

Story-making Ideas

Can't think of anything to write about?

Try out some of these suggestions.



1

Imagine you are only 7cm tall! Think how differently the world would look (perhaps you could try lying on the floor to get a better idea!).

Write an adventure story about how you would cross from one side of the room to the other. What obstacles and dangers are in your path? What objects in the room could help you? Make it as exciting as you can.

2

Write a story about Gobkin trying to steal cake crumbs from a bakery. It's his first hunting trip by himself and he is very nervous!

What could go wrong? Perhaps he falls into a mixing bowl and has to escape before he gets baked into a cake! Perhaps he gets spotted by the baker who tries to catch him! Try and make it funny - there are loads of possibilities for messy catastrophe!



3

Imagine you are a thief like Claudia Slymark. You've been sent by a rich client to steal an important magical object from an ancient castle.

What is the object? What magical powers does it have? Is it dangerous? Write a story about how you creep into the castle to look for the object. Is it guarded? Perhaps it has a magical guardian, like a unicorn, or perhaps another thief is after the same object and you are racing them to get it. What happens?



4

What would you do if you had three ghosts as your friends, who could pass through walls or carry you through the sky? Where would you go? What adventures would you have?



5

What would you do if you met a Smidgen? What questions would you ask them?

Word Search

**Can you find the words hidden in the grid below?
They are all words to do with the Smidgens - find them
horizontally, vertically or diagonally (they might
run backwards)!**

GLIDER
TEENSY
SPARROW
GAFFERTY

SMALL
FLY
RESTAURANT
TOYSHOP

KNIFE
MIRROR
GRUB
THIEF

TOTHERBLIGH
PEGGYGUMS
FACTORY
LITTLE

ITSYBITSY
BEETLE
GOBKIN
HOTEL

TINY
SPIDER
GHOST
CHIP

F	S	Y	E	S	G	S	P	A	R	R	O	W	G
L	F	A	C	T	O	R	Y	E	P	T	K	T	I
Y	O	Y	L	O	B	U	T	S	E	O	G	H	T
F	I	L	I	T	T	L	E	P	G	Y	O	I	S
T	S	O	H	G	N	E	E	I	G	S	B	E	Y
N	O	G	L	P	A	T	N	D	Y	H	K	F	B
E	F	I	N	K	R	O	S	E	G	O	I	E	I
T	I	N	Y	F	U	H	Y	R	U	P	N	A	T
R	C	H	I	P	A	B	E	A	M	E	E	B	S
S	M	A	L	L	T	B	I	R	S	D	G	E	Y
L	M	H	T	Y	S	Y	U	G	L	I	D	E	R
T	V	Y	R	E	E	M	I	R	R	O	R	T	O
T	O	T	H	E	R	B	L	I	G	H	T	L	R
A	E	G	A	F	F	E	R	T	Y	G	R	E	Y

Create a Bug Knight

Gobkin loves the Bug Knight action figures - they're people who dress like bugs! Follow the steps below to make one of your own.

1

Pick one type of creepy-crawly from this list: spider, fly, beetle, worm, snail, grasshopper, bee. Think about what makes each animal look unique. Write a sentence about it here:

2

Now pick a job for your knight. Here's a list of jobs (or perhaps you could think of one by yourself): chef, farmer, astronaut, hairdresser, sailor, actor, teacher, shopkeeper. What skills do they need? What type of tools do they use? Do they need any special clothing? Make a list:

3

Now draw your Bug Knight, remembering to put in all those special qualities you've already thought about. Write a bit about your character: what is their name? Where do they live? What do they do every day? For example: a worm astronaut called Gerald, who lives on a space station. He watches out for comets!



Name:

Description:

Crack the Code!

Gafferty has discovered an inscription in a long lost underground chamber. It's written in ancient Smidgenese. Help her to decipher the message and decide whether she should carry on exploring, or go home!

◇\T K-D\ +5 7≡\ 4≡KΘ+T
 -D\K 7Θ-D\! φ7 ∫φ⊗\4 φ8 7≡\
 4\+∫Θ 7Θ∫∫\∫. 7K⊥\ 7≡\ 5φ-D47
 7Θ∫∫\∫ 7+ 5φ∫Θ 7≡\ 7-D\K4Θ-D\
 φ7 φ4 K ⊠K⊠φ-K∫ Δ\T\∫ 7≡K7
 ⊠-D\K∫74 Tφ4≡\4.



