

# FROM PROMPT TO ADVENTURE

*A flexible writing lesson for any Adventure Maker guided story prompt*

| AGES | GRADES | TIME          | FORMAT                              |
|------|--------|---------------|-------------------------------------|
| 8-12 | 3-6    | 60-90 minutes | Individual, partner, or small group |

| LESSON PURPOSE                                                                                                                                                                                                                                                                                                             | LEARNING TARGETS                                                                                                                                                                                                                                                                                                                                                                             |
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| <p>Adventure Maker gives young writers structure without taking away choice. Students use one guided prompt to plan, draft, revise, illustrate, and share an original adventure.</p> <p><i>The goal is not a flawless first draft. The goal is a complete story and a writer who feels proud enough to keep going.</i></p> | <ul style="list-style-type: none"> <li>Create a character with a goal or mission.</li> <li>Establish a setting using specific details.</li> <li>Organize a beginning, middle, and ending.</li> <li>Use dialogue to reveal character or move the action.</li> <li>Add an obstacle, surprise, or plot twist.</li> <li>Revise one part for clarity, detail, or stronger word choice.</li> </ul> |

| MATERIALS                                                                                                                                                                                                                                                        | TEACHER / PARENT PREP                                                                                                                                                                                                                                                                                                                   |
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| <ul style="list-style-type: none"> <li>Adventure Maker book or selected prompt</li> <li>Student pages from this companion</li> <li>Pencil and eraser</li> <li>Colored pencils, crayons, or markers</li> <li>Optional: timer, dictionary, or word bank</li> </ul> | <ul style="list-style-type: none"> <li>Choose one prompt or let students select their own.</li> <li>Pick one longer session or two shorter sessions.</li> <li>Print the Adventure Map and Revision Trail pages.</li> <li>Plan a low-pressure sharing option: partner read, gallery walk, family read-aloud, or author chair.</li> </ul> |

## FLEXIBLE LESSON OPTIONS

| ONE SESSION                                                   | TWO SESSIONS                                                                       | WRITING CENTER                                                                       |
|---------------------------------------------------------------|------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| Plan 10-15 min<br>Draft 20-30 min<br>Revise + share 15-20 min | Day 1: plan + draft<br>Day 2: dialogue, twist, revision, illustration, and sharing | Use the Adventure Map independently. Finish with the Revision Trail as a self-check. |

**WRITE IT. DRAW IT. LIVE IT.**

# TEACHING SEQUENCE | One 60-90 minute lesson or two 35-45 minute sessions

|   |                                                                                                                                                                                                                                                                                                                        |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <b>HOOK: WHAT MAKES AN ADVENTURE?</b> (5 min)<br>Name the ingredients of an exciting adventure: a goal, a place worth exploring, a problem, a risk, a helper, a surprise, and a satisfying ending.<br><i>"An adventure begins when an ordinary character has to do something difficult, surprising, or important."</i> |
| 2 | <b>CHOOSE AND UNPACK THE PROMPT</b> (5-8 min)<br>Read the Adventure Maker prompt aloud. Identify what the prompt already provides and what the writer still gets to invent.<br><i>"What must stay true to the prompt? What choices belong to you?"</i>                                                                 |
| 3 | <b>MAP THE STORY</b> (10-15 min)<br>Complete the Adventure Map on page 3 using notes, labels, arrows, and sketches. Oral rehearsal is welcome.<br><i>Checkpoint: know the hero, mission, obstacle, twist, and likely ending.</i>                                                                                       |
| 4 | <b>DRAFT THE ADVENTURE</b> (20-30 min)<br>Begin with action, a problem, or a strong sense of place. Draft in the book or on separate paper. Save corrections for revision.<br><i>"Keep the story moving. You can repair sentences after the adventure exists."</i>                                                     |
| 5 | <b>MINI-LESSON: DIALOGUE + PLOT TWIST</b> (8-10 min)<br>Model one line of dialogue that changes the scene and one twist that connects to an earlier clue or detail.<br><i>A good twist feels surprising, then makes the reader think, "That makes sense."</i>                                                          |
| 6 | <b>REVISE, ILLUSTRATE, AND SHARE</b> (10-20 min)<br>Use the Revision Trail on page 4, improve at least one section, and illustrate a key scene. Finish with a safe sharing option.<br><i>Celebrate completion, strong choices, vivid details, and productive revision.</i>                                             |

