

Enemy Pie School Event Activity Packet

By Derek Munson

Creative Writing Project

Teacher Instructions

These exercises were designed to help students construct a story using the elements of character, setting, and plot. The activities are geared at helping students focus on their interests first, and build their stories from there. The worksheets included in this packet are designed to help students generate ideas. (The worksheets make great transparencies, if you have access to an overhead projector.)

Each step in the project is accompanied by suggestions for presenting the material. The activity can be divided into four exercises of approximately 15-25 minutes each.

Before doing this project, please make sure you have made copies of the “i.d. and postcard worksheet.” (These will be used in exercises 1 and 2.)

If you have any questions, comments, or suggestions, please direct your comments to the e-mail address listed below. Thanks—and have fun!

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Exercise 1: If you could be anything, what would you be?

- Lead off this activity by asking the above question
- Have students give reasons for their answers
- Students answer question #1

Describing the character:

- Distribute copies of “drivers licenses”
- Ask students to fill in as much character information as possible (The box in the corner is for drawing the character)
- Call students by the name of their character (If you really want to make things crazy, nametags with the character’s name are a nice touch)

Exercise 2: Where would you like your story to happen?

- Ask students what kinds of places would be interesting for their character and why
- Encourage them to consider odd places. A story about an elephant in the jungle could be exciting, but a story about an elephant in your classroom is even better!
- Students answer question #2

Describing the setting:

- Distribute stamps and copies of postcards
- Students, pretending they are their character, write a postcard to their best friend/mom/dog, describing the setting of their story.
- On the back of the postcard, students draw a picture of their setting

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Exercise 3: Conflict and Resolution

Conflict

- Explain to your students that problems make stories fun. Adding a problem to a story gives the characters something to work on. Ask them to think of some problems a character might have.
- Ask your students to name some problems a monster might have
- Pick one of these problems and carry it through the next steps
- Tell your students to find a problem for their character
- Students answer question #3

Resolution

- Ask for suggestions as to how your monster can solve his/her problem.
- Pick one of these solutions and carry it through the next step.
- Tell your students to find a resolution for their character's problem.
- Students answer question #4

Happy Ending

- Ask your students why the monster is better off now that its problem is solved.
- Students answer question #5
- Congratulate them on finishing the hard part. The rest is easy!

Exercise 4: Putting the story together

After the worksheet is completed, students can follow the enclosed four steps for putting the story together. Please emphasize that this is only one of many ways to write a story. All of the information they need to write the story is usually contained on their worksheet. When finished, celebrate by giving your students the opportunity to read their stories out loud.

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2008 TRAVEL PASSPORT

Name:

Age:

Gender:

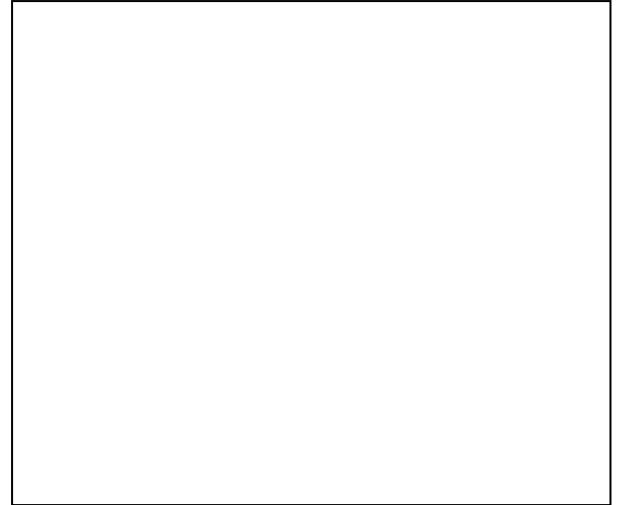
Height:

Weight:

Eye Color:

Hair Color:

Tattoos:



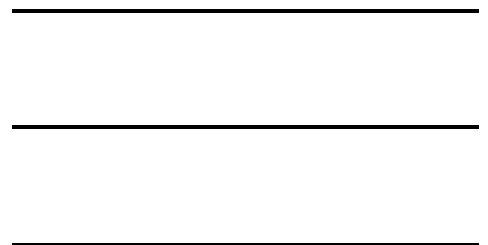
Dear _____,

This place is amazing! Here are some interesting things about this place:

Place
Stamp
Here

These are my favorite things about this place:

Mail to:



One thing I don't like about this place is:

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Name _____

- 1) If you could be anything at all, what would you be?

