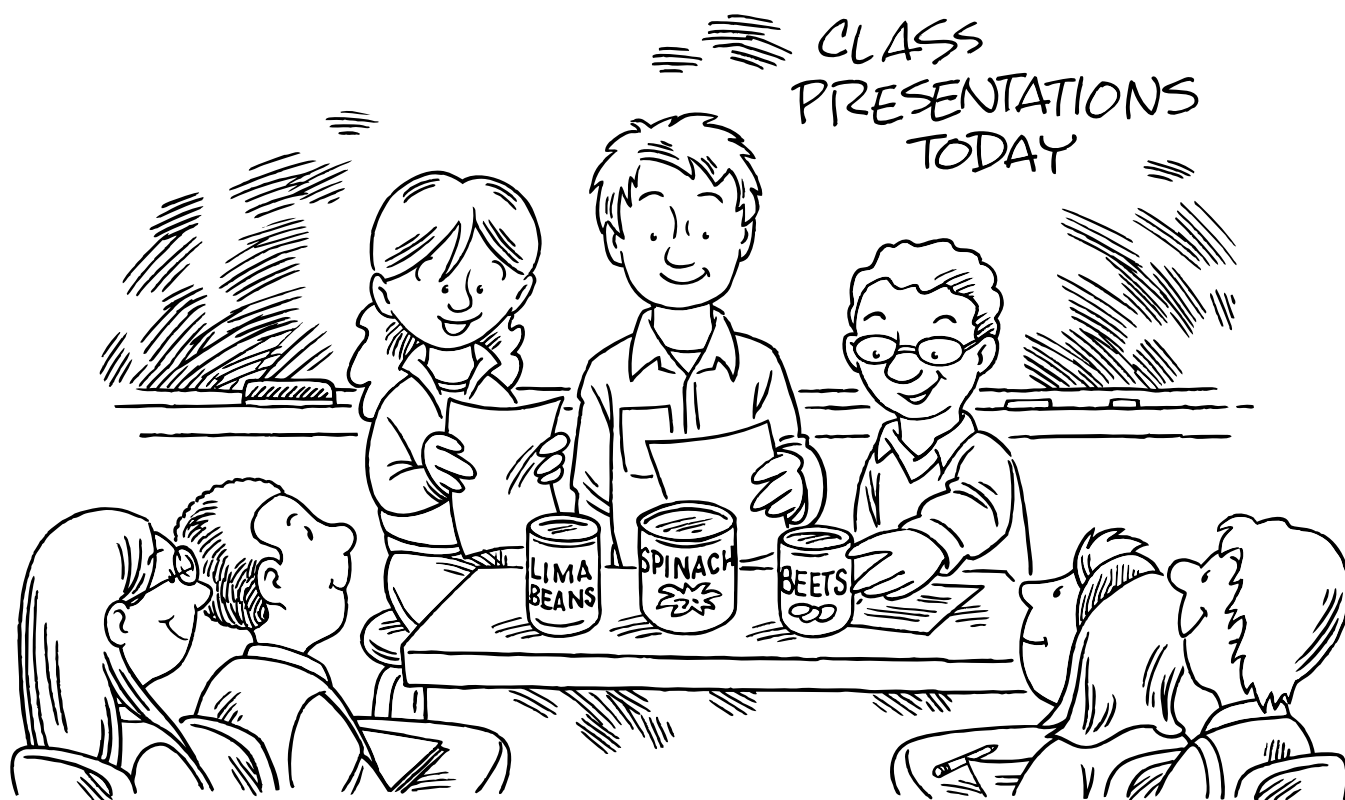


Get Up!

**MOVE THE BODY,
SPARK THE IMAGINATION.**

There are some days when you know that motivating your students to write will be a losing battle. An upcoming field trip, a school assembly, or a holiday party has the kids all hyped up. Don't try to squelch that energy—channel it into writing! This chapter is filled with lessons and games that encourage movement and a change of pace—just what the doctor ordered to keep your class on track when your schedule is derailed.



Picky, Picky! Just Pick One!



In a Nutshell

Turn fiction writing into a game of chance with this fun activity that's guaranteed to inspire young writers. When students pick **story elements** from a grab bag, those difficult decisions about who, what, and where are taken out of their hands. Writing time will be spent writing rather than agonizing over *what* to write. Plus, the funny, far-fetched combinations of characters, settings, and objects stretch students' creativity as they work to combine their picks into an original plot.

Teacher Bonus: "Just Pick One!" is a one-time prep activity. Make the game, and it's ready to use whenever the mood strikes. This makes a great Friday fun-write.

Plan Ahead

- ✍ Gather 3 paper bags, shoeboxes, or other opaque containers.
- ✍ Reproduce 1 set of Story-Element Cards (pages 11–17).
- ✍ Reproduce 1 set of Story-Element Labels (pages 18).
- ✍ Staple or glue 1 Story-Element Label onto each container.
- ✍ Cut apart the Story-Element Cards and place them in the corresponding containers.

