

CREATE A PICTURE BOOK

LO: To write and illustrate
an imaginative story

The theme of your story is:
YOU are the monster!

Write the date and LO, and
then stick your worksheets
in your books

title:

portrait:

name:

setting:

problem:

Picture books, like films and graphic novels tell stories in **words and pictures together**.

Most of the description
is **in the pictures**.

A picture book needs only a few sentences on each page.

But every word counts!

In this story your character is a MONSTER.

Choose ONE of these words:

dragon, medusa, minotaur, sphinx, ghost, alien, witch,
skeleton, robot, giant, wolf, devil, shadow, monster

Then choose a word to describe the monster:

tiny, poison, electric, fire, iron, ice, glass, paper,
clockwork, stone, gold, toy, musical, mixed-up, jewel

Write the combination in the first space on your worksheet.

For example:

The Glass Robot

The Poison Ghost

The Electric Witch

The Musical Giant

Now, **draw a picture of your character**

Try drawing your character on your whiteboard first.

Then draw your character in the square.

Use simple shapes. Draw in clear lines. No scribble allowed!

Then give your character a NAME.

Talk to your partner – can they help you think of a name?

Try out names on your whiteboard first.

You can find names by thinking of people in your family, or thinking of street names, or the name of a pet.

DON'T USE THE NAME OF AN EXISTING CHARACTER
FROM A BOOK OR FILM – unless it's a name from an old legend.

Think of an imaginative setting for your story.

For example: alien planet, forgotten city, lost island,
underground kingdom, haunted palace,
ancient graveyard, a desert or forest,

A story about a tiny monster might happen on a dusty shelf
in an old empty house.

So now you should have these things:

1. A **story title** that uses an adjective and noun
(for example: The Musical Giant)
2. A **portrait of your character** in a square frame
3. A **name for your character**, written under the portrait
(for example: Goliath)
4. An idea for **a setting** (for example: a desert)

Well done! That's a lot of decision making!

Making decisions is hard work.

All stories start with a **problem**.

Something is **badly wrong** in your character's life.

Your character **wants** something, or **needs** something.

Stories are about feelings.

Your character could feel **LOST**, or **STUCK**,

LONELY or **BROKEN** or **MIXED-UP**.

Perhaps your character is greedy?

Or they have amazing power they can't control.

Perhaps they are frightening in some way?

In the famous story Frankenstein, the monster is a badly made thing who is just put together wrong.

Talk to your partner.

What could be the problem for your character?

The best story-problems are in the heart of the character.

How the character LOOKS on the outside,
doesn't match how they FEEL inside.

For example: Goliath might look frightening and huge
but maybe he doesn't want to fight?

Describe your character's problem in the space on your worksheet.

Any detail you can add at this stage helps later.

For example: Goliath is a giant soldier but he doesn't want to fight.

If you have time, add more detail.

For example: The Philistines have been fighting a desert war for years.

Goliath is a gentle giant who plays drums in the army band.

But the General of the army has an idea: put Goliath in a suit of armour, give him an enormous club and send him out at the front of the army, to scare the enemy.

Goliath is a soldier: soldiers have to do as they're told...

Tomorrow we can plan the rest of the story.

END OF DAY ONE

DAY TWO

Now you're ready to start **planning** your story.

Your story will have 6 double-page spreads.

Each page spread will have a picture and a few sentences of storytelling text.

The small square is a space for you to sketch a picture idea.

problem

things get worse...

and worse...

CRISIS

twist

problem solved

Write in the first person and past tense. **YOU are the monster.**

Stories start with a **problem**.
Then that problem **gets worse**.
As the character tries to solve his or her problem, it gets **even worse**. Until a **CRISIS** hits.

“Crisis” just means a disaster.
What is the worst thing that could happen to your character?

| | |
|---------------------|--|
| problem | |
| things get worse... | |
| and worse... | |
| CRISIS | |
| twist | |
| problem solved | |

The **twist** is the hardest part of all to come up with.

A story twist is a surprise – something the reader wouldn't expect.

Something your character doesn't expect!

Your character finds the **answer** to the problem:

PROBLEM SOLVED!

Your story should have a happy ending – happy for the monster, at least!

problem

things get worse...

and worse...

CRISIS

twist

problem solved

Start filling in your worksheet.

Write a few sentences in each of the big spaces.

The small spaces are for pictures.

Read your story to your partner.

Does it make sense?

Can you improve it?

Writers draft and re-draft their stories over and over again.

| | |
|---------------------|--|
| problem | |
| things get worse... | |
| and worse... | |
| CRISIS | |
| twist | |
| problem solved | |

You can do a second version of your plan
in your work book.

Just number each short paragraph 1 to 6.

Each time you tell your story you can make
improvements.

END OF DAY TWO

DAY THREE

You have created a character and a story idea.

You have planned your story.

Each of your 6 paragraphs is like a scene in a film.

Each scene will be a double-page spread in a book.

Now to make your book!

Take 4 sheets of A4 paper.

Fold them in half and put them together like a book.

Your teacher can staple them for you.

You can make a book in the same way at home.

One of the best ways to make a book is to
sew the pages together along the spine.

You just need a needle and thread.

Your book gives you space for:

a front cover

back cover

title page

and 6 spreads of storytelling.

What is on the front and back cover of a book?

Talk partners

(teacher uses example of a picture book from reading corner.)

What is on the front and back cover of a book?

Front cover: title, author and illustrator's name

Back cover: blurb, reviews, barcode, etc.

Invent some reviews of your book.

Write an exciting blurb to persuade

Someone to read your book.

What is on a title page?

Talk partners

(teacher uses example of a picture book from reading corner.)

What is on a title page?

Title

Author and illustrator's name

Copyright information (saying the book is YOUR idea)

Date of publication

Dedication (to your friend or family, etc.)

You need all those things on your title page.

Who will you dedicate your book to?

Make your book as beautifully as you can.

Use your BEST handwriting.

Do the BEST drawings you can.

Think of how you can make each page different and exciting.

Book design (the layout of each page) is an important job.

Lots of people work together to make a book:

writer, illustrator, graphic designer, editor, printer, publisher, etc.

CAN YOU FINISH YOUR BOOK DURING HALF TERM?

Bring in your book to share with the class

when we come back to school.