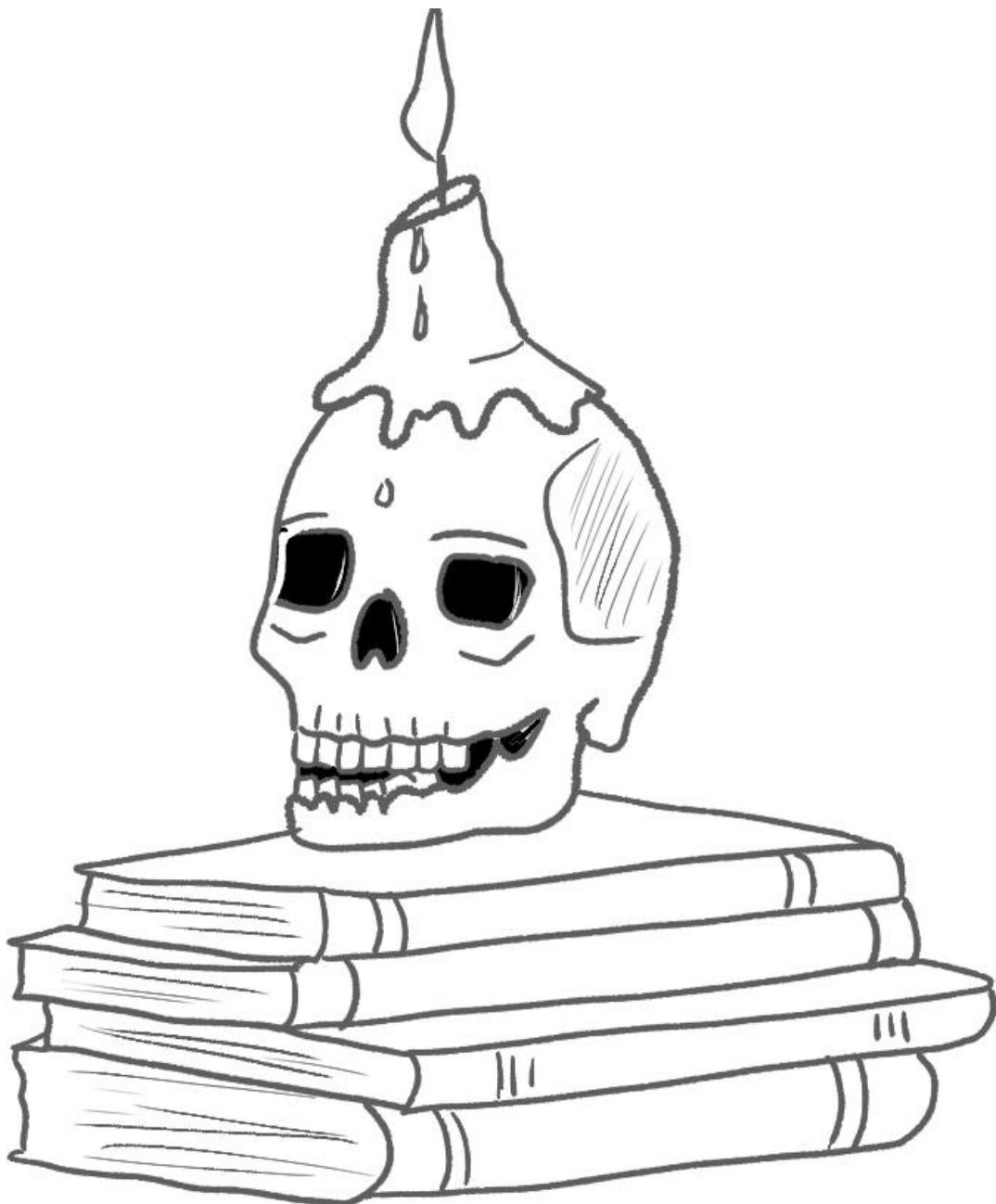


Scribbles and Stories: Spooky Edition



An alphabet of drawing and writing activities to build storytelling skills by Sandra Wilson.

About the author and illustrator

Sandra Wilson is a children's author, illustrator and educator who loves to find inspiration in the world for stories, for drawings, for paintings and just to enjoy!

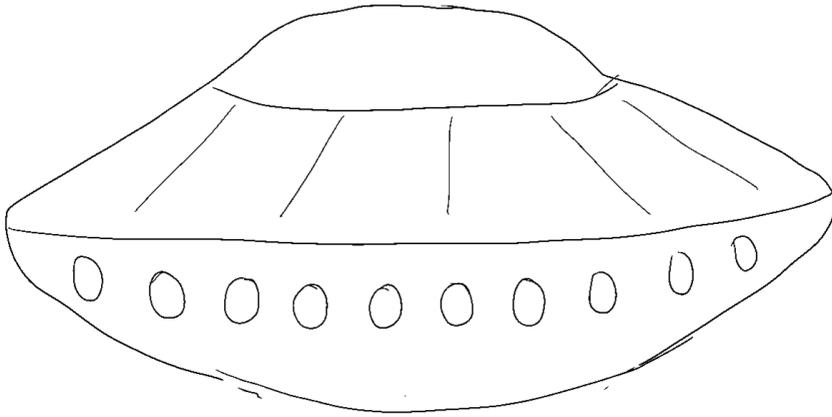
She believes learning should be fun and hopes to be able to offer that with her storybooks, writing books and activity books.

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Activity book

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Aliens



Character Development

Where do the aliens come from? Finish the picture to depict the home of the aliens – the story setting.

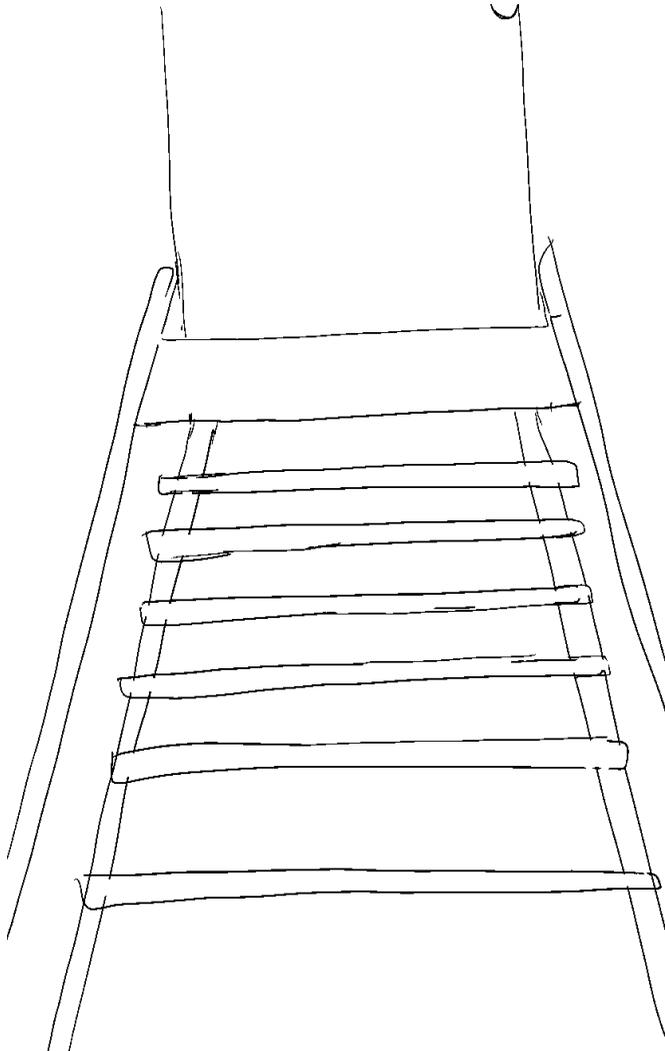
Setting is the part of the story that shows where it takes place. Develop a setting for an alien story by creating a planet or place where aliens might come from.

