**English:**

Last week, you designed a ‘Goodie’ and Baddie.’

This week you are going to plan and write your own fairy tale using these characters.

As said previously, fairy tales do not have to include all of these features, however I would like you to include at 4 or more.

Features:

1. They begin with ‘Once upon a time.’
2. They end with ‘Happily ever after.’
3. They have good characters.
4. They have bad characters.
5. There is magic.
6. There are talking animals.
7. There are royal characters in the story.

**Plan:** Answer the questions in bullet points to help you structure your story.

Beginning:

Where is your story set? (Describe the setting)

What is your good character doing? (Introduce your character and describe their appearance)

What is your bad character doing? (Introduce your character and describe their appearance)

Middle:

Problem

What makes the ‘Baddie’ want to bring misfortune to the ‘Goodie?’ (Set the scene).

What does the Baddie plan to do?

Solution

What does the Goodie do to stop the Baddie?

Ending:

Does the Goodie stop the Baddie?

How does the Goodie stop the Baddie?

Does the Goodie live ‘Happily’ ever after?

Now, use your bullet points from your plan to draft your story. Remember, each part of the story (Beginning, Middle and End) is a different paragraph.

**Draft:** Here are some sentence starters to help you…

Introduction

Once upon a time there was….

The \_\_\_\_\_\_\_\_\_\_\_\_ (Good Character) looked like \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

The \_\_\_\_\_\_\_\_\_\_ (Good Character) was helping/doing \_\_\_\_\_\_\_\_\_\_\_\_\_.

The \_\_\_\_\_\_\_\_\_\_\_\_\_ (Bad Character) looked like \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

The \_\_\_\_\_\_\_\_\_\_\_\_ (Bad Character) was doing \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Middle: Make your problem and solution really exciting. Think of the features.

Ending – Think of how the Goodie could stop the Baddie.

Use lots of description to show how they could have done it.