## DIFFERENTIATION AND EXTENSIONS

|                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                     |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>SUPPORT WRITERS</b> <ul style="list-style-type: none"> <li>Sketch before writing.</li> <li>Offer sentence starters or a word bank.</li> <li>Allow oral storytelling or adult/partner scribing.</li> <li>Use a smaller target: one complete scene.</li> </ul> | <b>EXTEND THE CHALLENGE</b> <ul style="list-style-type: none"> <li>Add a second obstacle and consequence.</li> <li>Use details from three senses.</li> <li>Write dialogue between characters who want different things.</li> <li>Foreshadow the twist with an earlier clue.</li> </ul> | <b>HOME / HOMESCHOOL</b> <ul style="list-style-type: none"> <li>Take turns adding sentences.</li> <li>Act out the scene before writing.</li> <li>Let the child narrate while the adult asks questions.</li> <li>Read the finished story aloud to family.</li> </ul> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

# STUDENT ADVENTURE MAP

*Plan the path before you write the journey.*

NAME: \_\_\_\_\_

DATE: \_\_\_\_\_

ADVENTURE TITLE: \_\_\_\_\_

## 1. THE HERO

Who is the main character? What do they want? What strength, fear, habit, or problem makes them interesting?

## 2. THE SETTING

Where and when does the adventure begin? Add two details a reader could see, hear, smell, or feel.

## 3. THE MISSION

What must the hero find, fix, escape, protect, deliver, discover, or prove?

## 4. THE OBSTACLE

What blocks the hero? Why can the problem not be solved immediately?

## 5. HELPER, TOOL, OR CLUE

What person, creature, object, map, message, or skill helps the hero move forward?

## 6. THE SURPRISE / PLOT TWIST

What changes what the hero - and the reader - thought was true?

## BEGINNING

Introduce the hero, setting, and mission.

## MIDDLE

Raise the trouble. Add a choice, consequence, and twist.

## ENDING

Show how the problem changes or is solved. End with a final image or feeling.

**Ready? Open your Adventure Maker book and turn the map into a story.**

# DIALOGUE, REVISION, AND REFLECTION

*Strong writers do not only finish stories - they make purposeful changes.*

## DIALOGUE BUILDER

Write one line that reveals a feeling, creates conflict, gives a clue, or changes what happens next.

**Character A says: "**

**Character B answers: "**

**What changes because of this conversation?**

## PLOT TWIST CHECK

- ☐ The twist connects to a clue or detail already in the story.
- ☐ The twist changes the hero's plan, understanding, or goal.
- ☐ The twist is surprising without feeling random.

**My twist in one sentence:**

## THE REVISION TRAIL

- ☐ My beginning makes the hero, setting, and mission clear.
- ☐ Events happen in an order the reader can follow.
- ☐ I added at least one specific sensory detail.
- ☐ Dialogue has quotation marks and does a job in the story.
- ☐ The hero faces a meaningful obstacle or choice.
- ☐ My plot twist connects to the rest of the story.
- ☐ My ending shows what changed.
- ☐ I improved one sentence with stronger words or clearer details.
- ☐ I checked capitals, punctuation, and spelling I know.

## AUTHOR REFLECTION

**The part I am proudest of:**

**One change that made my story stronger:**

**The next adventure I would like to write:**

## QUICK TEACHER / PARENT CHECK

| SKILL             | DEVELOPING                                              | ON THE TRAIL                                         | ADVENTURE READY                                          |
|-------------------|---------------------------------------------------------|------------------------------------------------------|----------------------------------------------------------|
| STORY STRUCTURE   | Some parts are missing or unclear.                      | Beginning, middle, and ending are present.           | Events build clearly toward a satisfying ending.         |
| DETAIL + CRAFT    | Mostly general details; little dialogue or description. | Includes useful details, dialogue, or a twist.       | Details, dialogue, and twist work together purposefully. |
| REVISION + EFFORT | Needs support to finish or revise.                      | Completes the story and makes at least one revision. | Revises thoughtfully and can explain the change.         |