A CREATIVE COMPANION TO THE SHORT STORY WORKBOOK



SHORT STORY
CREATIVE RESOURCE PACK

Imagine it. Build it. Tell it your way.

Story sparks • character cards • plot twists • writing pages

BRIAN'S • WAVES • CIRCLES • BRIDGES

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Welcome to the Story Studio

Use these pages with the short story workbook, or dip into any page on its own.

This pack is a playground for ideas

Pick a prompt, mix a few together, or ignore them and follow your own idea. You can write, draw, dictate, type, act or build your story.

SPARK

Find one small idea that makes you curious.

BUILD

Add a character, a place and something that changes.

TELL

Choose the moments you want the reader to experience.

MAKE IT YOURS

Change any prompt. Your imagination is in charge.

Use the Four Pillars as story ingredients

Brian can wonder. A Wave can change the mood. A Circle can make a familiar pattern. A Bridge can help characters connect.

Story Spark Menu

Choose one idea from any box. Roll a die, point, close your eyes or ask someone to pick.

A CHARACTER

- A child with a secret notebook
- A puppy who collects sounds
- A shy dragon
- A brilliant inventor
- A grandparent with a mystery
- A character you already know

A PLACE

- A market at closing time
- A tiny house in a tree
- A moonlit beach
- A train that stops nowhere
- A familiar room after dark
- A place from your own imagination

A CHANGE

- Something goes missing
- A new message arrives
- A sound comes from the wrong place
- A plan suddenly changes
- Someone asks for help
- A door is open that should be closed

A FEELING / QUESTION

- What does courage feel like?
- Can a mistake help?
- Why is the moon following us?
- What if nobody is left out?
- How can a character say what they need?
- What makes a place feel like home?

The spark I choose:

Character Creator

Pick a few ingredients. Leave blanks for the parts you want to invent.

THE OUTSIDE

- A bright yellow raincoat
- A tail that gives away their feelings
- Paint on their hands
- A backpack full of odd objects

THE INSIDE

- Curious but cautious
- Funny when nervous
- Kind but stubborn
- Full of questions

THE WISH

- To find something lost
- To prove they can do it
- To help a friend
- To discover what is making a sound

Name / nickname:

One thing they want:

One surprise about them:

Open a Setting Portal

Build a place with details that help a reader step inside.

Start with a place

It can be real, remembered, imagined, ordinary or impossible.

LOOK

What catches the eye?

LISTEN

What sound is near or far?

FEEL

What is the air, ground or object like?

NOTICE

What tiny detail might others miss?

My place is called:

A detail that makes it memorable:

A rule of this place (if it has one):

A place my character wants to reach:

The Story Trouble-Maker

A story problem gives your character a reason to act. Keep the problem right for your story.

1 MISSING

Something important has vanished.

2 MIX-UP

The wrong person gets the message.

3 MYSTERY

A clue does not make sense yet.

4 CHANGE

The character’s plan is interrupted.

5 CHOICE

Two good ideas cannot both happen.

6 SURPRISE

A visitor or discovery changes the day.

What does my character want?

What gets in the way?

What might they try?

Who or what could help?

The Four Pillars Story Lens

Use the pillars to add depth to a character or a moment in your story.

BRIAN'S

What might the character be thinking, wondering or imagining?

WAVES

How might the mood or energy rise, settle or change?

CIRCLES

What familiar routine, object or pattern matters to them?

BRIDGES

What could help two characters connect or understand each other?

Which pillar gives my story an interesting moment?

The Five-Stop Story Route

A short story can move through five small moments. Combine or skip any stop.

1. OPEN

Show us a person, place or moment.

2. WANT

What does the character hope for?

3. CHANGE

What happens that shifts the day?

4. TRY

What choice, action or help moves things forward?

5. FINISH

What is different by the end?

Plot Twist Cards

Cut out a card or choose one. A twist changes the direction without taking over your story.

1 A helper needs help too

What could this change in your story?

2 The clue points somewhere familiar

What could this change in your story?

3 The character was wrong about one detail

What could this change in your story?

4 A small object becomes important

What could this change in your story?

5 The plan works, but in an unexpected way

What could this change in your story?

6 A new friend joins the search

What could this change in your story?

7 The character notices a tiny sound

What could this change in your story?

8 The character chooses a kinder way

What could this change in your story?

Word Treasure Chest

Collect a few words that make the story feel alive. You can invent words too.

SOUNDS	MOVEMENT	FEELINGS	PLACES
clatter	tiptoe	uneasy	glimmering
whisper	spin	hopeful	narrow
thump	dash	proud	windy
squeak	tumble	puzzled	crowded
crackle	creep	relieved	quiet
hush	float	curious	hidden

My own brilliant words:

A sentence where I want to use one:

Dialogue Postcards

Use a line to get a conversation started. Change the words so they sound like your characters.

★

“I found something, but I do not know what it is.”

MY CHARACTER MIGHT SAY...

★

“Wait. Did you hear that too?”

MY CHARACTER MIGHT SAY...

★

“I have an idea. It might be a little bit silly.”

MY CHARACTER MIGHT SAY...

★

“You can tell me when you are ready.”

MY CHARACTER MIGHT SAY...

★

“That is not what I expected!”

MY CHARACTER MIGHT SAY...

★

“We could try it together.”

MY CHARACTER MIGHT SAY...

Four-Frame Storyboard

Draw the important moments before you write them. Stick figures and quick sketches are welcome.

1. OPENING

What happens here?

2. THE CHANGE

What happens here?

3. THE BIG TRY

What happens here?

4. THE FINISH

What happens here?

Choose an Ending Shape

An ending can answer a question, show a change, or leave a little mystery.

1 SOLVED

The character finds an answer.

2 NEW UNDERSTANDING

They see something differently.

3 TOGETHER

Someone joins in or helps.

4 A NEW BEGINNING

The adventure is just starting.

5 A LITTLE MYSTERY

The reader can keep wondering.

6 A QUIET MOMENT

The character notices how far they came.

My ending idea:

What has changed since the first page?

Story Writing Page 1

Write, draw, dictate or add a note for the next part. This page belongs to your story.

Story title:

Story Writing Page 2

Write, draw, dictate or add a note for the next part. This page belongs to your story.

Keep going from your last sentence, or start a new scene.

Story Writing Page 3

Write, draw, dictate or add a note for the next part. This page belongs to your story.

One more page for a scene, a new ending or an extra detail.

Design a Cover for Your Story

A cover can show a character, an object, a place, a colour or a mystery.

Story title:

Author name (if I want one):

DRAW YOUR COVER PICTURE

What do you want a reader to wonder when they see it?

Story Maker Celebration

You have gathered ideas and shaped them into a story. Choose what you want to celebrate.

I MADE A STORY!

This celebrates my imagination, ideas and effort.

My story is called

My name / writer name

Date

A story can start anywhere. The next one can too.