Think about how the land looks – rocky, sandy, watery?

What is the weather like?

What grows there, or does anything grow there?

Basement



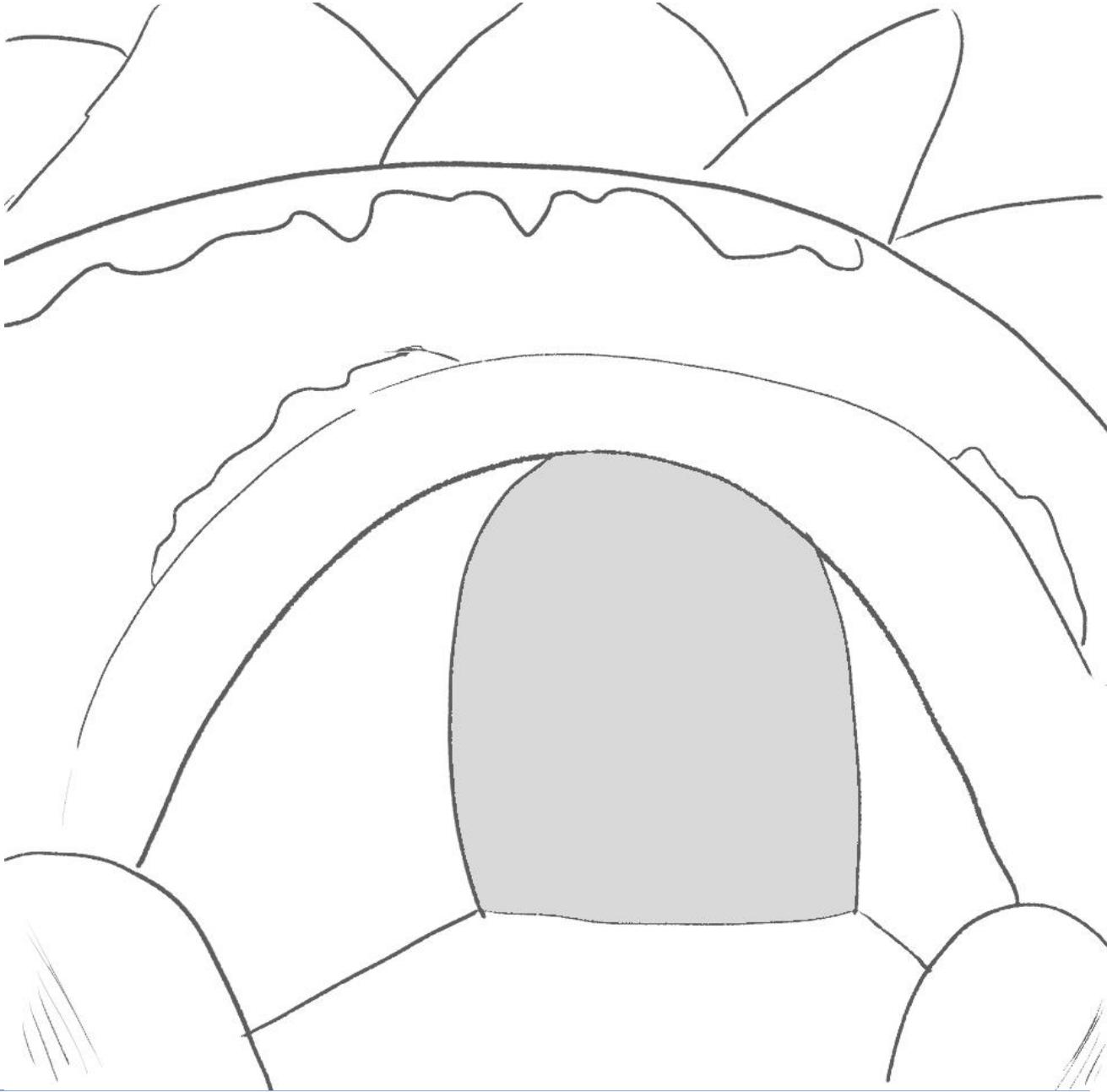
Setting

To make a basement spooky the key is to include suspense. You don't want to give too many details about what is hiding in the basement. You want the reader to be uncertain about what it is but give enough information that they are afraid to go down there!

Add a hint of suspense to the picture by **drawing in just a small part of what is hiding there under the stairs.**

Then, describe this creature with just enough detail to add fear to the story but not revealing what the creature is.

Cave



Setting

A cave setting can also be a suspenseful setting. It offers darkness and unknown inhabitants making people wary to enter them. **Draw what is living in the cave, then write a paragraph telling the story about how they got into the cave.**

Disaster



Situation – Disaster

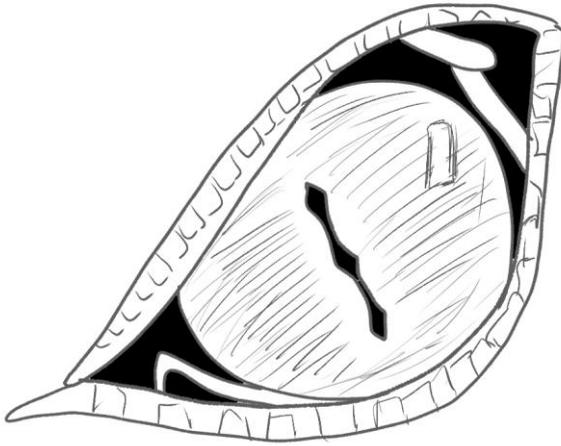
Draw what is creating the bridge collapse .

What happened before the collapse?

What will happen next?

How can the situation be fixed?

Eyeballs

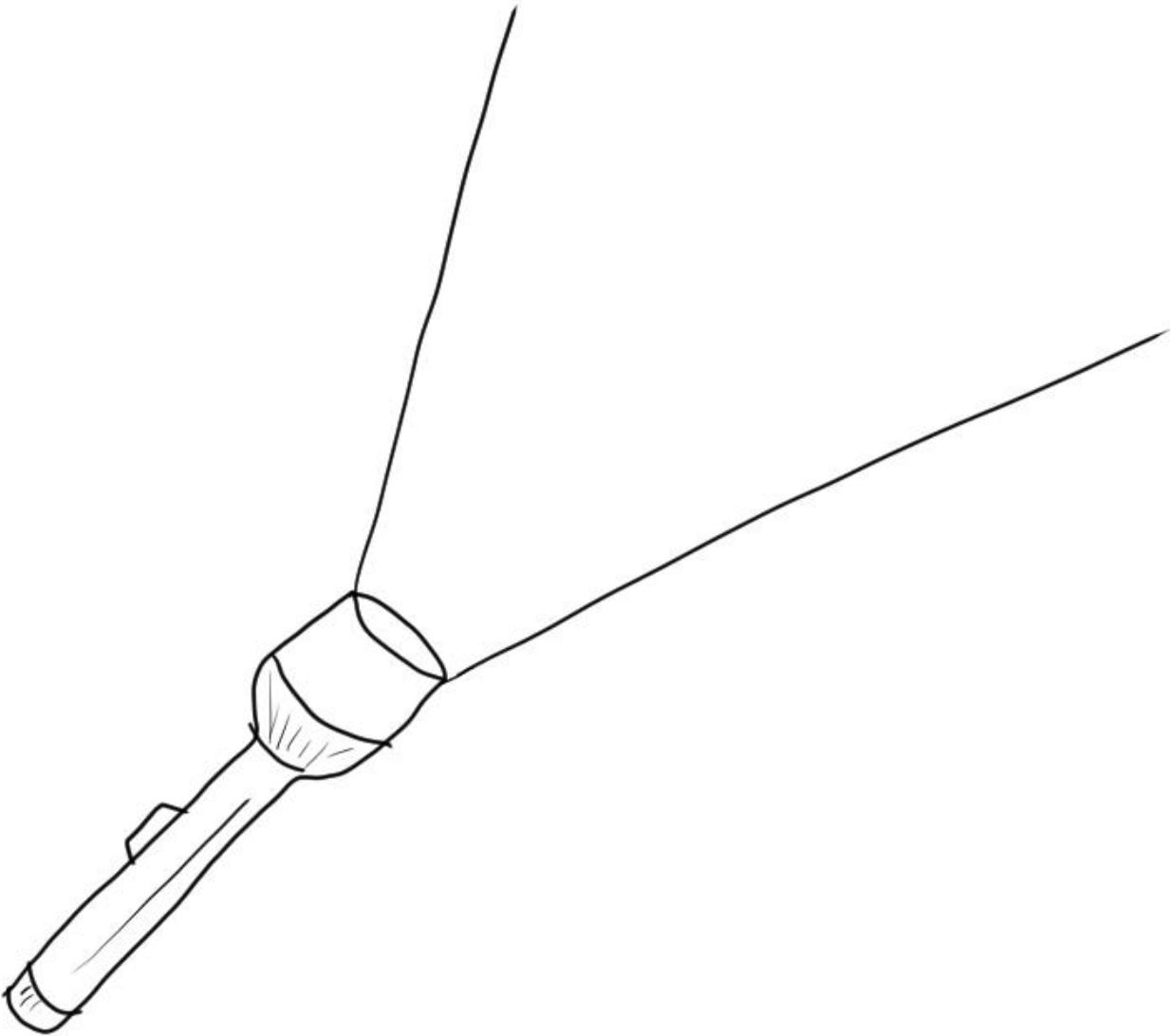


Perspective

Draw the rest of the creature to which this eye belongs. Describe the world from the perspective of this creature. Think about whether the creature is big or small and how that changes the view.

What if it flies? How would things look from above?

Flashlight



Details

A flashlight can highlight an area so we can see it with more details. Think about a specific room in your house and describe it with detail.

Think of describing it using all your senses.

Draw some details in the flashlight light.

Gargoyle

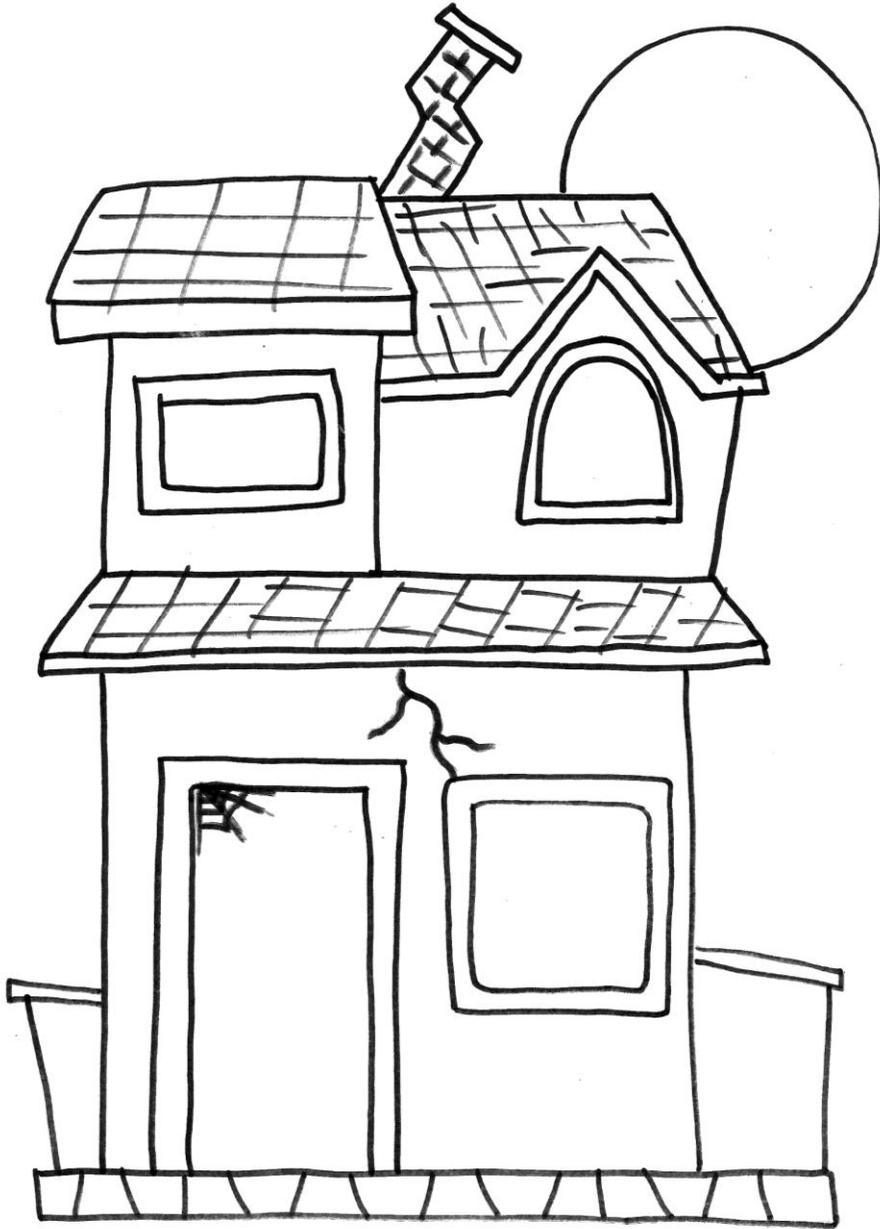


Dialogue

Draw another Gargoyle on the wall.

