

How to write a good story

<http://www.tesaustralia.com/teaching-resource/story-writing-powerpoint-3012185/>

Settings for stories

What is a setting?

A setting is where a story takes place. Last time we looked at these kinds of settings.

Characters

Two or three characters are usually enough for a short story. Here's how to make the characters sound real:

Try to show how they feel using adjectives and adverbs, for example: tired, excitedly, grateful, angrily, happy, sadly, curious, worriedly, relieved, nervously

Give them suitable names.

For example:

Pirates: Captain Peg-Leg, Scar-faced Bill, Sly Sam, One-eyed Pete

Astronauts: Commander Ben Lewis, Assistant Commander Buzz Owens, Captain Tilly Jones

Don't just use your friend's names in a story!

Describe what the characters look like and how they move.

For example:

A wizened old man shuffling about the house in slippers

- A giant, hairy, orange caterpillar creeping slowly along
- A ten year old girl, rather small for her age, skipped merrily along the street, her long fair hair flying in the wind

How do I start a good story?

There are three different ways to start a story:

1. *Dialogue:* "Sharks!" shouted the ship's look out, "hundreds of them!"
"They seem to be heading our way," cried the Captain.

2. *Action:* An ear-splitting whistle made all the pirates leap to attention. At once they ran in different directions, bumping into one another, scrambling over untidy piles of ropes and tarpaulin, sliding down rickety ladders, all trying to be the first in the queue for lunch.

3. *Description:* The sea glistened like a sparkling, silver mirror. Waves lapped gently at the sides of the Saucy Sue as she sailed silently along in the cool, refreshing breeze, her Jolly Roger flag fluttering limply. Seagulls circled overhead, calling to each other. No-one would guess what terrible adventure lay ahead for Captain Peg-Leg and his crew of daring pirates.

Writing a good story

Answer these questions:

who, what, how, where, when, and why

The tiny bird (*who*) hopped quickly (*what / how*) across the garden (*where*), picked up the bread (*why*), and immediately (*when*) flew off to a safe place to eat it.

Find some pictures and try some descriptions using who, what, when, where, why these pictures:

Use these ways to improve your writing!

- Alliteration (words starting with the same letter) - e.g. dark, dank, dreary forest; crowded, cobbled streets
- Rhyme - e.g. hustle and bustle; a rumbling and a tumbling
- Patterning - e.g. in the highest branches of the furthest tree; travelling faster and faster
- Onomatopoeia (words that sound like the thing they describe)- e.g. jingling, jangling, tinkling coins.
- Similes compare one thing to another and are introduced by the words 'like' or 'as', e.g. The wet mud was sticky like fudge cake.
- Metaphors compare one thing with another, but are not introduced by 'like' or 'as', e.g. The wet mud was sticky fudge cake.
- **Similes:**
 - The moon hung in the sky like it was on an invisible thread.
 - The storm was as violent as a ranting bull.
 - The wind was like a roaring lion shaking its mane.
 - To change the similes to **metaphors**, take out the words as and like:
 - The moon hung in the sky on an invisible thread.
 - The storm was a ranting bull.
 - The wind was a roaring lion shaking its mane.

What should I include in a good story?

Events

An interesting story will contain several events.

A strong exciting plot has an unexpected event, a crisis, or a problem, which needs to be sorted out by the end of a story. Stories can contain more than one problem. Plans could go wrong:

There could be an accident.

Someone or something could get lost.

A machine could break down.

Something important could get stolen.

Story endings

The final sentence is as important as the opening sentence. It usually sums up the story's theme or message.

- It had been the best day of my life.
- I'll never forget her.
- If only he hadn't been so selfish.
- She realised taking part is much more important than winning.
- It just goes to show, crime really doesn't pay.
- They were richer than they could ever have dreamed.

Storyboards

Story boards help you to plan a story without writing it all out.

<u>Opening?</u>	<u>Setting?</u>	<u>Characters?</u>
<u>Problem....</u>	<u>How it is solved...</u>	<u>Ending....</u>

Now you are going to plan a great story.

Checklist:

Title- think of a great title for your story.

Setting - where will the story take place?

Characters- who will be in the story?

Problem - What problem will they have?

Conflicts - How will they solve the problem?

Resolution - How will the story end? Can a solution be found to the final conflict?