

Quest myth map

Myths – how to start your stories...



Talk in your threes and see if you can remember the four ways to start your stories...

1. With dialogue – somebody saying something
2. Setting – describing where we are
3. Character – tell us about your hero/heroine
4. Action – start straight into the story

Deep Cave Mountains

Lucky Cove

The Golden River

Swamp Flats

The Wild Wood

Sandy Bay

Quest myth map

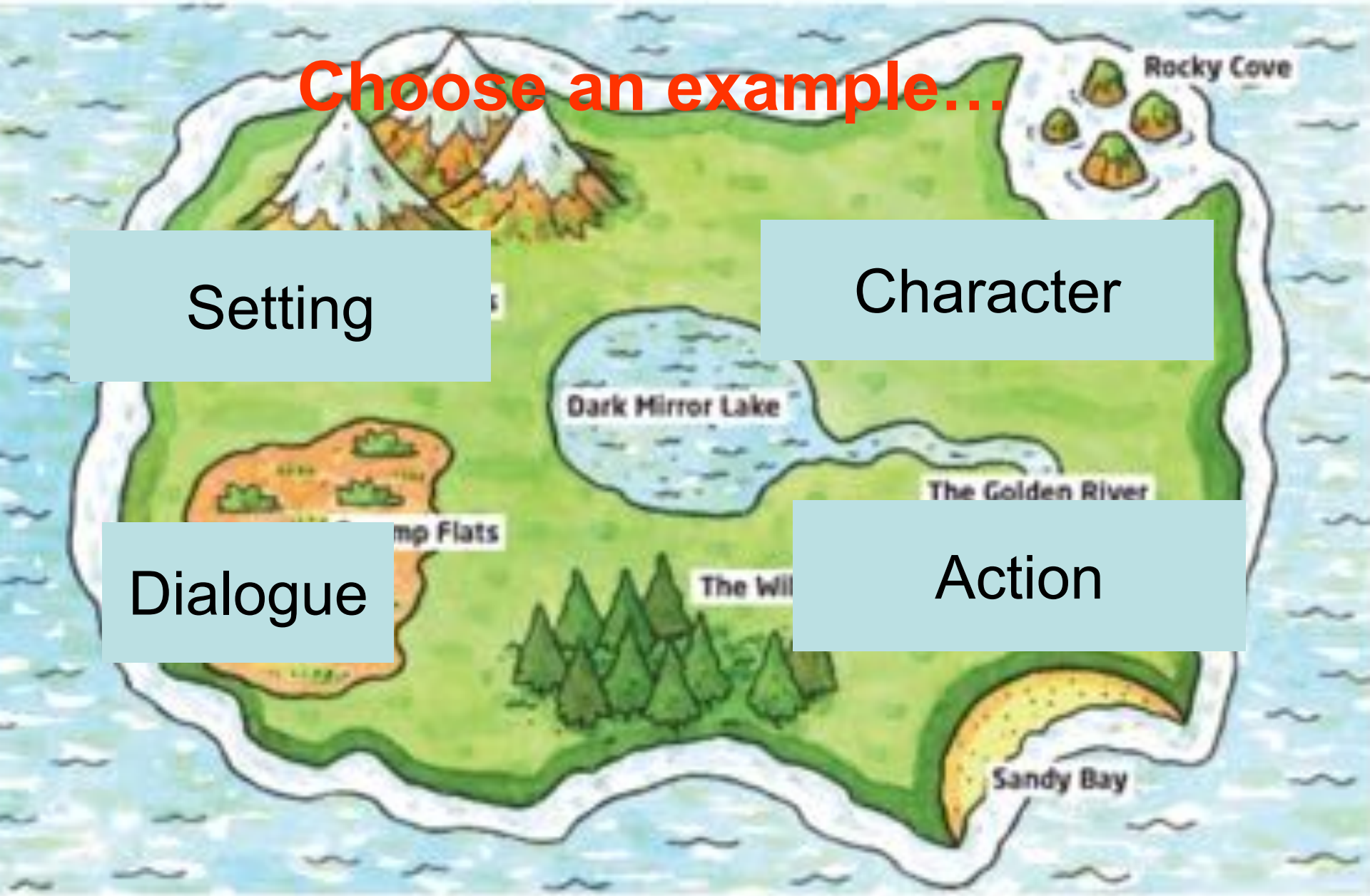
Choose an example...

Setting

Character

Dialogue

Action



Setting example...

The village was quiet. It always was on the first Friday of the month. Windows were barred shut; doors were bolted tight. No voices could be heard. No children, animals, adults could be seen on the mud tracks that separated each hut. Nothing dared come out for fear the beast would find them...

Describing your character...

Perseus was angry. His biceps bulged as he repeatedly crashed the hammer against the hot, glowing metal of the sword he was making. In truth he needn't have worked so hard but this was a better way to use his anger, rather than bashing the village bully who had earlier embarrassed him in front of everyone...

Story openings

Using dialogue...

“When will I ever get out of this village?”
moaned Perseus as he kicked the anvil
hard hurting his foot.

“Well, not until you’ve finished that sword at
least,” replied his dad, who knew better
than to get dragged into this conversation
with his son.

Story openings

Action

The dragon's wings bent and the great beast came crashing towards the earth at a breath taking speed. The predator had selected its prey and as if sensing it too, the crowd of screaming villagers scattered leaving the helpless child screaming: alone and vulnerable. Huge jaws opened awaiting this gift, and every villager turned away from the inevitable conclusion...except one.