How to Play

Students will write a fantastical fiction story that combines two characters, one setting, and one object. Let your time constraints and class size guide your decision about how to do this. Here are three options:

1. The teacher draws two character cards, one setting card, and one object card. The whole class uses these story elements to write. This takes the least amount of time and may be a good way to play the game for the first time. Students who pick up the idea quickly can serve as models for students who are struggling with the process.
2. Divide the class into groups and have each group draw two character cards, one setting card, and one object card. Each member of the group will use those story elements to write a story. This option is still quick, but hearing the different story-element combinations chosen by each group adds an element of fun for the whole class.
3. Invite each student to draw two character cards, one setting card, and one object card. This takes longer but allows students to have an active part in the selection process.

Once the elements are chosen, give students time to write. Encourage sharing throughout the activity. Wrap up with a discussion about what worked best when combining mismatched elements.

Differentiation Tip

Reducing the number of choices simplifies the game. Start with just one character card and one setting card. Also, when students share their writing, they provide models for other students to emulate. As with many activities, practice will improve all students' skills. Don't give up on the game if students' first attempts seem lackluster.

















Story-Element Cards

Characters

 <p>CHARACTER</p>  <p>babysitter</p>	 <p>CHARACTER</p>  <p>football player</p>
 <p>CHARACTER</p>  <p>pirate</p>	 <p>CHARACTER</p>  <p>surfer</p>
 <p>CHARACTER</p>  <p>astronaut</p>	 <p>CHARACTER</p>  <p>alien</p>
 <p>CHARACTER</p>  <p>cowboy</p>	 <p>CHARACTER</p>  <p>talking horse</p>

Story-Element Cards (cont.)

Characters (cont.)

 <p>CHARACTER</p>  <p>princess</p>	 <p>CHARACTER</p>  <p>unicorn</p>
 <p>CHARACTER</p>  <p>king</p>	 <p>CHARACTER</p>  <p>friendly monster</p>
 <p>CHARACTER</p>  <p>ogre</p>	 <p>CHARACTER</p>  <p>teacher</p>
 <p>CHARACTER</p>  <p>knight</p>	 <p>CHARACTER</p>  <p>principal</p>

Story-Element Cards (cont.)

Characters (cont.)

 <p>CHARACTER</p>  <p>race car driver</p>	 <p>CHARACTER</p>  <p>popular actor</p>
 <p>CHARACTER</p>  <p>magician</p>	 <p>CHARACTER</p>  <p>popular singer</p>
 <p>CHARACTER</p>  <p>nurse</p>	 <p>CHARACTER</p>  <p>Teacher's Choice</p> <hr/>
 <p>CHARACTER</p>  <p>cheerleader</p>	 <p>CHARACTER</p>  <p>Teacher's Choice</p> <hr/>

Story-Element Cards (cont.)

Settings



SETTING



castle



SETTING



skate park



SETTING



haunted house



SETTING



public pool



SETTING



barnyard



SETTING



your school



SETTING



your backyard



















SETTING



mall

















Story-Element Cards (cont.)

Settings (cont.)

 SETTING  movie theater	 SETTING  Hollywood
 SETTING  amusement park	 SETTING  New York City
 SETTING  desert	 SETTIING  Teacher's Choice _____
 SETTING  rainforest	 SETTIING  Teacher's Choice _____

















Story-Element Cards (cont.)

Objects

 <p>OBJECT</p>  <p>crown</p>	 <p>OBJECT</p>  <p>invisibility cloak</p>
 <p>OBJECT</p>  <p>diamond ring</p>	 <p>OBJECT</p>  <p>grade book</p>
 <p>OBJECT</p>  <p>gold throne</p>	 <p>OBJECT</p>  <p>cell phone</p>
 <p>OBJECT</p>  <p>saddle</p>	 <p>OBJECT</p>  <p>game system</p>

Story-Element Cards (cont.)

Objects (cont.)

 <p>OBJECT</p>  <p>football helmet</p>	 <p>OBJECT</p>  <p>surfboard</p>
 <p>OBJECT</p>  <p>pompoms</p>	 <p>OBJECT</p>  <p>microphone</p>
 <p>OBJECT</p>  <p>broken fingernail</p>	 <p>OBJECT</p>  <p>Teacher's Choice _____</p>
 <p>OBJECT</p>  <p>lasso</p>	 <p>OBJECT</p>  <p>Teacher's Choice _____</p>

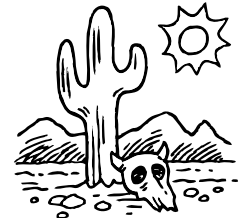
Story-Element Labels



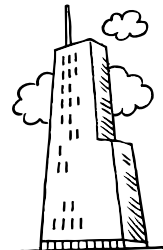
Characters



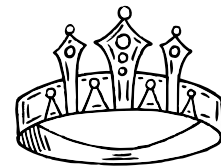
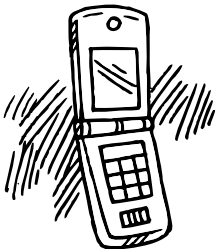
(choose 2)



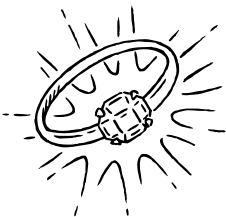
Settings



(choose 1)



Objects



(choose 1)