Max the Monkey's Story Builder

Learning objective: To identify and use the key components of a narrative, including characters, settings, and plot events.

Max the Monkey loves a good story puzzle! He has found a jumbled list of story parts. Your job is to sort these into the correct 'story boxes' to help Max build a brand new adventure. Read the words in the bank and place them into the correct category: Character, Setting, or Event.

Word bank: A brave knight · A spooky cave · A lost crown · A giant beanstalk · Finding a treasure map · A clever fox · Deep in the jungle · A picnic in the park · A friendly dragon · Saving a trapped butterfly

1. List two characters from the word bank that could be in a story. (2 marks)

2. Write down a setting from the word bank where a story could take place. (1 mark)

3. Choose one 'Event' from the word bank and explain why it would make an exciting part of a story. (2 marks)

4. If you had to add a new character to this list, who would it be and what is their name? (2 marks)

5. Why do you think all good stories need a beginning, a middle, and an end? (2 marks)

Draw: Draw a picture of your favourite character from the word bank in the setting you chose. Make sure to add lots of colourful details!

Extension challenge: Now that you have sorted the parts, write one sentence using one character, one setting, and one event to start your own mini-story.