Story Train

Take your readers on a journey. Take it slow and describe everything. Remember to show them what your imagination is showing you.

Use this plan to make notes about what will happen in your story. You can also use pictures to help you visualise the story.

Decribe the setting

The warm sun heats the cracked ground and misty clouds surround the dunes. The sky shines bright with the glow of the morning light. The desert was awake.

What are they planning to do?

The crab agrees that he will help the wizard find his rocket, but only if he promises to take him to the future. The wizard agrees and they start their journey.

How is it solved?

The crab asks his friends from the desert to help and they turn up to assist the wizard. The wizard takes them all to the future in his rocket to say thanks.

Where does your story start?

The sun is up and it is already starting to get hot in the desert. A wizard from the future has lost his rocket and is trying to get home to his family in the future.

Which characters are present?

The lost wizard and the desert crab meet behind a cactus. The wizard is very mysterious and the crab is very confident. The wizard asks the crab for help.
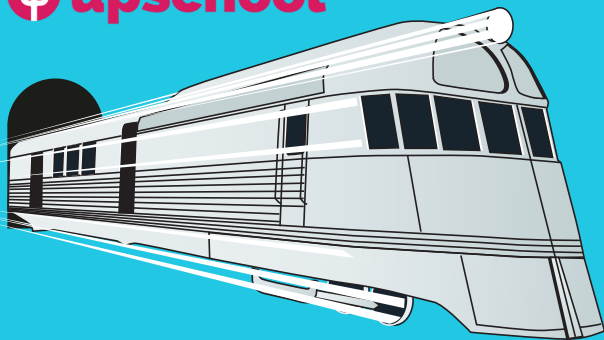
What's the problem?

They find the rocket but the engines have no water left and the rocket will not start. Time is running out. It seems that the wizard will not make it home to his family.

What lesson have we learned?

'When we work together, anything is possible.'

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1. Where does your story start?

2. Decribe the setting

3. Which characters are present?

4. What are they planning to do?

5. What's the problem?

6. How is it solved?

What lesson have we learned?