

**The Story Project: A Lesson Plan for the
Combining Voices Literary Competition**



The Story Project Worksheet

Brainstorming

Without thinking too hard, write the first words that come to your mind when you look at the painting.

Building a Word Bank

Describe the objects and events in the painting using only nouns. Make the nouns as precise as you can. For example, instead of car, write Ford.

Use adjectives to describe:

lines: _____

shapes: _____

colors: _____

textures: _____

patterns: _____

space: _____

Use strong, active verbs to tell what is happening in the painting.

What would you name the painting? _____

Mind Jogging

Review your brainstorming list and your word bank. As story ideas begin to form, jot them down as fast as they come. Don't worry if they are good or bad at this point.

Look over them and see if one idea stands out as a great one to develop into a story. If you can't decide, play around with several at once. Eventually one will emerge as "your story."

Playing with Ideas

What kind of story will it be? Stories can be scary, humorous, or tragic. They can tell about an adventure, a dream, or a super hero. It could be a mystery or a fairy tale.

What effect will your story have on your audience? Will it make them feel sad or happy, scared or secure? Will it explain something?

Story Elements

- Characters
 - Who is the main character in your story? _____
 - What does he or she want? Why? _____

 - Describe the character so that someone could pick him or her out in a crowd.

- Give the character a past. _____

- On the back of this sheet, draw a picture of your character.
- Are there other characters in your story? _____

- **Setting**

- Describe the setting of your story. Is it an imaginary place or is it real?

- **Events**

- The events of your story must include a problem and a solution. The main character of the story must solve the problem, and the problem must be important to the character. Let the character struggle for the solution. If it is too easy, the story will be boring. Let him or her attempt to solve it three times, succeeding only on the third try. Besides writing the sequence of events, plot them on a storyboard.