

## Writing Competition!

This week, we would like the children of Year 4 to write an entry for the *Rhodes Art Complex: Junior Writers competition*. Please follow the link below for contest details! **Send your finished copy to your teachers!**

<https://rhodesartscomplex.co.uk/national-writing-day-2020-junior-writers-competition>

# National Writing Day 2020 – Junior writers competition (Due 31<sup>st</sup> July)

‘It’s not magic that takes us to another world. It’s storytelling.’ – Val McDermid

Do you like writing stories?

We are looking for young storytellers to feature in a new exhibition in our ArtSpace. Using an image from our museum collection (pictured below) to inspire you, tell us the story. You don’t need to think about the history, just write whatever comes to mind when you look at the image. Perhaps it is a scary story, or a funny story, an adventure or a romance.

If you are aged between 7 and 12 years old, you can send us a story of up to 200 words –with illustrations if you like to draw- and the best 10 will be featured in our ArtSpace at a date to be confirmed once we can safely reopen to our customers. Until then we will be sharing them online via our website and social media.

Of our final 10, one winner will be picked by local representatives of the literary world and will receive a £10 Waterstones voucher plus a place in the winner’s frame in our exhibition.

### The Rules

- All entrants must be aged between 7 and 12 years old on the closing date of the competition.
- All stories must be a work of fiction and should not make reference to real people or events.
- Entries cannot be returned so please keep a copy of the work.
- Any entries over the word limit will be disqualified.
- Submissions received after the closing date will not be considered.
- Only one entry per individual is permitted. If a parent/guardian is submitting for more than one child please send a separate email/entry per child.
- Entries should not contain defamatory, obscene, offensive or any other unsuitable material and should be suitable for all ages but particularly younger people.
- The first round of entries will be judged by members of the Rhodes staff and volunteers
- The final ten will be judged by a panel of judges from the local literary world.
- The judges’ decision is final and no discussion will be entered into.
- In submitting a story to the competition, the parent/guardian is agreeing to the rules set out above

## Day 1:

Let's brainstorm some plot lines for the images that the Rhodes Art Complex has provided.



Under the rules, you need to write a piece of fiction (something not real). This could mean your story could be based on something magical, something scary or maybe even something out-of-this-world.

**Task 1:** For each of the 4 pictures above, write a plot line that you could use for each picture. The item could be a main piece of the story or something one of the characters possesses. It is completely up to you. I have provided you with an example for each item.

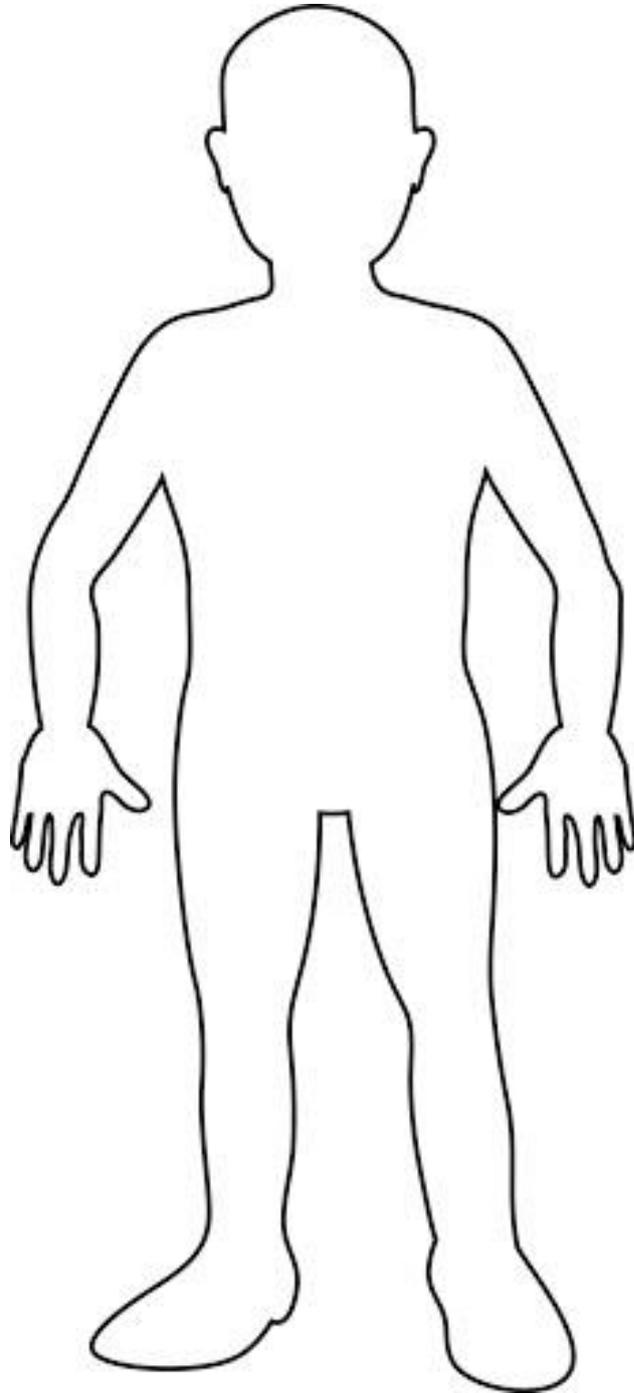
Each of the examples have a **main character** and a **problem** that they must overcome. Brainstorm your own characters and problem for each of the pictures.

