

A writing activity from

Grimm & Co



Adventure Writing: Quest Creation

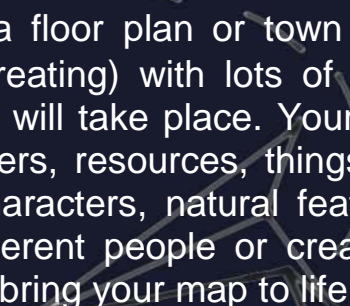
You will need: some paper, a pen and pencil, and optionally something to draw with (coloured pencils, crayons, felt tips...)

Step one: we're working on adventure stories because we want to support you to create wonderful tales that you could submit to the [Wilbur Smith: Author of Tomorrow](#) competition: an annual writing contest, open to children and young people from across the world!

To create an epic adventure story, we're going to think about all the mini-adventures – the challenges, trials, and exciting discoveries – that your character will undergo on the way to the end of their story.

We're going to start by thinking about the setting for your story. This story could be a real place, or it could be a completely made up, imaginary place. If it's imaginary, it can't be a fictional setting that someone else has created before: we can't be in Hogwarts, or the Land of Ooo! Your setting must be brand new. If you need some help thinking up a setting, take a look at some of our other [adventure writing activities](#).

Step two: create a map (this could be a floor plan or town plan, depending on the type of setting you're creating) with lots of detail about the world where your adventure story will take place. Your map might include things like hazards and dangers, resources, things that will be useful or valuable to our central characters, natural features, buildings, and information about where different people or creatures live. You could also use illustrations to really bring your map to life!





Step three: now you've made your map, pick *three locations* on it. These might be chosen at random, or they might be locations that you think will be important to your story; for example, they might be where your central character starts the story, where they want to get to, or somewhere exciting that they visit along the way.

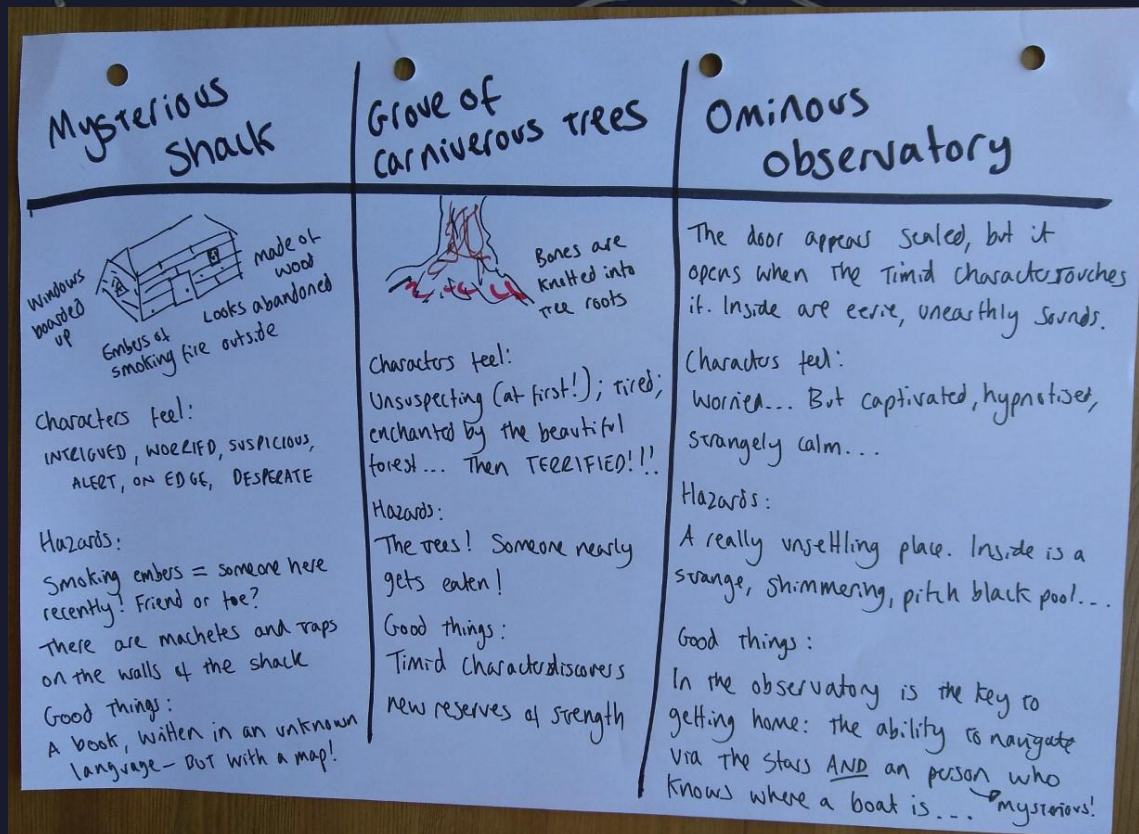
Step four: take another sheet of paper. Using a pen, draw lines to divide your piece of paper into three columns. At the top of each of the three columns, write the names of each of the *three locations* you have chosen. You might like to write these in the order you think the central character will discover them, with the place they will visit first in the left-hand column, the place they will visit next in the middle column, and the place they will visit last in the right-hand column.

We're going to focus on the setting in your first column. In this column, you should make notes on:

- a *description* of this setting
- what different *emotions* your character feels when they're there
- any *hazards* to your character that are present in this setting
- any *positive things* for your character that are present in this setting (this might include resources, information or knowledge, the ability to meet new people or creatures, or ways that being in this setting help your main character "grow" or change in terms of their personality)

You can record this information however you like: in full sentences, with notes or spider diagrams, and/or with illustrations and sketches.

Step five: Repeat **step four** with your second and third settings. You should now have a sheet that looks a bit like this:



You now have a really exciting plot for your adventure story! Perhaps you're ready to start writing it...?

Step six: Share your writing with us!

If you're a member of one of our out-of-school writing groups, you should upload your work to your Seesaw journal.

If you're accessing this activity independently, or through your school, we'd still love to share in the amazing writing you've created! You can post your work on social media, tagging us @GrimmAndCo, or email your work to grimmapothecary@gmail.com. Happy writing!