


## Day 4 – Plan a brand new finding tale.

### Get Plotting Again!




Now let's write a brand new finding tale. It doesn't have to be set in school or involve a game. I have put a few of my ideas below to help your thinking. You could even write the prequel of the story about what happens when Billy investigates the game the next time it's wet play!

Think about:	Your ideas
<b>Where could the story take place?</b> e.g. a field, a football match, a restaurant, at home – where else?	
<b>What could the object be?</b> e.g. a book, shoes, wand, a phone, a bucket, a pen – what else?	
<b>What happens when the object is found?</b> e.g. events in the book come to life, shoes turn you into different people, wands cast disastrous spells, phones turn people into robots – what else?	



Now add your ideas to the boxed-up planner, based on The Game, so you can plan your whole story:

Introduce the main characters (MCs) and where they are	
MCs find something they have not seen before	
The object that has been found causes strange things to happen	
MCs work out how to stop the strange things	
Everything is back to normal	