Item	Example	Your Idea
	<p>An explorer finds an old pottery bowl which transports him to the past. He must now find a way back to his normal time before he is trapped in the past forever.</p>	
	<p>Electricity all around the world has stopped working. The creatures that know what happened can only be found at night. But are they kind creatures, willing to help? Or will they do anything to keep their secrets?</p>	
	<p>According to legend, there is a special type of material hidden in the unknown depths of the furthest corners of the world. However, when it somehow finds itself on the doorstep of a young child, the child soon finds out that you should be careful what you wish for.</p>	
	<p>A child finds an old desk of playing cards in their grandparents' attic. When the child shuffles the deck, they accidentally shuffle themselves into a real life video game. How will they get back?</p>	

**Task 2:** Draw your main character. Once you have chosen one of the story lines (either your own, or an example that was provided), you can now create your character.

On the inside of body sketch below, write the personality traits of the character. Are they brave? Shy? Lonely? Think about personality traits that will help or hold back your character in the story.

On the outside, label the appearance of your character. Try to include something that only your character has – something unique that sets them apart from everyone else.



Plan your story! You do not need to use an item from above but it might be easier!

Plot or Paragraph number	Example	Your Story
Introduction: introduces the main character, setting	<ul style="list-style-type: none"> <li>- Main character: Theo (12 years old, son of a missing soldier, on a mission to find his father who was last seen with the untrustworthy Merlin)</li> <li>- Walking through thick, dangerous forest</li> <li>- not much sunlight</li> <li>- creatures in the shadows, can see their red, beady eyes</li> <li>- Up ahead, sees Mount Killaman, standing high above the tree line</li> <li>- This is his destination, this is where his father will be</li> </ul>	
Main character(s) begins their quest	<ul style="list-style-type: none"> <li>- Comes across a dishevelled hut</li> <li>- its owner is an old wizard who gives Theo a map and tells him he needs to continue up the mountain but that there will be many dangers along the way</li> <li>- also gives Theo a strange ruby</li> </ul>	
Main character comes face to face with their problem/challenge	<ul style="list-style-type: none"> <li>- this paragraph details his journey up the mountain where he faces:               <ul style="list-style-type: none"> <li>- tiger possessed with dark magic</li> <li>- goblins</li> <li>- mudslide</li> </ul> </li> <li>- paragraph ends with finding an odd entrance way into the side of the mountain. He places the ruby into an indent and the door ominously opens...</li> </ul>	
Main character defeats the problem/challenge	<ul style="list-style-type: none"> <li>- Within the cave, Theo finds Merlin</li> <li>- Defeats Merlin by trapping him inside his own magic box</li> <li>- finds the dungeon where his father was being kept</li> </ul>	