



Big Ideas: Storytelling #2 The Waterfly Woods Discussion Guide

In Chapter 2 of “Big Ideas: Storytelling” we discuss story settings and how, as authors, we can bring them to life with descriptions.

There are four questions that follow the video. These are to help children practice using a range of vocabulary to evoke a feeling of place.

- ① The Waterfly Woods and the Endless Ocean are both locations.

What other locations can you imagine?

Start by listing out: Desert, Jungle, Arctic, Houses, Beaches, Forests, Skyscrapers, Fields, Gardens etc. Then try and invent some magical locations like neverending mountains and Ice Jungles.

- ② What does a bakery smell like?

List as many words as you can.

- ③ What sounds might you hear in a jungle?

List as many words as you can.

- ④ How do you imagine it would feel to be stood on top of a mountain?

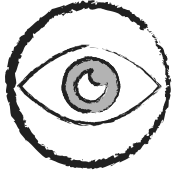


Teacher tip: Visit nightzookeeper.com to view hundreds of inspiring settings and write about them.

The three resources that follow, ask children to draw their character's home, along with another unique setting for their story. They are also asked to write how the setting for their story: looks, sounds, smells and feels. This is to help them with their final task, which is to write a descriptive paragraph of their story setting.

Name of your animal character: _____

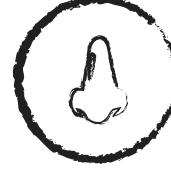
Name of your animal character's home: _____



What can
you see?



What can
you hear?



What can
you smell?



How does it
make you feel?

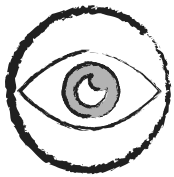
Draw a picture of your animal's home.

Name of your animal character: _____

Name of your animal character home: _____



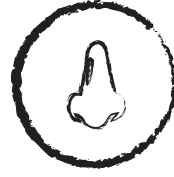
Draw a picture of a new location. You will use this location in your story.



What can
you see?



What can
you hear?



What can
you smell?



How does it
make you feel?

The Describing Game

Describe your story setting without naming it!

[illegible]

Now read your description to a partner and see if they can work out where your story is set.

Write down the words that helped them to guess:
