

Narrative Craft: Plan, Draft, Revise

Plan a short narrative with setting, character goal, problem, sequence and satisfying ending, then revise for clarity.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Plan a short narrative with setting, character goal, problem, sequence and satisfying ending, then revise for clarity.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 Stories need connected events, not just a list of actions.

2 Character choices can drive the plot.

3 Revision improves meaning, detail and pacing after the first draft.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Choose a character goal and obstacle.

Plan beginning-middle-end with three key events.

Add one sensory detail to a setting.

Replace a weak verb with a precise verb.

Revise an ending so it connects to the story problem.

Try it beyond the page

Real-world / hands-on connection

Tell the story orally to a trusted listener before drafting; notice any missing steps.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Write a one-page original story and add a revision note explaining one change you made.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Why plan a character goal?

2. What is revision for?

3. Should every story end happily?

Quick review

1. In one sentence, explain the big idea of “Narrative Craft: Plan, Draft, Revise”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

It gives events direction.

2. Suggested response

To improve clarity, impact and coherence.

3. Suggested response

No; the ending should fit the story.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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