Code:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

K ◇ - Θ \ 5 ⊠ ≡ φ Δ ⊥ ∫ ⊠ ∫ + 4 ∫ - D \ K 7 Θ ⊗ T ∞ ≠ ⊠

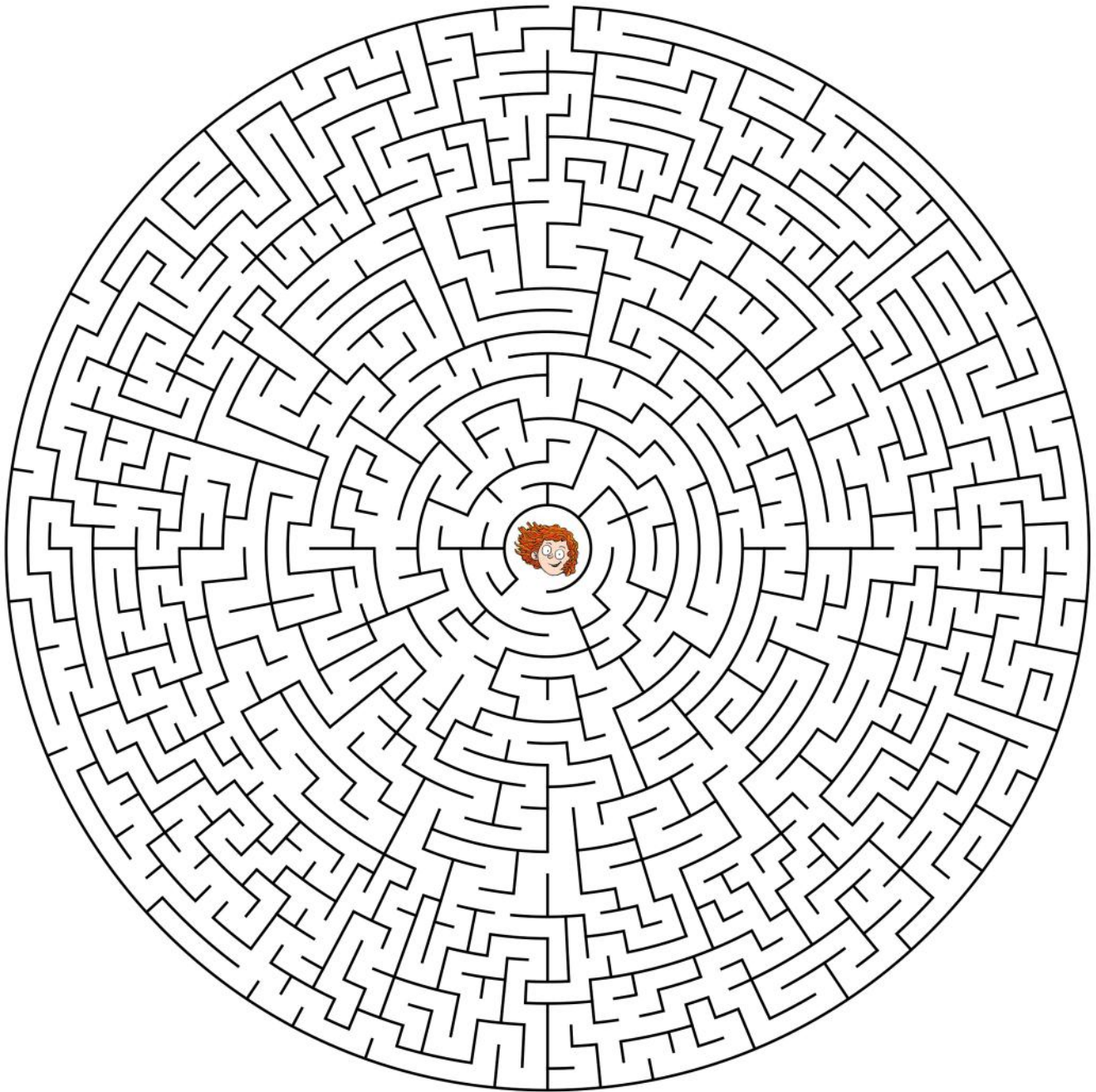
Decode the message here:

_____!
 _____.

 _____.

Lost in the Tangle!

**Gafferty has wandered all the way to the centre
of the Tangle and can't find her way out!
Can you help her get back to her family?**



Solutions

F	S	Y	E	S	G	S	P	A	R	R	O	W	G
L	F	A	C	T	O	R	Y	E	P	T	K	T	I
Y	O	Y	L	O	B	U	T	S	E	O	G	H	T
F	I	L	I	T	T	L	E	P	G	Y	O	I	S
T	S	O	H	G	N	E	E	I	G	S	B	E	Y
N	O	G	L	P	A	T	N	D	Y	H	K	F	B
E	F	I	N	K	R	O	S	E	G	O	I	E	I
T	I	N	Y	F	U	H	Y	R	U	P	N	A	T
R	C	H	I	P	A	B	E	A	M	E	E	B	S
S	M	A	L	L	T	B	I	R	S	D	G	E	Y
L	M	H	T	Y	S	Y	U	G	L	I	D	E	R
T	V	Y	R	E	E	M	I	R	R	O	R	T	O
T	O	T	H	E	R	B	L	I	G	H	T	L	R
A	E	G	A	F	F	E	R	T	Y	G	R	E	Y

Crack the Code:

Beware of the shadow creature! It lives in the second tunnel. Take the first tunnel to find the treasure. It is a magical jewel that grants wishes.