- 2) Where would you like your story to happen?

- 3) What problem might your character have?
Why is this a problem?

- 4) A good way to solve this problem would be:

- 5) Solving this problem has helped your character. How has it helped?

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IF YOU COULD BE ANYTHING, WHAT WOULD YOU BE?

What is your favorite toy? Or, what is your favorite class?
What is your favorite thing to do?

Use this list to get some ideas about your favorite things:

- * Animals
- * Sports
- * Food
- * People
- * Seasons
- * Colors
- * Hobbies
- * Music
- * Games
- * Real Places
- * Imaginary Places
- * Imaginary Things

Where do you like to spend your time?

If you could have anything, what would you want?

What is your favorite day of the week/year? Why?

If you could go anywhere, where would you go? How would you get there?

Do you like adventure? What kind?

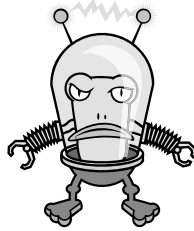
Do you like scary things? Why?

Do you like funny things?

What's the funniest thing that has ever happened to you?

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DESCRIBING YOUR CHARACTER

Use these questions to get to know your character:

What does your character look like?

Is it human or an animal or something else?

Is it tall or short or medium sized?

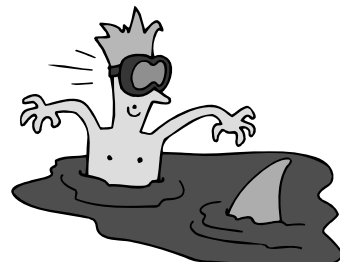
What color eyes? Hair? Skin?

How is your character dressed?

Is your character messy or clean?

How does your character act?

- * Funny
- * Happy
- * Grumpy
- * Serious
- * Boring
- * Smart
- * Nervous
- * Loud
- * Goofy



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Nobody's Perfect!!!

Giving Your Character a Problem

What is your character afraid of?

What kind of danger might your character be in?

What kinds of things does your character dislike?

Does your character have any weaknesses?

Is there anything that your character struggles with?

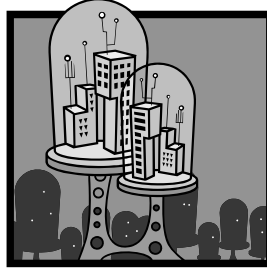
Has your character lost anything?

Is there anything your character needs to get?

Do others make fun of your character? Why?

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INTERESTING PLACES!!!

What kinds of places would be interesting for your character?

Consider places that are:

- * Adventurous
- * Crowded
- * Fun
- * Weird
- * Silly
- * Mysterious
- * Hidden

What kind of places might be difficult for your character?

Consider places that are:

- * Scary
- * Boring
- * Dark
- * Dangerous

Could your story take place in an imaginary world?

Could your story happen in the past or the future?

Does your story happen in a city, on an island, or in a castle?

Will your story happen on earth, or someplace else?

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PROBLEM SOLVED!!!

Need help finding solutions? Ask these questions:

Is there an object that might help solve my problem?

(A ladder, or a boat, or a trunk filled with money...)

Is there anyone in the story who could help solve my problem?

(The tooth fairy, a swarm of bees, a flying robot, your dad...)

What can you change to solve your problem?

What needs to happen for your problem to be solved?

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WELL...NOW WHAT?!

Now that you've saved the world, or solved your problem, you've got a reason to celebrate!

Solving your problem may have made your life:

- * Happier
- * Safer
- * Nicer
- * Richer
- * Taller
- * Smarter
- * Cleaner

Finish your story by writing about how much better it is...

Now that you are rich, you can buy that rocket you've had your eye on!

Now that you are 10 feet tall, you will win every basketball game you play!

Now that you can speak the language of bumblebees, you'll never get stung again!

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PUTTING YOUR STORY TOGETHER

Here are 4 easy steps for building your story:

- 1) Introduce your problem
- 2) Fail at solving your problem a couple of times
- 3) Solve your problem
- 4) Show how solving this problem has made your life better!

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Notes: