

Mentor Text

The Mentor Text below was written by Basil, a student from 826 Boston.

Peter, Who Went on the Best Adventure Ever

by Basil, 826 Boston

There is a hole in the trunk of the tree. whenever you want to go somewhere long, long ago, or somewhere far, far away from your home, you look for a sparkle in the hole in that tree. You climb in, and you're at the place you wanna be.

Once, a boy named Peter had to sell his stuff because his family was very poor. One time, he sold his special toy, a plastic spaceship with little figures, because he thought he'd get a lot of money for it. But instead, someone gave him a seed for it. This seed turned out to be a magic seed. Peter looked out his window and heard a bunch of zappy noises coming out of the ground. His house shook, and then a palm tree with a hole in it, and sunflowers at the top, appeared. A while later, Peter thought of going to a forest from long ago, with different animals that were now extinct.

The next day, he saw a sparkle in the tree's hole and went to take a closer, tiny look. But instead, he fell down the hole. How much time had passed in the real world? After a short time, he appeared where he wanted to be. He was back in the days of dinosaurs. He saw a giant flying creature that landed right in front of him. It was a Pteranodon! A Pteranodon was a giant creature that had a long beak, and it usually flew around near Tyrannosaurus rexes.

All of a sudden, Peter heard the ground shaking, and he realized that this is where the sunflower palm tree had ruined his yard. Then, he saw a Tyrannosaurus rex! He ran for his life. Tyrannosaurus rexes had teeth as big as bananas. Then, Peter found a cave that belonged to a Spinosaurus. From far away, Peter could see the sparkle in the hole of the sunflower palm tree. The Pteranodon came back, picked Peter up, and flew away. The Pteranodon didn't know what he was doing, but he flew right over the T rex, and right into the sunflower palm tree. Peter climbed right into the hole and went back home, where he lived happily ever after.

He never forgot about the sunflower palm tree that took him back long, long ago and far, far away. He always hoped it would take him on another amazing adventure.

Common Story Shapes

Story shapes help guide the events of your story so that they unfold naturally---they're kind of like a theme to keep in mind while you're writing. Below are three common story shapes and examples of real books that use them. **Read about each shape and answer the question in each section.**

JOURNEY

This is the oldest type of story. This shape depends on a seemingly ordinary protagonist leaving their normal life behind, in pursuit of completing an impossible task. They meet other characters along the way, some might even help them on their quest, and clear unexpected challenges along the way. When they return, they are transformed into a different character because of their journey.

If you were to write a Journey story, where would your protagonist travel to?

DAY IN THE LIFE

Day in the Life stories are framed around a specific amount of time, like one day of school. You get to put yourself in someone else's shoes and think about what they might experience, who they talk to, and how they feel within the amount of time you've chosen.

If you were to write a Day in the Life story, who would your protagonist be?

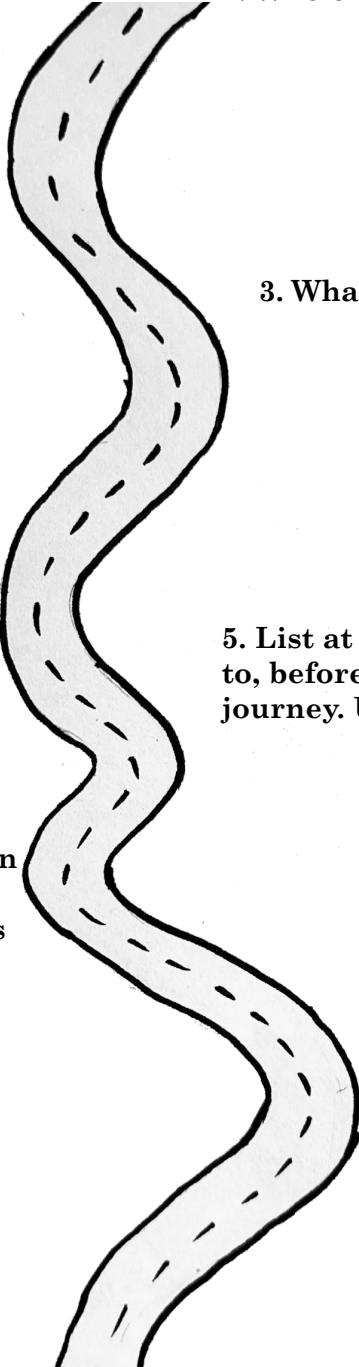
SUPER SLEUTHS

Stories that feature a mystery to solve are also a classic shape, because the whole story depends on that mystery being solved. But, just because your characters need to solve a mystery doesn't mean you have to make really easy on them! Try to throw in some curveballs (or "red herrings") to distract or sidetrack your characters.

If you were to write a Super Sleuths story, what would be the mystery your character(s) needs to solve?

Journey: Planning Sheet

Think of the Journey store shape like a road—the curves in the path mimic the events in your story. To help you make sure those events unfold naturally, answer the prompts below! If you need more space, keep writing in your writing journal.



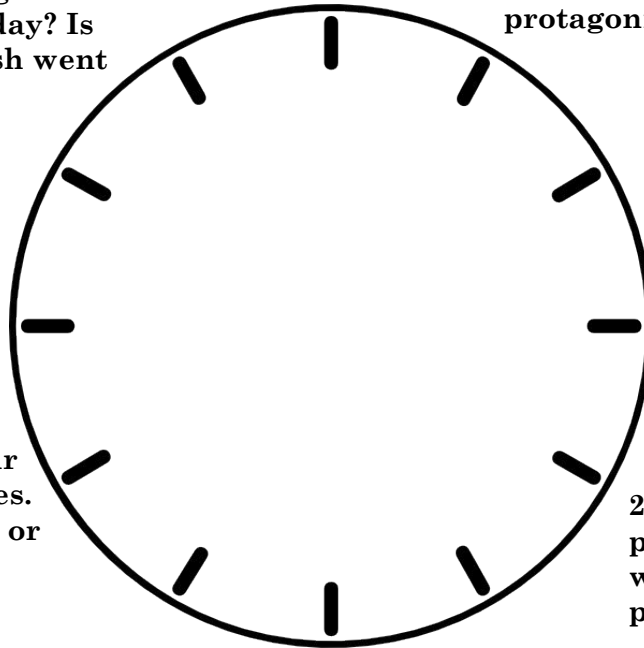
1. Who or what is your protagonist?
2. What is one “ordinary” thing about them?
3. What is the goal of their journey?
4. List at least 2 other characters your protagonist meets on their journey. Use 1 word to describe each character. Do these characters join you on your journey?
5. List at least 2 places your characters go to, before they get to the end of their journey. Use 1 word to describe each place.
6. What is 1 person or thing getting in the way of your protagonist completing their goal? Why does this person or thing want to stop your protagonist from succeeding?
7. Does your protagonist successfully complete their goal? How does their life change when they return home?

Day in the Life: Planning Sheet

Day in the Life stories focus on a specific span of time. In your story, try focusing on just one day in your character's life. To help the events of your story unfold naturally, **answer the planning questions that are arranged around the clock below. Write the name of the character whose day you will write about in the middle of the clock.** If you need more space, continue writing in your journal.

5. How does your protagonist feel at the end of their day? Is there anything they wish went differently?

1. Where will your story take place? Why is this place significant to your protagonist?



3. List 1 event that your protagonist experiences. Is this event a positive or negative part of their day?

2. List 1 event that your protagonist experiences. Do they watch this event happen or participate themselves?

3. List 1 event that your protagonist experiences. Are they alone or with other characters?

Super Sleuths: Planning Sheet

Stories that feature a mystery to solve are also a classic shape, because the whole story depends on that mystery being solved. Answer the questions below to create your own Super Sleuths story.

3. What is your initial idea for how your characters will solve the mystery? (This can change as you write the story.)

2. List at least 1 other character that helps your protagonist solve the mystery. How do they meet?

4. What is your initial idea for how your characters will solve the mystery? (This can change as you write the story.)

1. Who or what is your protagonist?

4. What is one misdirection (or Red Herring) you can write in, to distract your characters?

