

LEARNING OBJECTIVE

To identify how character and setting are created, and how plot, narrative structure and themes develop.

CURRICULUM LINKS

KS2: En1 1b, 1d, 2e, 4a; En2 4c, 4e.
NLS: Y3, T1, Text 1; Y4, T1, Text 4.

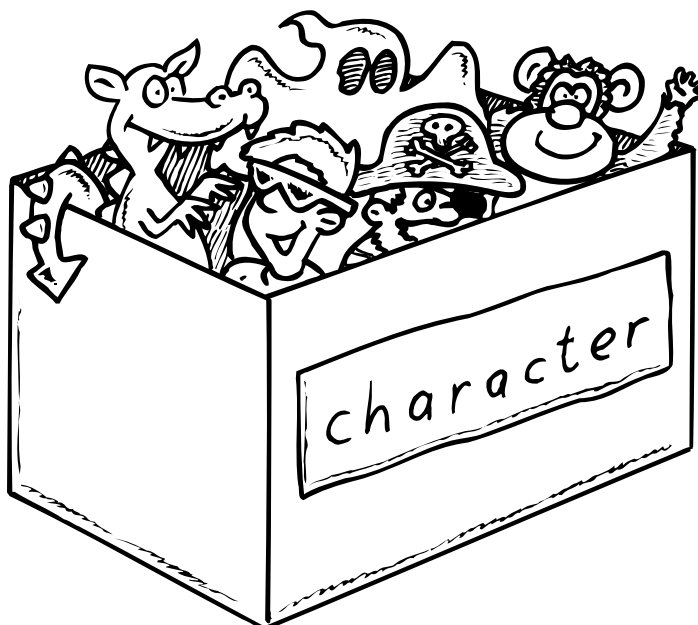
Lucky dip stories

What you need

The 'Lucky dip – characters' and 'Lucky dip – settings' photocopiable sheets on pages 19 and 20 (photocopy and cut out two or three sets of cards depending on your group size); two boxes labelled 'Characters' and 'Settings'; pens; paper.

What to do

- Talk about story structure with the children. Explain that, when planning a story, it can help if you decide on the setting and characters before you start to think of the plot.
- Talk about different genre of stories, such as adventure stories, traditional tales, mystery stories and comical stories.
- Introduce the game, explaining that the children are going to work in groups of three to make up a story with a given genre, such as a space adventure, using two settings and two main character cards.
- Put each set of cards into the labelled boxes. Ask one child from each group to pick two cards from the 'Character' box and two from the 'Settings' box.
- Give each group a pen and paper, and ask the children to appoint a scribe to make notes on the story structure.
- Tell the children that they can make up two additional minor characters for their story if necessary.
- Remind them that their stories need a clear beginning, middle and end, then invite each group to make up a story using the given genre and their character and setting cards for inspiration.
- After three minutes, ask each group to stand up and tell or perform their story to the rest of the class.
- When all of the stories have been told, vote on the overall favourite.
- Discuss briefly what it was that the children liked so much about that particular story. How did it start? How did the winning group incorporate the characters and settings? What happened in the story to keep it interesting? How did it end?



Differentiation

Less able children could play the game as individuals within a small group. Provide a story beginning (made up or well-known) then, in turn, let the children choose a character and continue the story where it was left by the previous player. Give the story an ending. Encourage more able children to think about the story structure. Explain that many stories have a dilemma that the characters try to resolve. Look at openings and endings of stories and give the children a set opening or ending at the beginning of the game.

Lucky dip stories – settings

