SECRET
NINJA SCHOOL
HOW TO WRITE
AN EPISODE

Hi there! I'm Koru. Before you start writing your adventure, make sure you have a pencil and paper or a computer to write all your wonderful ideas on. Now, let's get started!
1
WRITING TOOLS

1.

CHOOSE A SETTING

THIS COULD BE A PART OF THE WORLD YOU'RE STUDYING RIGHT NOW.

"What about space? Or a volcano would be awesome!"

2.

ASK A BIG QUESTION

An example of one we've used is: “The Moon is missing. What happened to it?”

THIS IS WHERE YOU CAN LET YOUR IMAGINATION RUN FREE! THE BIGGER THE BETTER!

3. ANSWER YOUR BIG QUESTION

DON'T FORGET TO WRITE ALL YOUR IDEAS DOWN. AND BE SILLY!

THE IDEA YOU CHOOSE IS CALLED THE 'BIG PROBLEM'. WE'LL COME BACK TO THIS LATER.

4. BACK TO THE START

WRITE YOUR MOVES IN THE WHITE BOXES

MOVE 1	MOVE 2
e.g. Squat: our spaceship is taking off.	e.g. Spiderwalk: to find our friend on Mars.

NOW IT'S TIME TO START WRITING. HOW DOES YOUR ADVENTURE START?

SOME QUESTIONS TO HELP YOU:

WHERE ARE YOU?
WHAT CAN YOU SMELL, SEE AND HEAR?
WHERE DO YOU NEED TO GO FIRST?

5.

A SMALL PROBLEM

THIS ISN'T THE BIG QUESTION THAT YOU CAME UP WITH BEFORE. IT'S A SMALL CHALLENGE.

MOVE 3

e.g. Straddle stretch: the spaceship is broken!

MOVE 4

e.g. Bicycles: power the spaceship with our legs

WRITE YOUR MOVES IN THE WHITE BOXES

SOME QUESTIONS TO HELP YOU:

IS SOMETHING BROKEN?
IS THERE A DANGEROUS ANIMAL?
IS THERE A HUGE RIVER?

6.

SOLVE THE B I G PROBLEM

MOVE 5

e.g. Electricity belly: space monsters!

MOVE 6

e.g. Squat: shrink the moon and grab it!

WRITE YOUR MOVES IN THE WHITE BOXES

YOU SOLVED THE SMALL PROBLEM, BUT REMEMBER YOUR BIG PROBLEM FROM EARLIER?

SOME QUESTIONS TO HELP YOU:

HOW ARE YOU GOING TO SOLVE YOUR BIG PROBLEM?

7.

YOU DID IT!

NOW

LET'S REVIEW

Great work! Sometimes it can be good to take a break and come back. Why not stretch your body, have something to eat (I love bananas) and come back to look at your story a little later?

SOME QUESTIONS TO HELP YOU:

"DO I WANT TO INCLUDE ANY MORE MOVES?"
"CAN I ADD A SILLY MOVE OR STORY TWIST?"
"DOES THE STORY MAKE ME EXCITED?"

IT'S OK TO GO BACK AND MAKE EDITS. IN FACT, THAT'S A REALLY IMPORTANT PART OF WRITING!

8.

TIME TO TRY IT OUT

Woohooo! You did it. Now it's time to give it a go. Remember, it's fun to do it with friends and ask them if they have any ideas that you can include in your story. Ninja Kicks, Nimble Numbat, do you want to go outside to play?