

Activity 5 - Planning a story for Quentin Blake

On this planning sheet, you are to fill in the blanks to create your own story in the style of a Mrs Armitage story by Quentin Blake.

Character and animal		
Vehicle		
Setting		
3 problems 3 solutions	Problem 1	Solution 1
	What this needs is....	So he/she
	Problem 2	Solution 2
	What this needs is	So he/she went
	Problem 3	Solution 3
	What this needs is....	So he/she asked
How does the story end?		

Now it is your turn to write your own story.

'Top Tips'

1. Add your own character and animal friend.
2. Add your own vehicle. Eg skateboard, tank, go cart, helicopter, tractor
3. Add your own setting. Eg park, village, town, motorway, airfield
4. Add your own problems and solutions.
5. Add how your story ends.
6. Remember to use the repeating phrases between each problem.
7. Use 'because' to show why he/she chose the solution they did.
Eg: He asked the shopkeeper for a large tin of oil because he needed to stop the creaky bike from squeaking.
8. Refer back to the Mrs Armitage stories and listen to them again if you need to and 'steal' ideas.
9. Use the sentence starters and the repeating phrases you found in Activity 1.
10. Use the onomatopoeia words you found in Activity 3 to bring life and sound to your story.
11. Keep saying and reading over your sentences, a sentence at a time to check they make sense.
12. Use correct punctuation. Capital letters for starts of sentences and names, commas in a list and ! for onomatopoeia words to add effect.

Useful sentence openers:-

Mr/Mrs was on his/her way to the

When they got to

But while they were waiting

So he/she

But it was a warm day

After a while

This is delightful, said as he/she

And they went on waiting for

By now

And then

At that moment

All of a sudden

Miraculously, no one was hurt, but