Imagine a conversation between the two gargoyles. What would they talk about? Things that they see? Plans for what they would do if they could leave the wall?

Haunted house



Onomatopoeia – words that are a sound

Part of the scare of a haunted house is the unknown sounds coming from within. **Draw some creatures in the windows** then write some descriptive sentences about the haunted house using onomatopoeia. Think of what might creak or squeak. What creates a thud or crash. What else do you hear?

Invisible



Situation

Invisibility seems like an interesting attribute to have. What adventures might an invisible character have? What problems might an invisible character experience? How might the character become visible again?

Draw what caused this character to become invisible.

Jitters



Character development - Body language

Body language is an important descriptor. If someone is scared how would their body language show it? What would their facial expression be?

Showing emotion with words can be difficult so pay attention to how bodies and faces look during different experiences.

Draw what is giving the character the jitters.

Knight

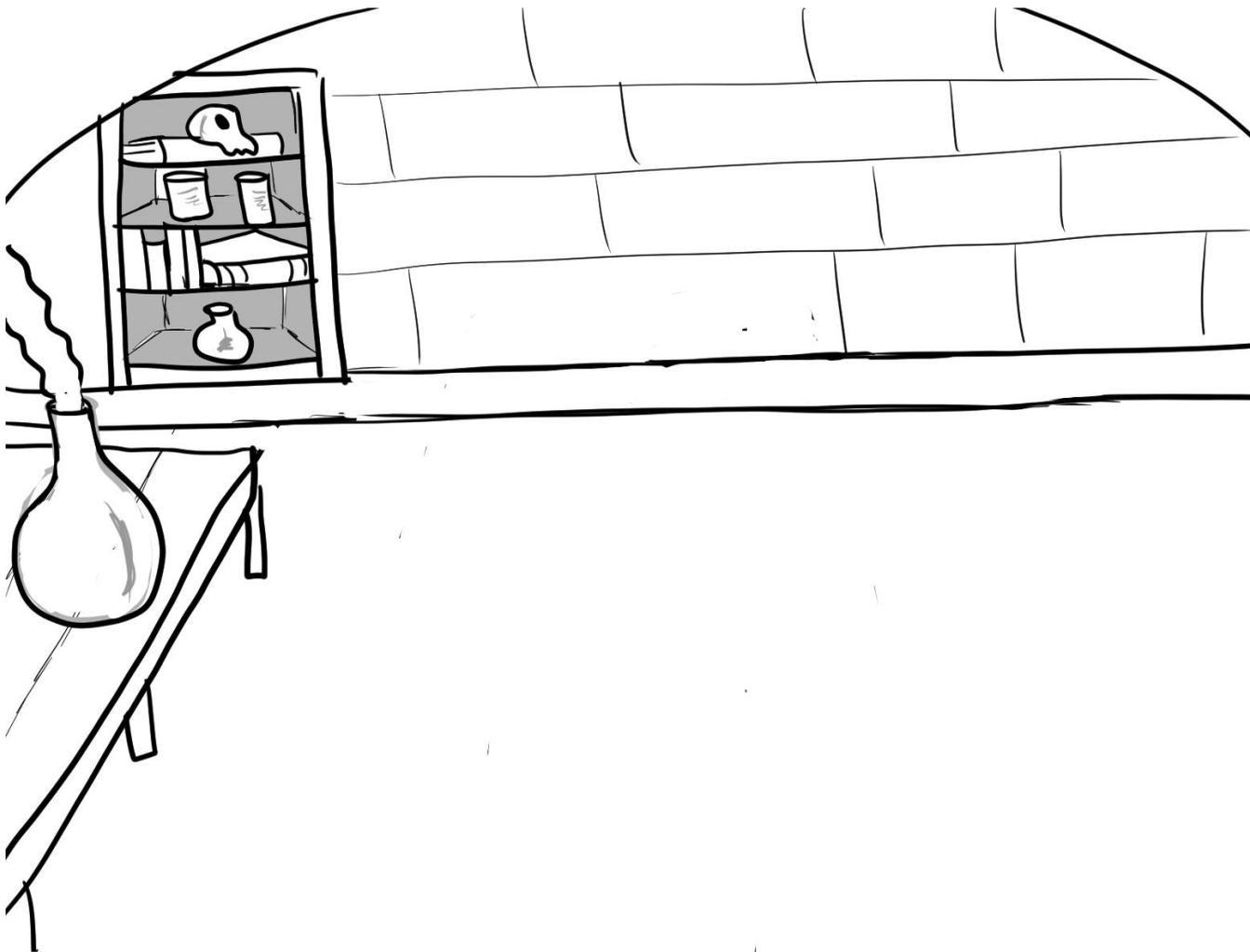


Situation – Hero Quest

One idea for a story is a hero quest. This involves a journey the main character takes which could solve a problem or help the character grow. Think of a journey a knight might undergo. What is the quest? How does he prepare? What obstacles get in the way? How does he succeed?

Draw what the knight might need on his quest.

Laboratory



Conflict – environment

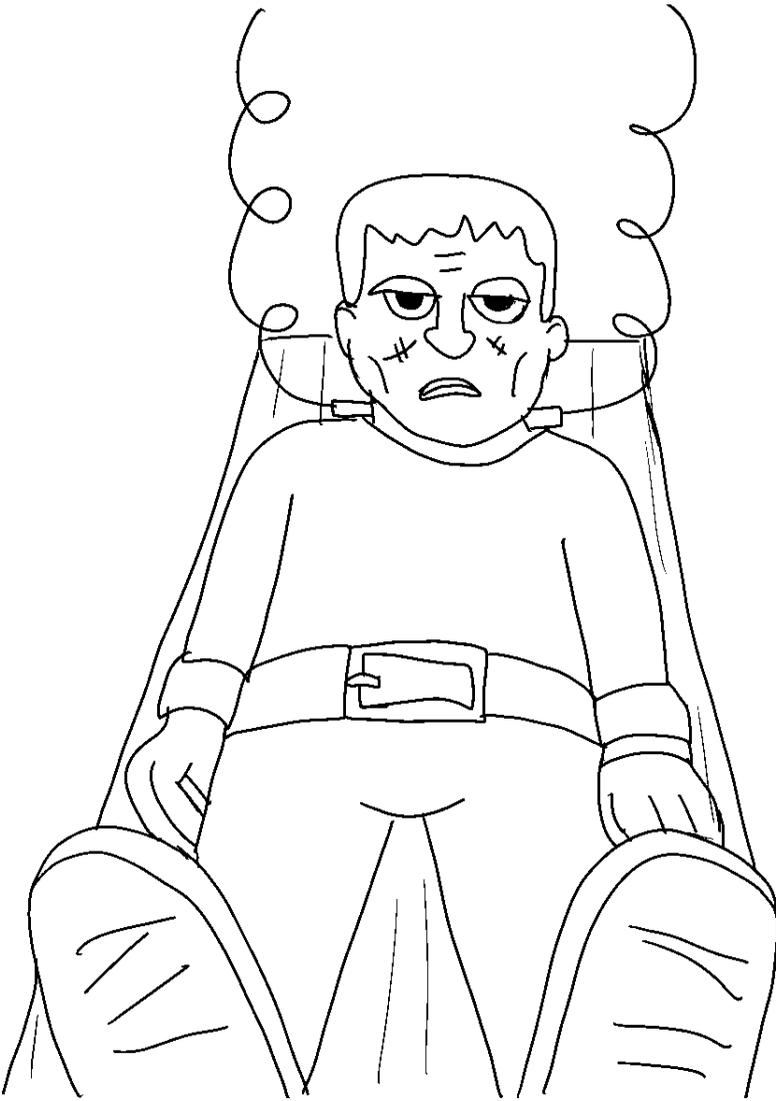
Conflict in a story can be character vs character; character vs self; or character vs environment.

