



Step 1: Think of an idea

A good place to start is by reading a book together. Stop and ask your child to make predictions about how the story might end. Your child's alternative ending may become great material for a new and original story. You can also write stories based on real-life experiences, such as a holiday, an adventure in the park or a day trip.

Step 2: Create a character and a setting

Ask your child to create a character and a setting. Will their main character be a child, an adult or an animal? Will the story be set in the local park, a different country or outer space? Let your child's imagination run wild! See below for help creating characters.

Step 3: The Opening

All good stories have an opening, middle and an end. Ask your child to expand on their original story idea and set the opening scene. What's special or different about their main character? Perhaps it's a dog that can talk or a boy who has x-ray vision!

Step 4: The Build Up

The character sets off on their journey or movement towards their goal.

Step 4: The Problem (something goes wrong)

A story with no problem is boring. Help your child understand the concept of a problem in a story by revisiting some of their favourite books. You could also look at fairy tales to do this. Explain to them when a problem arises and encourage them to create one for their own story. They can even introduce a new character to shake things up!

Step 5: The Resolution

A good story doesn't finish without a final resolution. Ask your child how the problem in the story will be solved.

Step 7: The End

A satisfying ending is the perfect way to finish a story. What happened to the characters once their problem became resolved? Were they able to finally achieve something, or did they learn an important lesson as a result?

Simple examples of this within a story:

Example 1

Opening: Red Riding Hood goes to visit her grandma

Build up: she meets the wolf and travels through the wood

Problem: she arrives at granny's house and the wolf is going to eat her

Resolution: the woodcutter saves her

Example 2

Opening: Oliver plans to climb a mountain

Build up: he sets off up the mountain

Problem: the weather turns and he gets lost and nearly dies

Resolution: he is saved and makes it back down safely