Lesson 4: The Sweet Escape

UNIT: Campsite Bandit

TRANSCRIPT

HOOK 1

Hi, writers. It's Anne. Check out this hilarious video my friend sent me last week. Uh-oh. It looks like the video froze.

DISCUSSION 1

Discuss: How does it feel to have the video end like this?

HOOK 2

Maybe you said you felt confused because you don't know how the video ended. Or maybe you felt frustrated or annoyed because you didn't know what happened to the squirrel after it got into the mini plane. There's actually more to this video. Take a look.

That was so funny, and much better to see the video from beginning to end. Just like this video, your story about the campsite bandit needs an ending. But before you get started planning yours, Aly could use your help. Here's what's happening in Ally's story so far:

> - "It was a bright and sunny day at the campgrounds. The pond was sparkling like glitter. I woke up from a relaxing nap. I stretched and got ready to start my day. I felt a little bored. I wondered what fun thing I could do today! Then I got an idea! I could build a bouncy pit to bounce and play in all day! I was walking around the

campgrounds, and then I saw the fluffiest marshmallows at a campsite. I needed to get the marshmallows without being seen by the campers! I found some leaves and covered myself in a leaf pile. Then I crept into the campgrounds under the leaves. I took out a fishing rod and hooked the marshmallows! Then I dropped them into my leaf pile! I quickly jumped out of the leaf pile and ran away fast with the marshmallows."

If her story ends here, it would be like the video stopping before the ending. Aly wants her story to have an ending that makes her story feel complete. To plan her ending, Aly can use what she put on her Story Map. She knows that her ending is happening here in the woods, so the first thing she can write is where her character ended up. This is how she added it to her notes:

- The woods.

Since Aly's story left off with the fox running away fast, she thinks he kept running till he got to the woods. That's how he got from here to here. This is how she added it to her notes:

- Kept running into woods.

Now she can imagine what her character did with the marshmallows. He filled the pit with marshmallows and then bounced in it all night long. Here's how she added it to her notes:

- Filled pit, bounced all night.

Yay! The fox got what he wanted. Now Aly wants to imagine how her character felt. Maybe he felt happy because he finally filled his bouncy pit. Maybe he felt curious because he wondered if he could add more marshmallows to make it even bouncier. Or maybe he felt surprised, because the bouncy pit made him bounce higher than he expected.

DISCUSSION 2

Discuss: How do you imagine the fox felt at the end of Aly's story? You can use one of these ideas or come up with your own.

HOOK 3

I'm not sure how you answered, but Aly thinks the fox felt happy because his bouncing pit was so fun. Here's how she added it to her plan:

- Felt happy - pit was fun.

Now that Aly has a plan for the ending of her story, she is ready to start writing.

Now it's your turn to plan and write the end of your story. You'll add notes to your journal page, and then you'll start drafting.

I'll get you started, step by step.

STEP 1

Get your supplies.

STEP 2

In today's lesson, you'll need someone to share ideas with. This could be a partner or someone you sit near. When everyone knows who their talk partner is, move on to the next step.

STEP 3

First, look at your Story Pages.

Silently read what you have written so far for your campsite bandit story. You can turn your Story Pages over and put them to the side when you're done.

STEP 4

Now, get your Map Your Story worksheet and your Story Plan worksheet. Put them next to each other, like this. It's time to use your map and plan your ending. Later, you'll use your plan to start drafting your ending.

Look at where you marked "E" for ending on your map. This is where the ending of your story will happen.

Write where the ending of your story will happen here.

STEP 5

Imagine how your character got from the campsite to where your story ends. If you need help, you can look at your Story Pages to see how your character got away from the campsite.

First, you'll think about how your character got to where your story ends. Then you will add it to your plan.

I'll give you some time to think. When you have your idea, give a silent thumbs up.

Write a quick note here in the first box, under where it says "Ending."

STEP 6

When Aly's character got away with the marshmallows, this is what he did:

- Filled pit and bounced all night.

This shows that her character got what he wanted. Imagine what your character did with the marshmallows. Remember to think about what your character wanted in the first place.

If you need help, you can look at this part of your Story Map. I'll give you some time to think. When you have an idea, give a silent thumbs up.

Discuss: What did your character do with the marshmallows?

STEP 7

Write your idea here in the second box under where it says "Ending."

STEP 8

Imagine how your character felt at the end of your story when they got what they wanted. Here were some of Aly's ideas.

I'll give you some time to think. When you have an idea, give a silent thumbs up.

Discuss: How did your character feel at the end of your story?

STEP 9

Write your idea in the next box.

STEP 10

Here's how Aly pictured the end of her story. She didn't draw everything, just a few parts from her plan.

On the left side, draw a quick sketch that shows one part of what's happening in the end of your story. If you need help drawing, you can use one of these examples.

STEP 11

Now that you have a plan, you're ready to start drafting. You can put your Story Map to the side.

Get your Story Page worksheet where you left off writing, and put it next to your Story Plan, like this. You'll continue drafting on the next line.

Draw an arrow, like this. This is where you will start the end of your story.

STEP 12

To write the ending of her story, Aly is going to imagine she's the fox one last time. This is what she imagines:

> - “I did it! I actually did it! These marshmallows are perfect. And nobody saw me. Must keep running. Mwahahaha!"

Here's how Aly used her plan and what she saw as the fox to write the ending of her story:

> - "I kept running until I got to the woods. Then I filled the pit with all of the marshmallows and bounced all night long. I felt happy because my bouncy pit was so fun!"

Wow! That was a great ending. Now her story feels complete.

Notice how Aly went down her plan to write each part of her ending, like this. First, she wrote about how her character got to the woods. Then she wrote what her character did with the marshmallows. Then she ended her story by writing about how her character felt after he got what he wanted.

It's your turn to use your plan and imagine what your character did at the end of your story. Remember to write your ending as if you are your character.

When you have your idea, start writing where you left off on your Story Page worksheet. If you need more room, you can ask your teacher for another page.

STEP 13

Take turns sharing the ending of your story with your partner. You can make changes if you want.

STEP 14

Put your Story Pages in order.

Once your Story Pages are in the right order, turn each page, like this, to number the pages of your story. You can write the numbers in these squares.

WRAP UP

Wow! You did it! You finished planning and drafting the ending of your campsite bandit story. Way to go!

In the next lesson, you'll put together your journals and get them ready to share around your very own classroom campfire.

Before you go, the papers shown on the screen are V.I.P.s—very important papers. Your teacher will tell you where to put them, so you will have them for the next lesson.

That's all for now. I'll see you next time.