

# THE STORY MACHINE

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## HOW DOES THIS BOOK WORK?

The many assignments you will find in this book are sorted into four categories, by level of difficulty. Each assignment will help you discover one new story. Write it down or tell it aloud. Try to give its characters interesting features, add colourful descriptions of setting and invent amusing storylines. You can take words from the corners of the pages to help you.

## PICKING WORDS AT RANDOM

- 1) Open the book at a random page.
- 2) Choose one or more of the words in the corners.
  - characters top left
  - objects top right
  - places bottom left
  - activities, characteristics or actions bottom right
- 3) Include these words in your story.

The Story Machine can generate many different stories and you can use it in various ways. There are no limits on your imagination here.

The Story Machine is the key to a magic gate that opens to a mysterious realm where truly anything is possible. With the Story Machine, you can become the first teller of hitherto undiscovered stories, meet fascinating characters, play unusual games and have a great deal of fun besides.

Yes, the Story Machine can produce crazy tales at the click of your fingers. But sometimes it can make things tough for you too. That's because it was invented by a mysterious aunt called Chance.

Feel free to draw, write and stick things in this book. For now, the book is the same for all travellers to the realm of stories. But as soon as you make your first mark in it, it is yours and yours only. That's because you will feed into it a spark that is uniquely yours. That's right – no one else on the planet has that same spark inside them. If you complete all assignments in the book, you will become a true master of the Story Machine!



black sheep

shield

# THE NIGHT SKY

Imagine that you are an astronomer who has accidentally discovered a completely new constellation. With a white crayon, draw it into the universe. What is it called, and why? Which real constellations can you name?

URSA MAJOR (GREAT BEAR)

dirt road

fun



# TWO PRINCESSES

These two princesses are sisters. For some reason they are cross with each other. Give them names and draw in their faces.

Say what has happened to them and how they can make up.





stableboy

bridle

# FELIX THE RUNAWAY HORSE

Felix the frightened horse has run away from the farm. Help the old farmer find the lost horse and describe the obstacles he must overcome on his way. Include some of the words from the corners of the pages in your story.



out-of-the-way inn

get lost



# A VILLAGE CALLED HOLLERTON

Point to different places in the picture and describe what is going on there. Now think up a story that will join all this together.

## work



*The Story Machine* opens a door to a magical world where anything is possible. It conjures up encounters with interesting figures in extraordinary situations, so enabling children to push at the boundaries of their imagination. The book includes a special 'story generator', which, while a story is being told, pulls characters, subjects and situations at random from the corners of each page. Not only does this original book hone the reader's storytelling skills, it helps develop literacy, creativity and the imagination. Abundantly illustrated and great fun, its tasks and games are divided into four levels, from Beginner to Story Machine Master. If you like, you can write, draw and stick things in the book. For readers aged 6–12 years and their parents and grandparents.

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