

## Lesson 4: Make It Thrilling

### UNIT: Australian Adventures

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## TRANSCRIPT

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### HOOK 1

Hi, writers. You've been working on your adventure stories for the Adventure Story Club. So far, you've added these parts of your story map to your story already.

Today, you'll write about this part—how your character gets what they want and the big surprise.

I've been working on my story about Harper, too. I already wrote how Harper got to her destination. Here's what I have so far:

- Harper stepped into the cave and got out her flashlight. She started scanning the walls looking for the fossil. After a few minutes, she spotted it. It was right near the floor on the side of the cave wall. "Got it!" she thought as she snapped the picture.

Harper got what she wanted, the picture of the trilobite fossil. But now it's time for my big surprise. The cave starts to collapse.

As a writer, there are lots of ways to build excitement in my story. One way to do this is by giving the reader a little clue that something is wrong. Harper can see something, hear something, or feel something that makes her realize the cave is going to collapse.

## DISCUSSION 1

Discuss: What is something that Harper could see, hear, or feel that would let her know the cave is going to collapse?

## HOOK 2

Maybe she could see cracks appear in the walls. Or maybe she hears some small rocks start to fall. Or maybe she feels a rumbling. You may have come up with other ideas, too.

Anytime a character sees, hears, or feels something, it's a sensory detail. Sensory details can help readers picture everything that's happening in a story. Here's what I wrote:

*- Harper heard a small rumble from the back of the cave. She peered into the darkness to try to see what it was. Then the rumble got louder, and she felt a few tiny rocks start to fall on her shoulders. She suddenly realized - the cave was about to collapse!*

Surprise! Now Harper needs to escape. This is going to be the most exciting part of my story. So, I want to include tons of sensory details to make it thrilling. If I just wrote, "Harper ran out of the cave." It would be like this. Well, that does tell what happens in the story, but it isn't very exciting. I want her escape to feel like this. That was way more exciting!

To build excitement, I'll add what Harper can see, hear, and feel along the way. Here's what I wrote:

*- Harper turned and sprinted toward the entrance of the cave. The rumbling was loud in her ears as she heard rocks falling to the ground behind her. Her feet slammed into the ground one after the other as she pushed herself to go faster.*

*She could see the opening of the cave growing larger as she ran. She didn't know how much time she had, as a rock nearly missed her right shoulder. As she reached the edge of the cave, she threw herself outside, tumbling into the grass. An avalanche of rocks cascaded with a final BOOM behind her, closing off the entrance of the cave.*

That was an exciting escape! Take a look at the first part I wrote. Notice how I included what Harper could see—the opening of the cave. What she could hear—the rumbling, and what she felt—her feet slamming into the ground. All of these sensory details make this part feel like a real escape.

Today, you'll write about how your character got what they wanted and their great escape. Along the way, you'll include sensory details to make this part of the story the most exciting.

I'll get you started, step by step.

## **STEP 1**

Get your supplies.

## **STEP 2**

Get your story map. To remind yourself of your story, quietly read all the parts of your story map to yourself.

## **STEP 3**

Think about the moment when your character arrives at their destination. Imagine what your character might see, hear, or feel. What they feel could be something your character touches, or the temperature, or their own heart beating in their chest.

Get your Sensory Details worksheet.

To remember your ideas, write just a few words in at least two sensory detail boxes. If you want, you can include all three.

#### **STEP 4**

Now, take a look at the "Surprise!" on your Story Map. Imagine what your character could notice that would let them know the big surprise is coming. It could be something they see, hear, or feel.

Add at least two sensory details to your Sensory Details worksheet. If you want, you can add all three.

#### **STEP 5**

Now, think about how your character escapes from this big surprise. Imagine what they would see, hear and feel.

Add three sensory details to your worksheet.

#### **STEP 6**

Get your Story Draft worksheets from the last lesson. Quietly read your story to yourself.

#### **STEP 7**

For the rest of today's lesson, you'll have time to write the most exciting part of your story—how your character arrives at their destination, gets what they wanted, how they noticed the surprise, and their great escape! Don't forget to include all the sensory details you planned.

Start a new paragraph by indenting. Your teacher will tell you how long you have to draft. You can use one of these sentences to get started or come up with your own.

## **STEP 8**

Look back through the exciting escape you just wrote. Pick the sentence that you think is the most exciting. Share the sentence you picked with the classmate nearby.

## **STEP 9**

If you wrote on extra story draft pages today, make sure you continue the page numbers to keep your story in order.

## **WRAP UP**

Great work, writers! The Adventure Story Club is about to be full of thrilling stories with exciting escapes. With all the sensory details you've added, your story is sure to make your reader jump for joy.

In the next lesson, you'll write the ending of your story and put it all together into an adventure storybook.

Be sure to put your V.I.P.s somewhere safe, and I'll see you next time.