Elements
Pirate Adventure

Add more detail to your story.

Use your imagination to add details!

WHO else is in the story?
The ship crew about 5 pirates in total.

WHERE else does the story take place?
The range of sea where the ship is lost, before it lands at the enchanted reef.

WHEN does the story take place?
In the day time, but at nighttime when Barnaby is cursed.

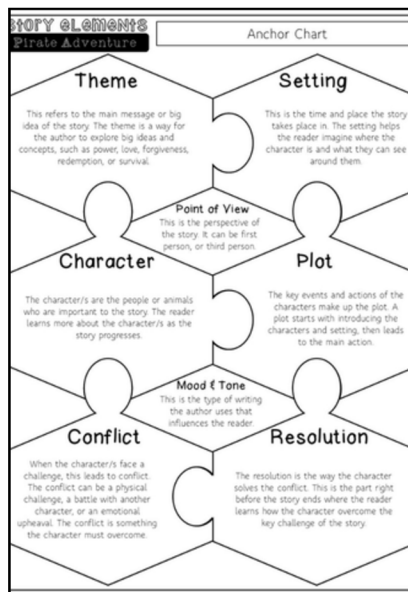
WHY does the character make certain choices?
Barnaby wants to the crew to be safe and wants to honor the captain who has trained him as a pirate.

HOW does the character act in the story?
Barnaby acts cautiously and withdrawn when worried.

WHAT are the main events in the story?
- The ship is lost
- The ship lands at the enchanted reef
- Barnaby is cursed
- Barnaby uses his sword to cut healing coral to break the curse
- The crew build shelter and stay at the reef

WHAT are the main things the character sees or feels?
- The ocean
- Skyscrapers
- Hot tropical sun
- Colorful coral reef
- Floating treasure

Anchor
chart



Vocabulary
lists

Story Elements
Pirate Adventure

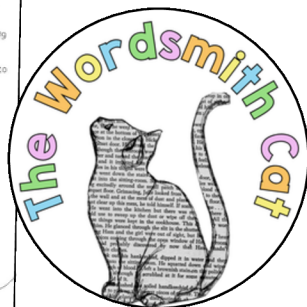
Vocabulary and Phrases

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.
- Sweating - 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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WHERE else does the story take place?

WHEN does the story take place?

WHY does the character make certain choices?

HOW does the character act in the story?

WHAT are the main events in the story?

WHAT are the main things the character sees or feels?

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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