A laboratory can inspire a character vs environment story if you imagine that the character is trapped in the lab.

Whose lab is it? What is in the lab that might create problems? How can the character escape?

Draw a character trapped in the lab.

Monsters



Character development

Like a mad scientist building a monster, an author similarly builds a character for their story. To create a character, you can take inspiration from people you know, traits they would need to fit the problem of the story and ideas from your imagination. Each piece is added to the character until it is fully built and ready to enter your story.

Draw the mad scientist that created this monster.

Nightshade



Character development – villains

When creating villains, it is important to give them a number of tools they can use against the main character. Poisonous plants can be one of those tools.

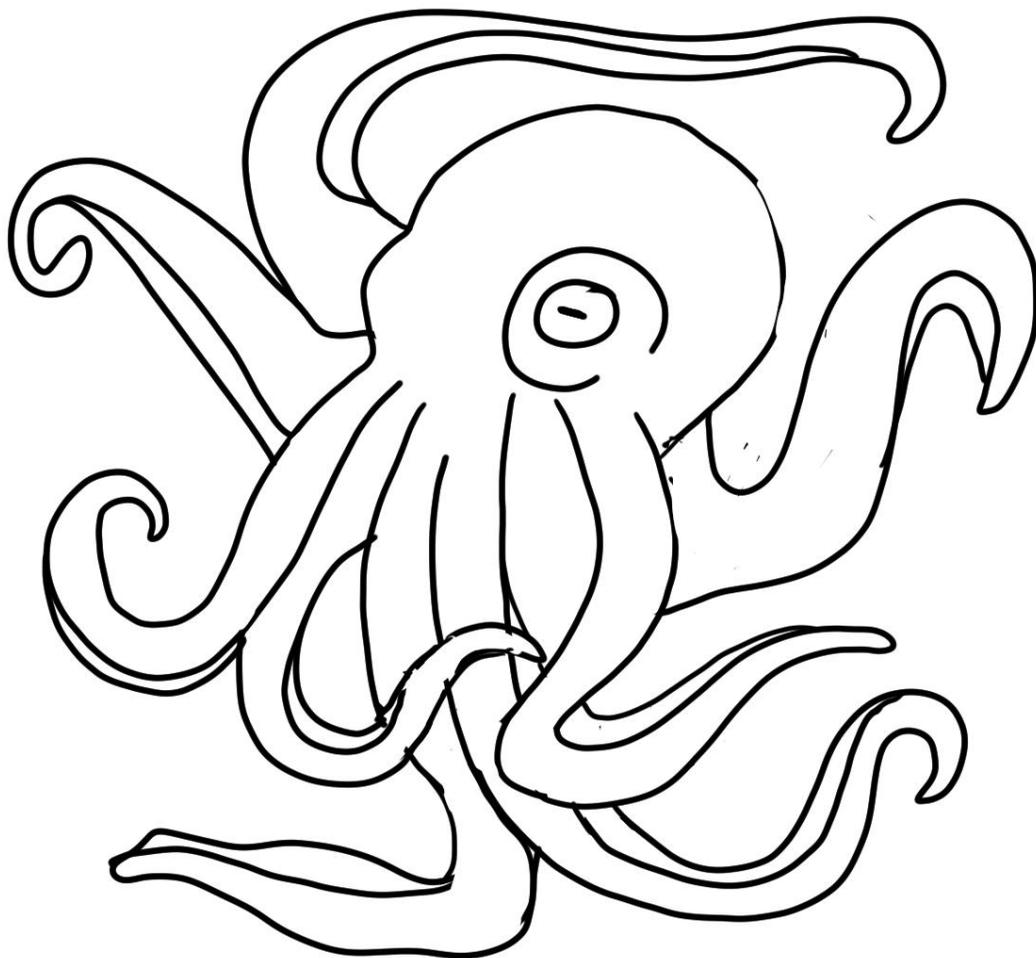
You can research plants and use real examples or create some of your own.

Try to imagine a villain character that is a deadly plant.

What would it be called? How would it attack? How could they be defeated?

Draw a character that is trapped by the plant.

