

Create Your Own Story Adventure with Pip

Learning objective: To use descriptive language and drawing to plan a simple story narrative, including characters, settings, and events.

Pip the bookworm caterpillar wants to help you write a new story! Use the box below to draw the beginning of your story. Think about who is in your story and where they are. Then, use the labels from the word bank to help describe your picture.

Draw: Draw a large scene in the empty space below. Include your main character in the centre. Add a background showing the setting (like a forest or a castle). Include one special object for your character to find. Use bright colours and clear outlines.



Label words: hero · forest · castle · magical · sunny · friend · adventure

Steps:

1. Who is the main character in your drawing? Write their name here.
2. Where does your story take place? (e.g., a park, a space station, or a deep forest)
3. What is the very first thing that happens in your story? Write one sentence.
4. Label your drawing using at least three words from the word bank provided above.
5. If your character found a treasure chest in your drawing, how many £1 coins would be inside? Write a number.