Lesson 1: Imagine the Magic

UNIT: Magical Objects

TRANSCRIPT

HOOK 1

Hi, writers. It's Margaret.

My friend Zoe loves being creative. She likes to make arts and crafts, paint, and write in her journal.

Recently, she was cleaning out her room, and she came across this box labeled "magical things." She remembered making the box when she was younger, but didn't remember what was inside. Maybe it was full of art projects or a magic set or toys—she was super curious. But when she opened it, it was just full of random junk.

At first, Zoe was confused. This stuff didn't seem very magical, but Zoe is super creative. So she started imagining that the things in the box were magical. She imagined that the candy was magic candy, and if you eat one, you'll start to glow. She imagined that the hat was a magical hat, and anyone who wears it immediately starts dancing.

DISCUSSION 1

Discuss: Imagine you could have one magical object. What would it do?

HOOK 2

I don't know what you said, but maybe there could be shoes that make you jump super high, or a collar that makes animals talk, or gum that makes everything you eat taste like ice cream.

When I write a story, the genre I am writing in is called narrative. But there are different kinds of narrative writing. Sometimes I write stories that really happen to me. And other times I use my imagination to write stories—stories like this are called fiction.

Writers often get ideas for fiction stories from real life. Like, an author might see whales in the ocean and imagine a story where whales can fly.

Zoe got an idea for a fiction story from the items in the box she found. She wrote a story about the spoon. She imagined that it could make someone's voice really loud as if they were talking into a microphone. She wrote about a character named Marvin who found a magical spoon. And at first, he found it really helpful. He could be extra loud at sports games and in the noisy cafeteria, but then it caused a problem when he was in an assembly at school and he wanted to whisper to his friend, but he accidentally yelled, "This assembly is really boring." Yikes! Maybe that magic spoon isn't good all the time.

Zoe had a lot of fun writing the story about the magical spoon, but there are still a lot of items in the box that don't have stories about them yet. You can be the fiction writer and write a story about one of these items.

Today, you'll brainstorm lots of ideas for possible stories. Then, you'll pick the one you like the best. In later lessons, you can write your story and become a fiction author.

I'll get you started, step by step.

STEP 1

Get your supplies.

STEP 2

When writers brainstorm, they jot down lots of ideas for a story. Then later on, they can pick their favorite idea to write about.

At the top of your Brainstorming worksheet are the magical items that Zoe imagined. There's the hat that makes whoever wears it start dancing, a bag that can hold any number of things and never gets full, the eraser that can erase any ink, candy that makes you glow in the dark, and socks that make you run super fast.

Circle two or three items that you are the most interested in writing about. Later on, you'll pick just one to write about in your story.

STEP 3

Write the name of the first item you circled on the lines. You'll brainstorm story ideas for the other items you circled later on.

STEP 4

All stories have a beginning, a middle, and an end.

The middle of a story is where most of the events in a story happen. So, writers often start their brainstorming by coming up with ideas for the middle of the story first. The middle of a story has events and a problem. Let's think of some events first.

Think of a few ways that your item could be helpful to a character in your story. Maybe the dancing hat helps your character perform at a talent show. Or maybe the speed socks could help your character win a race.

Write a few ideas of how your item could help your character.

STEP 5

The middle of a story has events, and it also has a problem. Maybe the dancing hat gets stuck on your character's head and they're stuck dancing all the time. Or maybe the running socks work a little too well and your character starts bumping into things.

Write an idea for a problem that your magical item could cause.

STEP 6

Now that you have an idea for the middle of your story, you can think of what the ending would be. Endings resolve the problem in your story. If your character had a dancing hat stuck on their head, maybe they could cut it off with scissors and end up with an unfortunate haircut in the process. Or if your character was bumping into things with the speedy socks, maybe they decide not to wear them anymore.

Write an idea for the resolution to your problem.

STEP 7

You now have a story idea for the middle and the end of one story.

Draw a line or a box to separate the story idea from the rest of your brainstorming space.

Here are some ways to make room for other story ideas.

STEP 8

Use the rest of your brainstorming space to come up with more story ideas for the other items you circled. If you want, you can come up with more than one story idea for an item. For each one, remember to write at least one event, a problem, and how the problem is resolved in the story.

Your teacher will tell you how long you have to brainstorm more story ideas.

STEP 9

It's time to decide. Review your story brainstorm ideas. Put a star next to the story idea that you like the best.

STEP 10

The paper on screen is a V.I.P.—very important paper. Your teacher will tell you where to put it so you will have it for the next lesson.

WRAP UP

Amazing job, writers! Today, you brainstormed ideas and made a plan for how your story will go. It's okay if you're not totally sure about all of the parts of your story. You can always add more or make changes later on.

Today, you generated lots of ideas about your story. In later lessons, you'll make a plan, draft your story, revise and edit it, and then share your story with others. I cannot wait to read all the fiction stories that you imagined.

I'll see you next time.