Octopus



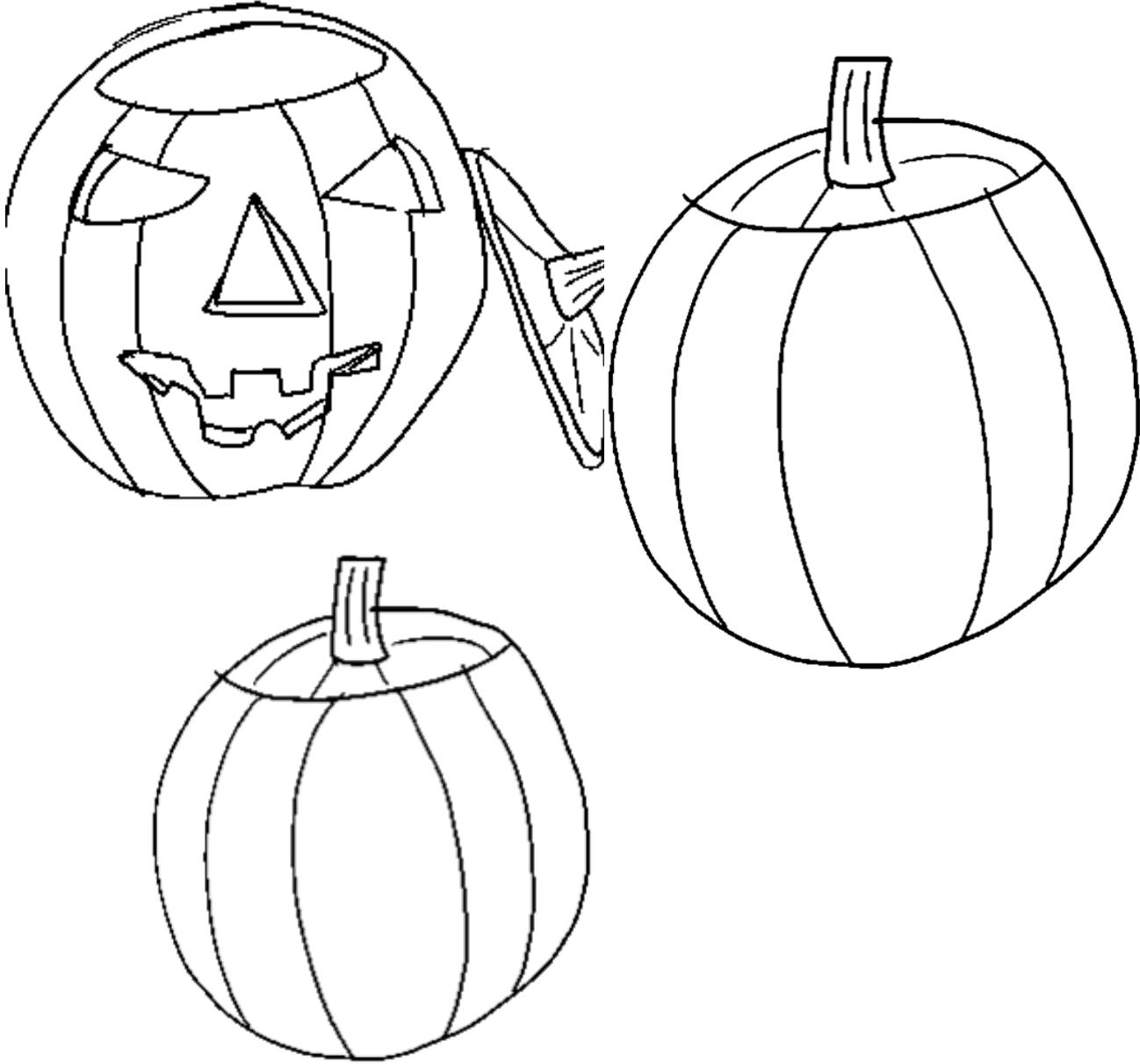
Problem-solving

Think of a story problem and create as many solutions you can think of for it. Obviously, your story won't use all the solutions, but having a list can help you craft your story.

An octopus has eight arms so if they are deciding how to solve a problem they can say – on one hand I can try this – on another hand I can try that – still on another hand..... (8 different solutions!)

Draw something in each tentacle that could help the octopus.

Pumpkins

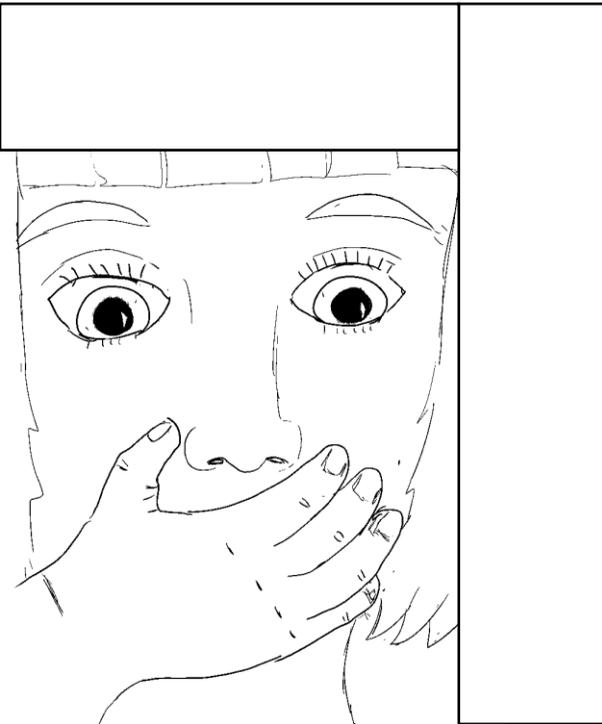


Character development – Emotions

The reactions of your characters can add character details, suspense and story development. Emotions are important to include in your story to help the reader understand what is happening to the characters clearly.

Draw faces on the pumpkins to show different emotions.

Quiet

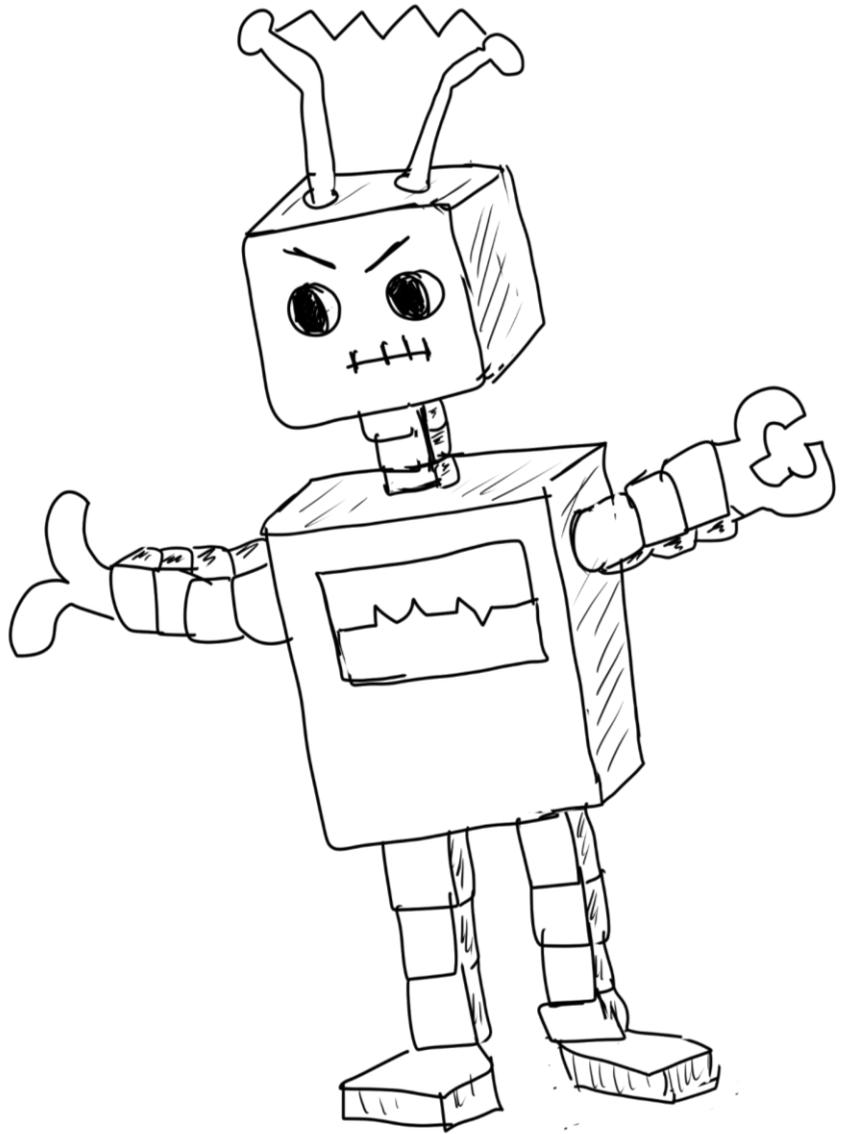


Building suspense – the quiet before the storm

A story with all action runs too fast for the reader to be able to enjoy it properly. It is important to add quiet moments where the characters can rest, or think, or hide. A story should build up to the full action which allows the suspense to grow before you get to the scare, or excitement.

