

Writing - Summer 1 Week 3 - Home Learning

Session 4

In this session, you will be planning your portal story.

How to share your work:

- Write your answers into your exercise book and take a picture of your work.
- Type your answers directly into the boxes on this page or use Google Docs to edit.

Once you've completed the work, submit your work to Google Classroom following this set of instructions:

1. Go to classroom.google.com
2. Click the class - Classwork - the assignment.
3. To attach an item, click 'Add or create' and select 'Google Drive', 'Link' or 'File' depending on what type of file you have created.
4. The status of your work will change to 'Turned in'.

Planning a Portal Story

Nearly all portal stories follow a similar pattern:

- Main character finds magical portal and enters new world
- Describe new world
- Main character explores this new world and encounters a problem
- Main character has to escape and return through the portal
- Main character cannot find the portal again (sometimes s/he brings back a memento of the new world).

Once you have identified the pattern of the story, the possibilities are endless. Let your imagination run free. Brainstorm lots of ideas and then decide which captures your interest as a writer. Before you start, take a look at these top tips.

Top tips for story writing:

- Start in a world/a setting that you know well – it is far easier to describe something familiar to you, e.g. a garden, your school, your local town, etc.
- Use a stimulus (e.g. picture) for the new world – an image will help you focus in on the detail and describe what is there (see next page for examples).
- Let your ideas flow – don't worry about spelling, handwriting or presentation ... you can go back and edit this later.

Picture Stimulus



Idea Examples

Underlying Pattern	Story Idea 1	Story Idea 2
Main character finds magical portal and enters new world	Elif is playing in her Grandmother's garden and notices a small fairy door. Touches door and shrinks/ enters.	Josh and Archie playing hide and seek in their house. Archie opens hatch in the roof and discovers new world.
Describe new world	Arrives in an underground world full of caves, giant toadstools and magical creatures.	Transported to life onboard an enormous sailing ship in Tudor England.
Main character explores this new world and encounters a problem	Elif explores new world and enters an area strictly forbidden. Picks magical flower.	Ship is thrown into battle.
Main character has to escape and return through the portal	Alarms sound and Elif runs. She is chased through the magical world by unknown threat and escapes.	Archie desperately searches for portal and way back to own world.
Main character cannot find the portal again (sometimes s/he brings back a memento of the new world).	Elif cannot find fairy door again, but the cut flower lives on forever reminding her of her journey.	Archie escapes with small pouch of gunpowder in his pocket.

Using the underlying pattern, plan a few portal stories of your own (you can use the plan on the next page). You may like to draw upon your own personal experiences as well as your wider reading and imagination.

My Ideas/Plan

Underlying Pattern	Story Idea 1	Story Idea 2
Main character finds magical portal and enters new world	Click or tap here to enter text.	Click or tap here to enter text.
Describe new world	Click or tap here to enter text.	Click or tap here to enter text.
Main character explores this new world and encounters a problem	Click or tap here to enter text.	Click or tap here to enter text.
Main character has to escape and return through the portal	Click or tap here to enter text.	Click or tap here to enter text.
Main character cannot find the portal again (sometimes s/he brings back a memento of the new world).	Click or tap here to enter text.	Click or tap here to enter text.