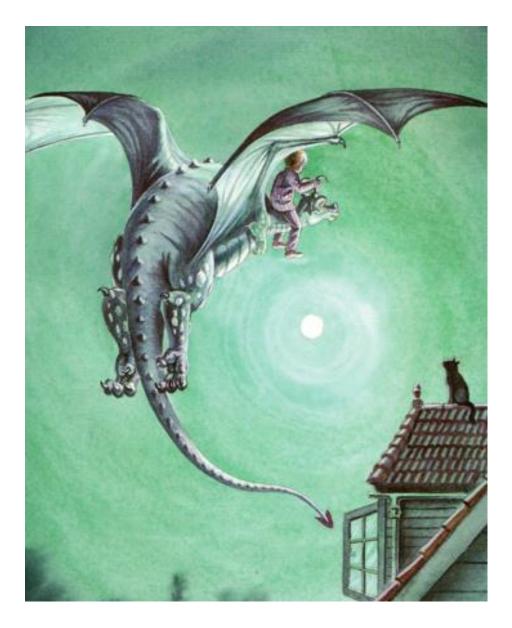
Writing week 5

Task 1 – Where could they go?

I enjoyed the story but I think the ending was a little rushed and that you could write a more exciting version. For the next week or so, we will work towards writing our own version of a story ending. Look at the picture below and ask yourself. Where might George and the dragon go? This is a fiction text so use your imagination and think about other stories that you have read. Where will you take the character?



I have added some setting ideas on the next page to inspire you...







Task 2 – describe a setting

Think back to yesterday, which setting did you choose? Today we'd like you to think of describing words or adjectives to describe your setting. I chose the 'castles' setting and have included some of my describing words below.

magical	vast	enchanted
colossal	lush	lonely
stony	fluffy	clear

I've used some of my describing words and added some exciting verbs (action words) and adverbs (explaining how) to write a small description. You could have a go. See if you can do better than me.

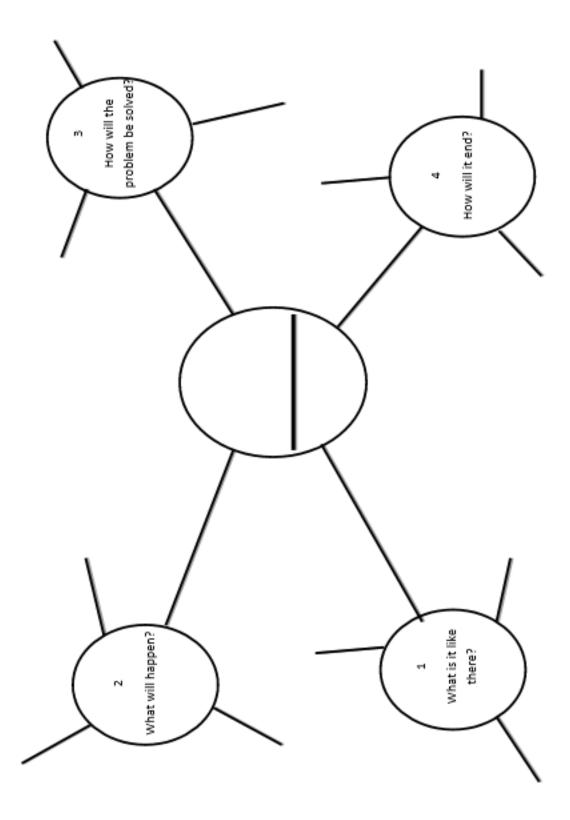
Suddenly, George found himself in what could only be described as a magical kingdom. In the distance, he spotted an enchanted castle that was surrounded by lush, green hills and vast valleys. The sun shone down and the clear, blue skies were filled with fluffy clouds. At the top of a

Task 3 and 4

All good stories have a problem. Something always goes wrong. What could go wrong in your story? Then, how will the problem be solved. What will be the solution? Think about what you want to happen next in your story and how your story plot will develop. Try to be as exciting as possible! I have added some ideas below.

Setting	Exciting ideas/problems	The solution	
	 London is burning and George and the dragon need to stop the fire. The King is trapped in his tower. 	 The dragon collects water from the Thames to stop the fire. They think of a plan to save the King. 	
	 An evil wizard has stolen an egg and is keeping it in his castle that is guarded by evil dragons. Evil dragons have taken over the 'kingdom of dragons' 	 George goes on an adventure to sneak into the castle and snatch the egg. George and the 'good' dragons battle with the evil monsters to protect their land. 	
	 Spiteful knights have taken over a castle and a princess is trapped. The dragons want to distress a damsel and need the help of George. 	George teaches all dragons 'how to duff a knight' and a battle begins. George teaches all dragons how to distress a damsel and they do!	

Plotting your ideas on this plan might help you!



Task 5 – plan your story ending

Finally, we'd like you to plan your own story ending using a comic strip style plan. Try to split your ending into 4 parts. Draw a picture for each part and write a short caption beneath.

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