

RACHEL CHIVERS KHOO

CREATE YOUR OWN MAGICAL CREATURE



In the Finders of Silverthorn Forest series, the magical creatures are small, furry Finders with magical whiskers that can detect lost objects. They wear mismatched clothes and look like a cross between a fox and a squirrel.

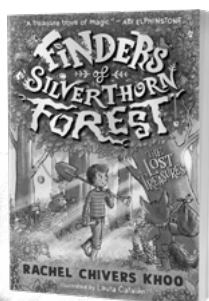
Have a go at creating a magical creature of your own. To start, you'll need to think about what they might look like and what their special power could be.

My magical creature is called: _____

Describe their appearance: _____

Their magical ability is: _____

Draw your magical creature:



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SPARK A STORY WITH SIX QUESTIONS

A great way to begin is by asking yourself six questions with the words: *who*, *what*, *when*, *where*, *why* and *how*. These six prompts can help you to develop what your story will be about.

Here's an example of the questions I asked myself when I was planning the first Finders of Silverthorn Forest book.

- Who ...**
are the Finders?
- What ...**
do they do?
- When ...**
do they go out looking for treasures?
- Where ...**
do they live?
- Why ...**
don't they give objects back
to their owners?
- How ...**
do they feel about humans?

Now it's your turn!
Craft some story prompts of your own.

Who ...

What ...

When ...

Where ...

Why ...

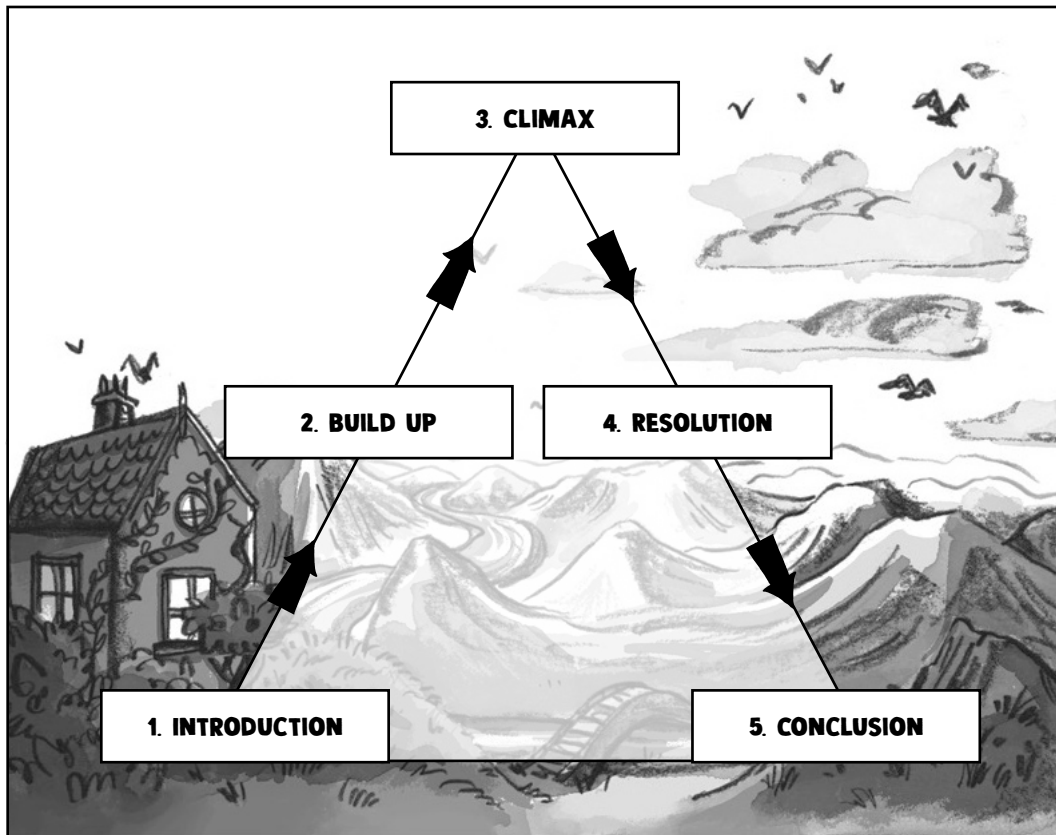
How ...



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PLAN YOUR STORY MOUNTAIN

A story mountain helps you to structure your story in five steps. The action of the story rises to a climax and then falls to a resolution.



Here's an example from *The Magician Next Door*.

INTRODUCTION

Callie has moved from London to a cottage in Northern Ireland. She is lonely and homesick.

BUILD UP

A flying house lands in her garden. It is home to a magician named Winnifred Potts. Callie and her next-door neighbour, Sam, agree to help Winnifred look for her lost Wanderdust so she can save her home.

CLIMAX

When a spell goes wrong, Callie and Winnifred are placed in great danger.

RESOLUTION

With help from Sam, Callie saves Winnifred, and stops her magical house being stolen by magical creatures.

CONCLUSION

Callie learns the true meaning of "home" and has made some new friends along the way.



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PLAN YOUR STORY MOUNTAIN

Write a few sentences in each box to plan your story.

1. INTRODUCTION

2. BUILD UP

3. CLIMAX

4. RESOLUTION

5. CONCLUSION

2. BUILD UP

3. CLIMAX

4. RESOLUTION

5. CONCLUSION

