



The Atom Learning Young Author Award Activity Pack

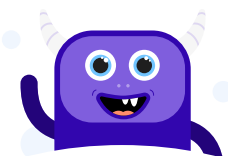
**Here are ten fun activities to help you get started on
your Atom Learning Young Author Award story!**

Use these activities to develop your ideas, build up
your character(s) and practise your writing skills.

atomlearning.co.uk/young-author-award

1. Character

A **protagonist** is the technical name for the main character!



Every story needs a memorable **protagonist**, or main character. Some famous examples include Harry Potter, Matilda and Sherlock Holmes - can you think of any more?

The activities below are designed to help you create your protagonist and bring them to life. Your protagonist can be any race, gender or age - they don't even need to be human! All that matters is that your protagonist is interesting and exciting to your reader.

a. Create a chracter profile

A character profile can help you decide important parts of your character's appearance, personality and opinions. Write down key words and phrases in each of the boxes to start building up your protagonist!

Character Profile

For fun, my character likes to...

The most important people in my character's life are...

Draw your character here!

My character's name is

My character could talk for hours about...

My character's biggest secret is that...



b. Write a diary entry

Put yourself in the shoes of your protagonist and imagine what they might be thinking and feeling on a normal day. Think carefully about your protagonist's voice - what words are they likely to use? What are they likely to be doing? How would they react in a given situation?

Write two paragraphs of a diary entry from **the day before the world changed**. Try to make your protagonist's voice as real as possible!

2. Setting

The setting of a story is when and where it takes place. Writers use descriptive language and adjectives to transport their readers into the world they have created. Use the activities below to help you create a sensational setting!

a. Amazing Adjectives

Read through the adjectives below. Circle any words that describe the world before the change in **one colour**, and circle the words that describe the world *after* the change in a **different colour**. Feel free to add more adjectives!

dazzling

ancient

luxurious

pleasant

peaceful

spotless

exotic

tranquil

disgusting

crowded

bustling

horrendous

empty

damp

clean

polluted

smoky

noisy

fresh

gloomy

serene

unkempt

calm

sweltering

filthy

miserable

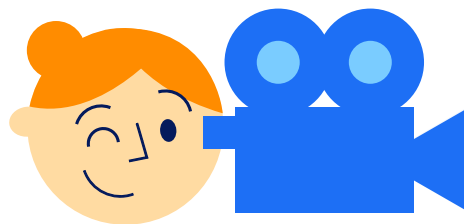
raucous

quiet

wonderful

b. Set Design

Your story is going to be turned into a film!



Write a description for the set designer who will build the 'before' and 'after' sets for your story, then add an illustration to show how your world will look.

Remember to think about the five senses - what can you see and hear? What can you smell and taste? What can you touch?

Before

After

Illustration:

3. Structure

Stories usually follow a very specific structure. They start with an **opening**, then there is the **build-up** to the main event, a **dilemma** or problem, the **resolution** of this dilemma and finally, a **closing**.

a. Opening Sentences

The opening sentence of your story should hook the reader in and make them want to keep reading. Below are four examples. Match the opening sentences with the technique that has been used in them, then have a go at making your own at the bottom of the page!

Techniques

Action ☐

Speech/Dialogue ☐

Character description ☐

Setting description ☐

Opening Sentences

- ☐ “Where do you think you’re going?” snarled the troll.
- ☐ An icy wind howled through the manor, its empty door frames and paneless windows offering no protection.
- ☐ The cloak hung lazily off Zhang’s shoulders as he sauntered towards the throne.
- ☐ I didn’t hear her coming until it was too late.

