



Stuck for story starters? Can't create a curious creature?

Here's some links and ideas to help your child or student start their story writing journey:

For school years 4-6: (Starfish Scribblers)

Scholastic's [story generator](#) is a fun way to kick off ideas. Simply spin the wheel and start playing!

Think about where the most interesting place to set a story is? What three fascinating things can you add? What species will you write about? (humans, animals, aliens, mermaids etc) Top children's author Jackie French has lots of tips on her website such as questions like these! <https://www.jackiefrench.com/copy-of-how-to-get-your-novel>

Use the Five Senses:

What might your character see, hear, smell or taste?

What textures would they feel in their environment?

What feelings might they experience?

For school years 7-9: (Sea Scribes)

Play with the ideas above, and—

- Use Character *Wants, But, So*, to inform your plot choice.
- Keep your dialogue concise and moving the story forward.
- Use techniques you've learned, e.g simile, metaphor, show don't tell.

Remember!

- Use a range of sentence patterns, vocabulary and descriptions.
- Edit your story carefully. Your first draft won't be your best!
- Try to have correct spelling, punctuation and grammar, but mostly we want to see how imaginative you can be. Have fun writing something you enjoy!

We hope your student or child enjoys creating for the Ripples Story Competition.

Good luck!