

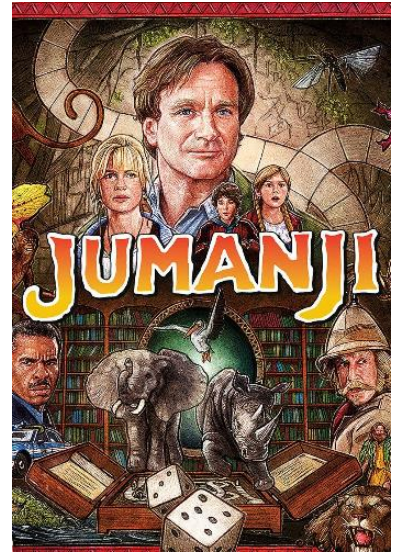
## Monday- Writing Task

### The world of Jumanji!

In 1981 Chris Van Allsberg wrote a book called Jumanji. In the story, a brother and sister discover a game that turns fiction into real life. Whatever square you land on in the game, brings a new challenge to overcome. Worst still, the challenge becomes a reality for everyone around.

Click here to watch the movie trailer:

<https://www.youtube.com/watch?v=yLyXEQPuLJo>



Now let's take a look at a story that follows the same plot idea as Jumanji. The Game is a finding tale and has this simple underlying plot pattern:

Basic story structure	Structure of a finding tale
Opening	Introduce the main character/s (MC)
Build up	MC goes somewhere and finds an unusual/amazing/important object
Problem	Something goes wrong – it is the fault of the object
Resolution	MC puts back/hides/throws away the object – the problem is solved
Ending	All is well again and lessons have been learnt

You can listen to a recording of The Game story below here:

<https://soundcloud.com/talkforwriting/game/s-7MB1xRcz8zL>

*It's now your turn to be an author. Let's look at the problem section of The Game. We're going to plan and re-write it with new ideas.*

*The problem:*

At that moment, the table began to shake, the windows rattled and the floor vibrated. Everyone stopped what they were doing and the room fell silent. "EARTHQUAKE!" shouted Billy, bursting into laughter. He soon stopped, as in a blink of an eye, an enormous spider, bigger than a horse, shot out of the game and landed in the centre of the crowded classroom. Everyone froze. Its enormous, hairy legs were tensed, ready to pounce and its whole body seemed to pulse. Eight, bulging eyes scanned the room and then ...

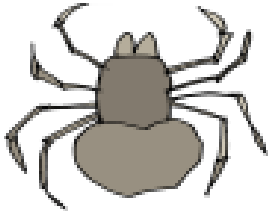
It sprung into action. It crushed the tables, smashed the windows and flung children all around the classroom with a flick of its legs. It powered towards Mrs Allbright as she stood rooted to the floor in terror. The room was filled with shrieks of panic and despair. "What shall we do?" shouted Danny desperately, pressing himself tightly against the wall.

"Read the instructions," ordered Susie. "We have to stop it!"

*What other problems could the game cause? What else could come out of the game and what would it do?*

*Keep the classroom setting the same for now and plan a new idea below. You can make notes or draw what will come out of the game and what it will do once it's released.*

Now it's your turn to plan fill in the plan below or note down on paper:

Instead of:	Your ideas:
	
... crushing the tables	
... smashing the windows	
... flinging children round the room	
... grabbing the teacher	
... extra ideas	