



How to write a wicked fairytale

CAPS Statement

Writing and Presenting

Writing a story, e.g. a folklore story (myth/legend)

- Writes for personal, exploratory, playful, imaginative and creative purposes
- Brainstorms ideas for a topic and develops ideas
- Produces a first draft with awareness of the central idea, and appropriate language and conventions for specific audience.

Note

Fairytales always have magic in them amongst other exciting things. Writing a great fairytale is like baking a cake. You need a good mix of all the ingredients!

The ingredients for a great fairytale are:

Characters

There are always good characters and bad characters in a fairytale. Characters can be human or personified (talking) animals, for example the frog in The Frog Prince. The good character normally overcomes the bad character's wrongdoing at the end.

Setting

The setting is where the story takes place. A setting usually has an element of normal environments mixed with something magical. In The Little Mermaid, there is a palace under the sea filled with mermaids.

Plot

The plot of a fairytale often carries a moral lesson. We usually read that the bad character gets what is coming to him or her at the end of the story and the good characters learn an important lesson. For example Little Red Riding Hood speaks to strangers and nearly gets eaten by the wolf, while the wolf gets chopped up by a woodcutter.

Can you write your own short fairytale?

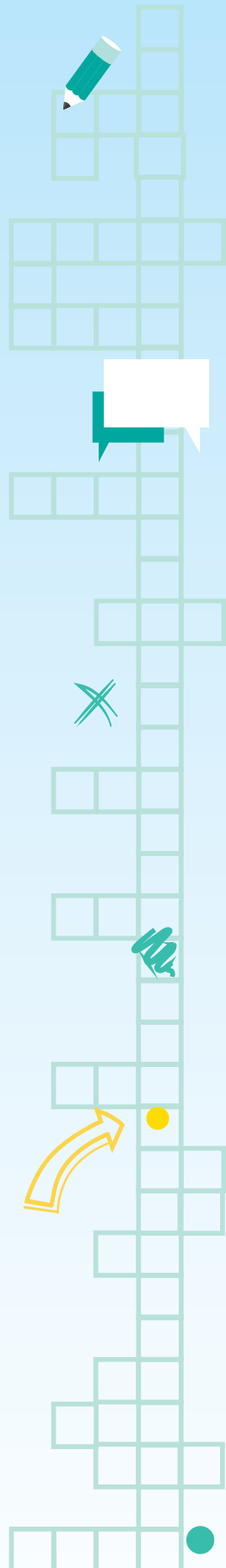
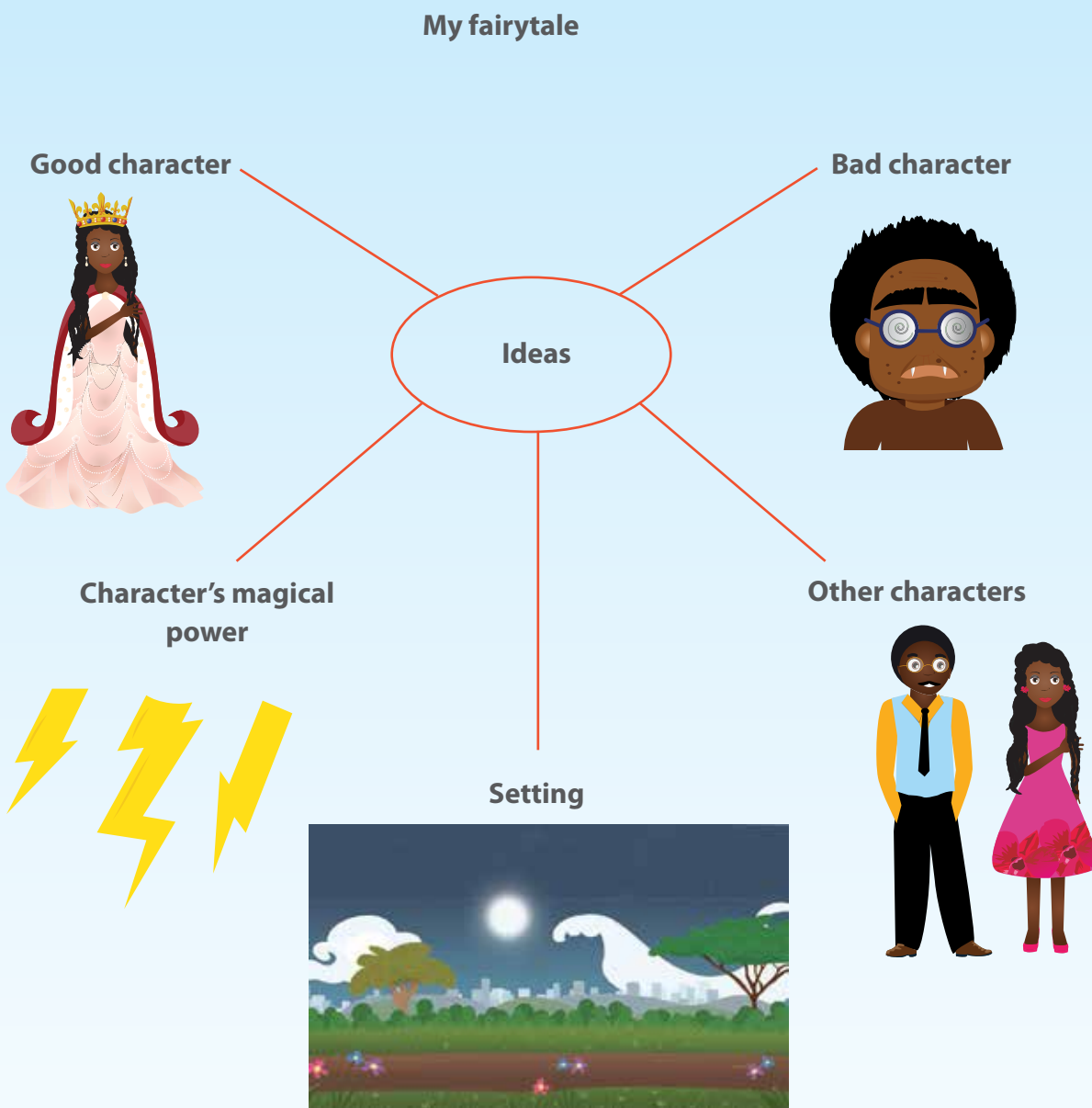


