

Virtual Visit- Fabulous Fables & Loony Legends

Try your hand at inventing a story using the amazing things you have seen at the museum on line.

<https://www.culturenlmuseums.co.uk/>

Below you will find a couple of helpful methods to get you started. This activity can be completed either on a one-to-one basis or as a group. All you will need is your imagination!

Story Outline 1:

Start by choosing a theme for your story. Choose from the list below or pick one of your own:

Fantasy – Knights & Castles

Magic – Witches & Wizards

Ancient History – Roman,

Scary-Horror

Fairy Tale

Adventure

Space/Futuristic

Choose 3 objects you have seen. These might include:



Choose an animal E.g. Armadillo

Choose a first name that starts with the same letter as your animal. E.g. Angus

Now choose an adjective (a describing word) that starts with the same letter. E.g. Anxious

You now have the name of your story's character/s.

“ANGUS THE ANXIOUS ARMADILLO”

You also have the type of story you will invent and 3 items to include in the story as you go along.

supported by



Story Outline 2

Draw a large + on a piece of paper, like the one below, and use each of the corners to write down the following 4 things for your story.

This will give you the starting point for your story. You can either choose to write your story in the space provided, or you could have a storytelling session where each person takes turns at adding another section to the story.

<p>Favourite place in the world</p> <p>(This will be your story location)</p>	<p>Draw an object from the museum</p> <p>(This will appear in your story line)</p>
<p>Draw a person and give them a name</p> <p>(This will be your hero/heroine)</p>	<p>What is your favourite type of story?</p> <p>(This will be your theme)</p>

supported by