Draw what the character is hiding quietly from.

Robots

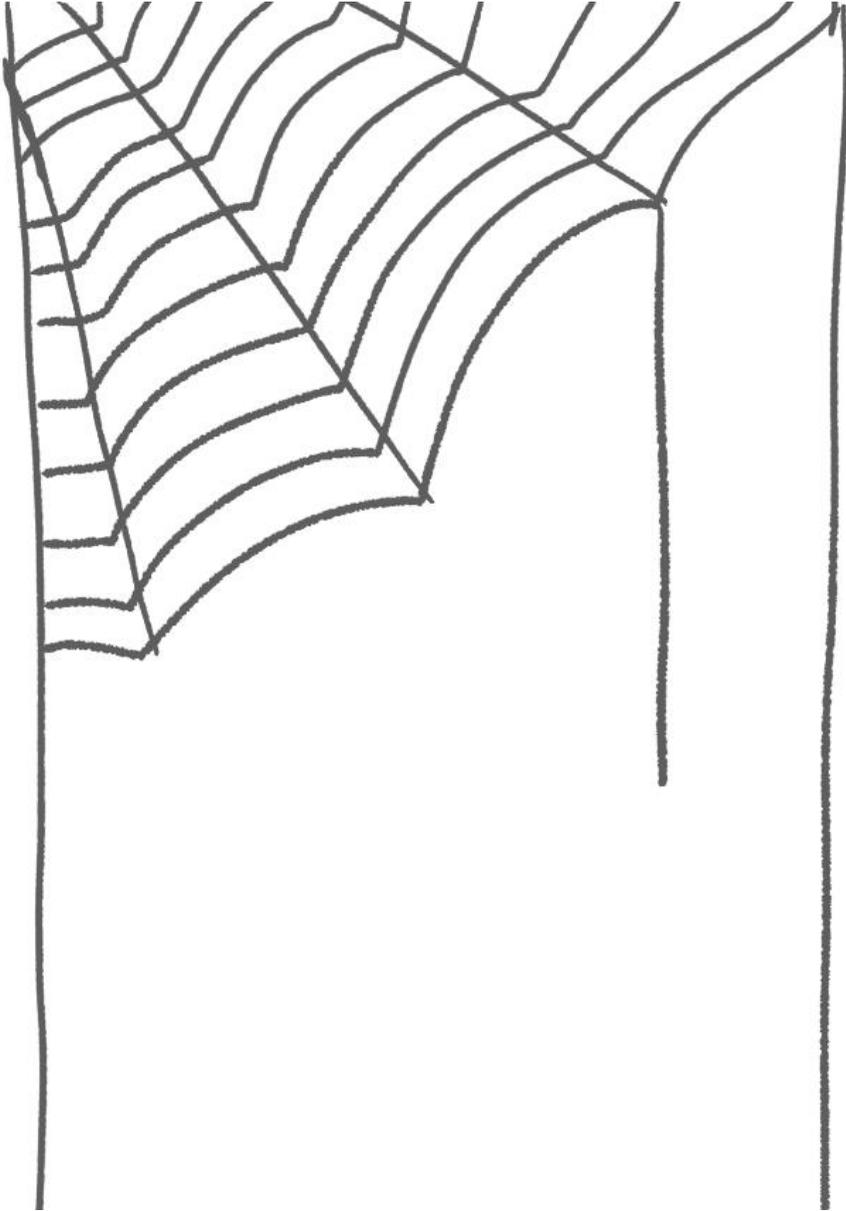


Story development – programming a robot

Imagine a story being like programming a robot. You have to give the robot detailed instructions in order for it to do the task. In a story you have to give the reader details so they can see the story play out in their minds.

Draw the task the robot is completing then write the instructions you would give the robot to do that task.

Spiders

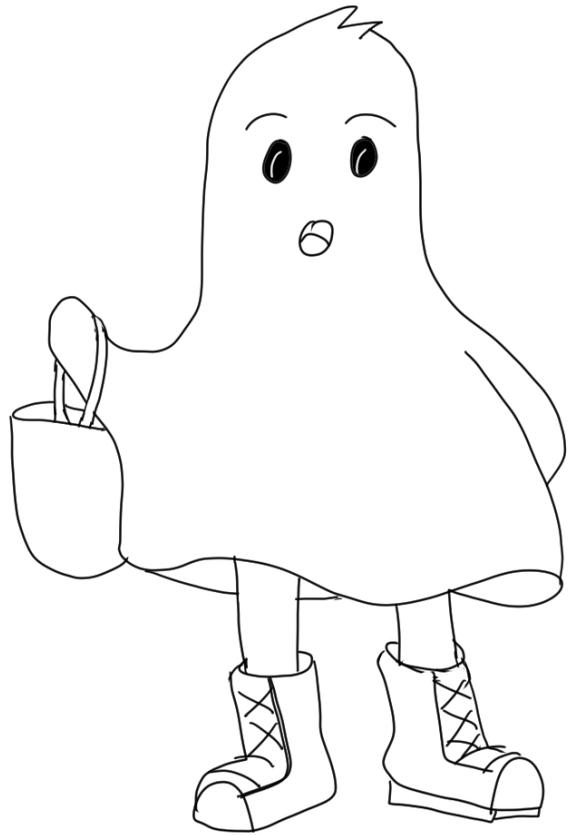


Situation – Fears

Fears and phobias can be an example of how conflict in a story can be Character vs Self. This story situation has the character growing throughout the story to be able to face or overcome their fear.

Draw a spider at the end of the web.

Trick or Treat



Story development – repetition

When something in a story repeats it can be a fun connector, or it can be a boring occurrence.

Imagine your characters going trick or treating – they knock on a door, say trick or treat, are given candy and then go to the next door. In a story that repetition can get boring fast. So, if your story has something that happens repeatedly, figure out ways to make that repetition more exciting – add some unexpected turns.

