

Why you'll love it!

✓ Roll and write story planning

✓ Guided paragraph planning

✓ Vocabulary lists

✓ Filled in example

✓ Engaging format

STORY ELEMENTS
Haunted House

Roll a story starter.

•	Your character inherits a dilapidated old mansion from a relative they never knew existed, and it turns out to be haunted.
••	A group of friends spend a weekend in an abandoned mansion and your character discovers something very spooky.
•••	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.
••••	Your character purchases an antique mirror from a garage sale at an old mansion estate, without knowing the house was haunted.
•••••	Your character moves into an old house and finds a historic artefact that proves the house was cursed by witches.
••••••	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.

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



What's included?

Story starter

Story Elements
Haunted House

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2	A group of friends spend a weekend in an abandoned mansion and your character discovers something very spooky.
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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 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 leaves the house is haunted by spirits.

Design a setting

Story Elements
Haunted House

Roll a story setting.

Setting	Nouns	Adjectives
Blackwood Manor	Gardens, furniture, chandeliers	Dusty, antique, overgrown
Edridge House	Pathways, grandfather clock, ballroom	Spawning, ominous, ancient
Hawthorne House	Ivy, windows, staircase	Quiet, creaky, overgrown
Ravenwood Estate	Gargoyles, fence, parter	Gothic, ornate, dim
Peelhurst Manor	Forest, basement, trails	Untamed, rustic, overgrown
St. Cecilia Conservatory	Library, musical instruments, fountain	Echoing, 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.

- Quiet
- Creaky
- Overgrown
- Ornate

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	Breave, 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.

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 shadow 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 building before it collapses.

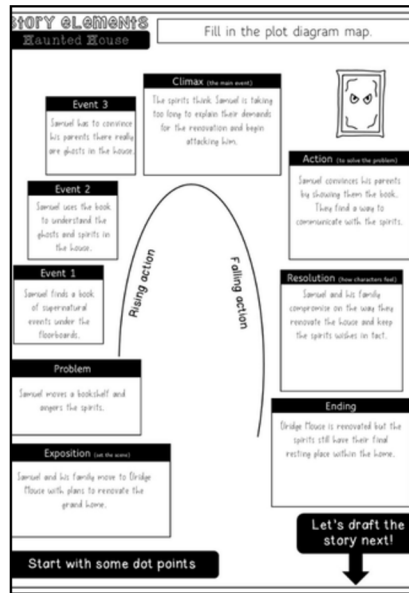
Plan out the main problem.

Problem	Action taken	Solution
Samuel is excited to start renovating his room of the new house. But when he moves the bookshelf, strange things happen around him.	Samuel finds a book of supernatural events under the floorboard. He reads it to learn about spirits and ghosts.	Samuel finds ways to communicate with the spirits to stop their attacks. They find a way to compromise on the renovations.



What's included?

Plot diagram



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 Bridge 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.

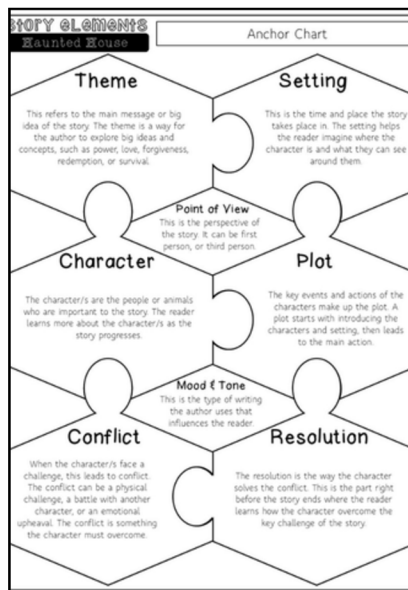
As a child, Samuel dreamed of...
Becoming a composer.

Samuel has always been (adjectives)...
Curious 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 Bridge House.

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

Anchor chart



Vocabulary lists

STORY ELEMENTS
Haunted House

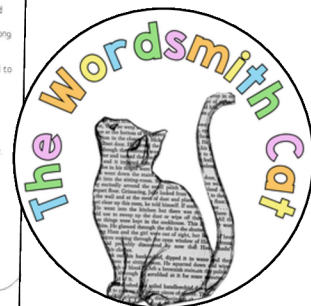
Vocabulary and Phrases

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.
- 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.
- 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

STORY ELEMENTS
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Roll a character.

	Character	Object	Adjectives
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2	Jack Thompson	Book of supernatural events	Brave, quick-thinking, impulsive
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Plan out the main problem.

Problem → Action taken → Solution

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
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Fill in the plot diagram map.

Event 3
Samuel has to convince his parents there really are ghosts in the house.

Climax (the main event)
The spirits think Samuel is taking too long to explain their demands for the renovation and begin attacking him.

Action (to solve the problem)
Samuel convinces his parents by showing them the book. They find a way to communicate with the spirits.

Event 2
Samuel uses the book to understand the ghosts and spirits in the house.

Event 1
Samuel finds a book of supernatural events under the floorboards.

Problem
Samuel moves a bookshelf and angers the spirits.

Resolution (how characters feel)
Samuel and his family compromise on the way they renovate the house and keep the spirits wishes in tact.

Ending
Grudge House is renovated but the spirits still have their final resting place within the home.

Exposition (set the scene)
Samuel and his family move to Grudge House with plans to renovate the grand home.

Start with some dot points

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