Activity 1

Use a mind map below to make notes about your characters and settings.

Remember:

- A fairytale always has magic in it, so think of a magical or super-human power one of the characters could have.
- Let your imagination run wild!





Note

Plot

The plot of every story follows a similar pattern. Every story has a **beginning**, **middle** and **end**!

A "story mountain" plan has the following parts:

Beginning: in which the character and settings are introduced. For example Little Red Riding Hood is asked to go to Grandma's house.

Build-up: in which the character does something that causes a problem. For example Little Red Riding Hood speaks to the wolf, even though she was told not to.

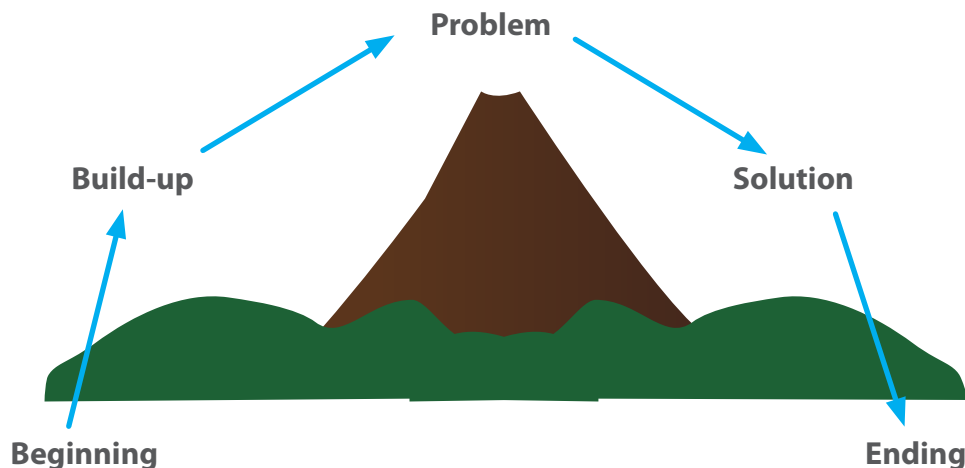
Problem: The problem is the climax of the story. This is the most exciting part for the reader and leaves them asking "What happens next?" For example the wolf dresses up in Grandma's clothes and tries to trick Little Red Riding Hood.

Solution: This is how the problem is solved. How do the characters fix what has gone wrong? For example the woodcutter comes and chops open the wolf.

Ending: How does the story end? Do they live happily ever after? What happens to the bad character? For example Little Red Riding Hood never speaks to strangers again and the wolf gets chopped up.

Activity 2

Use the story mountain below to help plan the plot of your fairy story.



-
- A vertical crossword puzzle grid is shown against a light blue background. The grid consists of white squares for letters and light green squares for empty space. Several editing icons are placed around the grid: a teal pencil at the top left, a white speech bubble with a teal border and tail in the upper middle, a teal checkmark on the left side, a teal scribble on the right side, a yellow dot on the right side, and a yellow curved arrow pointing from the bottom left towards the center.

- Use the planning you have done in Activities 1 and 2 to help you.
- Do not forget to use adjectives and adverbs to make your work exciting.
- Remember to check your spelling and punctuation.

Top marking: Once learners have finished their stories, ask other learners to provide feedback on the story. They can hold up one finger if it was OK, two for good and three for excellent. Select one or two learners to provide positive verbal feedback on the story.