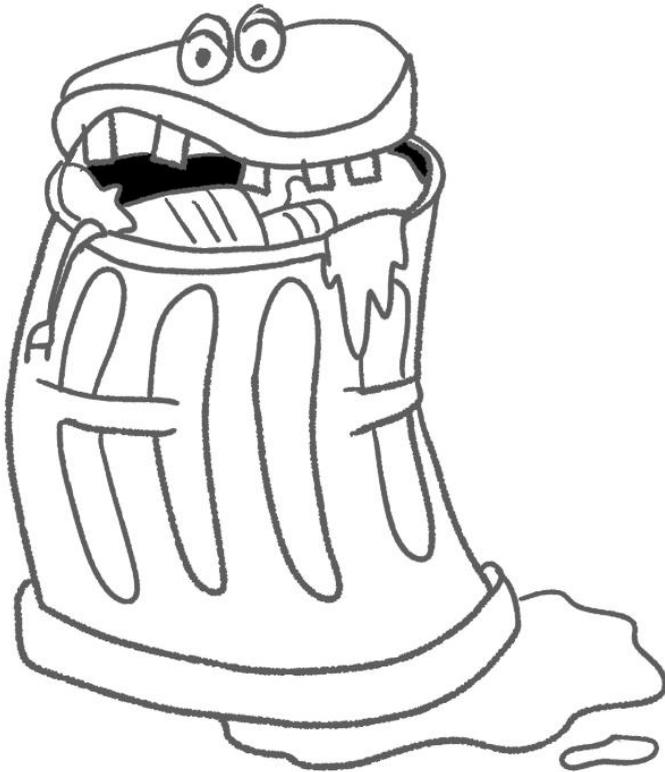
Are they asked for a trick before given a treat?

Is the house too scary to approach?

Does one of the costumes have a problem?

Draw some more trick or treaters.

Unusual Characters



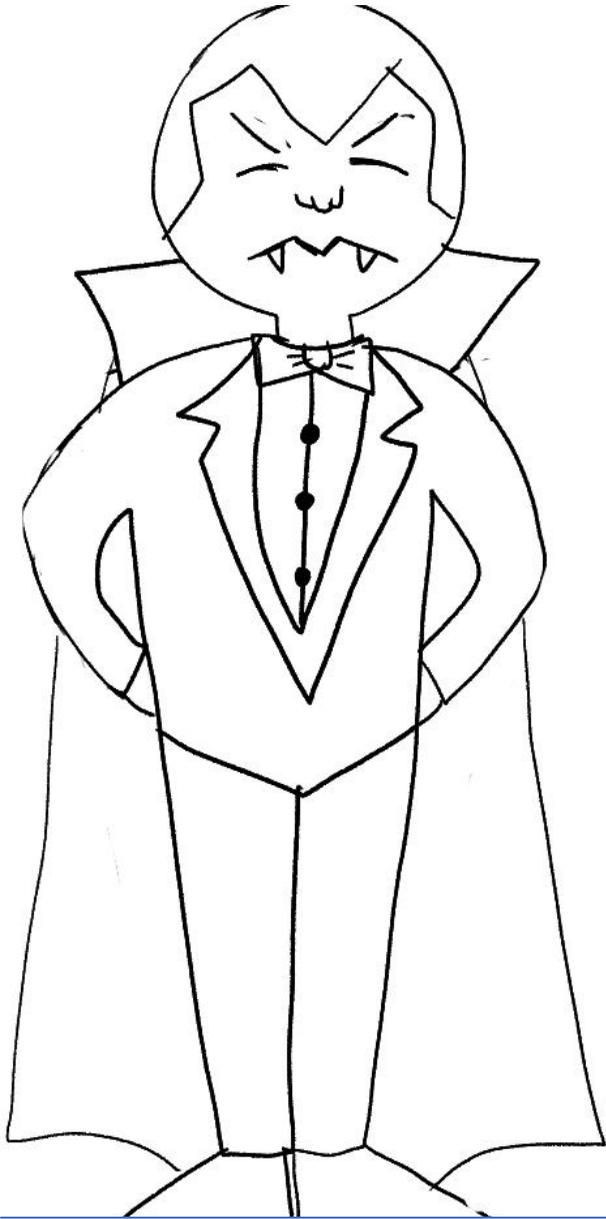
Character development

Many times, when we create characters, we think of people or animals that act like people. If we think past these usual characters, we can create some unusual characters that can inspire a whole story.

Think about inanimate objects – furniture, appliances, vehicles, signs – what kind of character would they make? What kind of story would they inspire?

Draw an unusual character to compliment the garbage monster.

Vampire



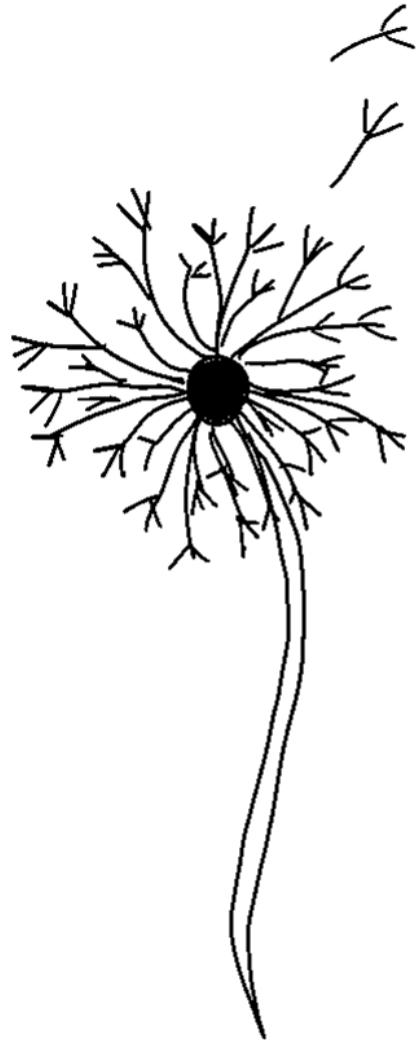
Character development

We can borrow characters from legends and folktales, ones that have familiar traits - but it is important to make them your own.

Perhaps your vampire likes the taste of garlic or prefers to go out in the daytime.

Draw what the vampire would transform into instead of a bat.

Wishes



Situation – Wishes

Wishes and curses can be a great plot idea for a story. Will the wish come true or not, will it backfire or turn into a curse?

Draw a character making a wish on the dandelions then create a story about how that wish may come true.

Xray



Character development

It is important that you as the author know more about your character than what is revealed in your story.

Like an x-ray can reveal what is inside a person, an author knows how a character would feel or react in certain situations and how they would deal with problems.

For your character, determine where does it come from? Why are they here? What do they believe in? What are specific character traits? All these things can help you develop your character throughout your story.

Draw a background to match this character.

Yowls and Howls



Dialogue – more than what is said

Dialogue is important in a story if it helps move the story along.

It is not just what is said but how it is said that can fill in the details we need for the story.

A yowl or a howl is much louder than a mew or a bark and can note excitement or an emergency.

Think about how you could describe how something is said and how it enhances the story.

Draw an animal that either yowls or howls.

Zombies



Story inspiration – a day in the life

One way to create a story is to imagine what a day in the life of a specific character might be like.

Think about all the things you do in your life in a day.

Imagine how that would look if you were a zombie.

Draw the rest of the zombie family, then write a diary entry for one of the family members.



One-der-ful!

I bet you have created some **Bootiful** story ideas!

Refer back to these ideas when you want to create a story.

You can go through the book again and create some new ideas while continuing to build your storytelling skills.

Look for more ideas to build storytelling skills at www.quiteacharacter.ca



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