Action

Speech/Dialogue

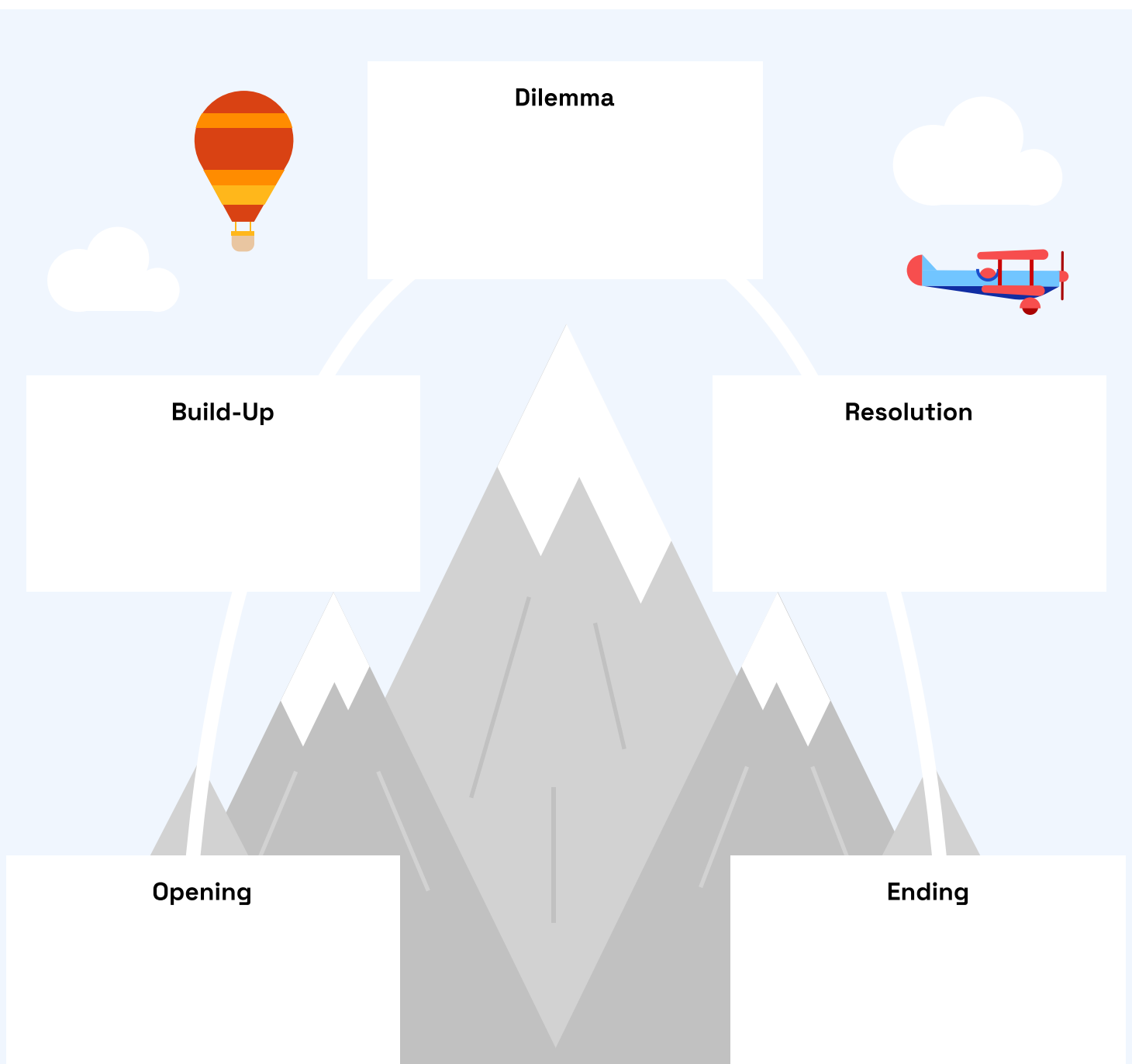
Character description

Setting description

b. Story Mountain

Story Mountains can help you plan out the main events of your story. Fill in the boxes with important details that you want to include in each section. Use the prompts to help you.

1. **Opening** - Introduce the setting and main character(s). Make sure to include a thrilling opening sentence!
2. **Build-Up** - Plant clues for the reader that something bad is about to happen.
3. **Dilemma** - Oh no! Something has gone wrong! What is the problem?
4. **Resolution** - How is the problem solved?
5. **Ending** - How has the world changed? What lessons have been learned?



4. Vocabulary

One of the key ways you can keep your reader interested is by using exciting words and descriptions. These exercises help you to boost your vocabulary and describe your character's feelings and actions in an original and compelling way.

a. Alphabet challenges

First, let's get those brain juices flowing! Can you come up with an adjective for every letter of the alphabet? Adjectives can describe our character, setting or maybe an object. Check out page 4 for ideas.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

b. Show Don't Tell

We want our readers to care about our characters. One way to achieve this is by showing how they are feeling. However, instead of telling the reader how a character feels (e.g. 'she is happy'), great writers *show* how a character is feeling by describing their character's **facial expressions**, **body language** and **voice**. Let's practise!

Example:

Tell: She was scared.

Show: Through trembling lips, she let out a breathless noise of fear.

Tell: She was ecstatic.

Show:

Tell: She felt calm.

Show:

Tell: He was devastated.

Show:

Tell: He was disappointed.

Show:

Tell: She was feeling lazy.

Show:

c. Synonyms

We don't want our writing to become boring and repetitive. Rewrite the sentences below and replace the words in **bold** with a more exciting alternative.

"You should not have done that," said Moira.	
Harry walked towards the front of the room.	
Jemima looked out at the stunning scenery.	
This soup is delicious !	
After a long day outside, Bertie was feeling hungry .	

5. Proof-reading

Once you've finished writing your story, it's important to go back and check for any mistakes. This can include spelling mistakes, missing punctuation and unfinished sentences.

Read through the text below and see if you can spot the **eight mistakes** in the text!

Make sure to cover the answers at the bottom while you have a go - no peaking!

The ship had been their for some time. that much was clear from the rotting wood and torn sales. Nobody quite knew when it had appeared, not even Finellas parents. To finella, it had always just been, as much a part of the lands gape as the glittering sands and jagged cliffs, for ever in the background of their beachside picnicks.

Answers

The ship had been **there** for some time. **T**hat much was clear from the rotting wood and torn **sails**. Nobody quite knew when it had appeared, not even Finella's parents. To **F**inella, it had always just been, as much a part of the **landscape** as the glittering sands and jagged cliffs, **forever** in the background of their beachside **picnics**.