

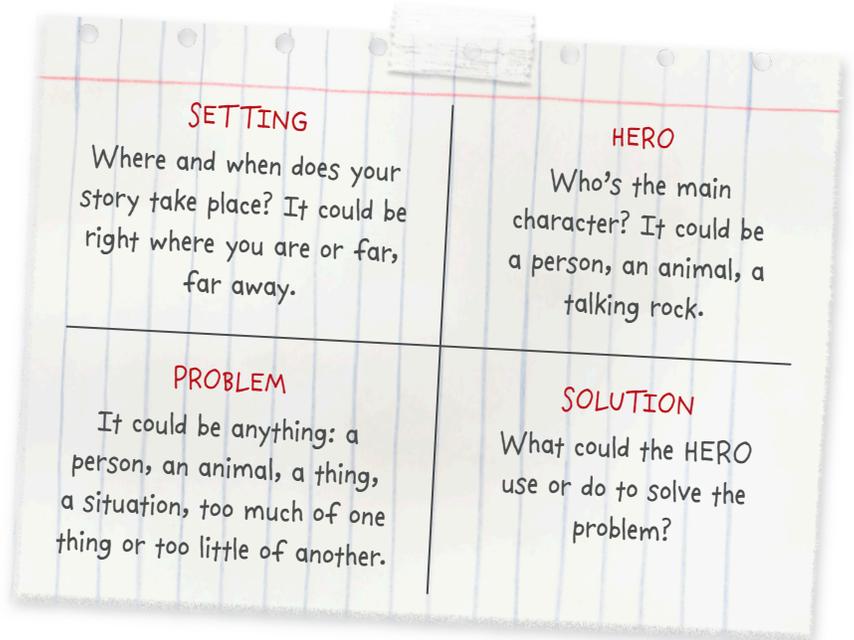
# BRAINSTORMING WITH ROSIE AND WOLFIE

## Writing Activities



Just like Rosie and Wolfie, you can use **BRAINSTORMING** to get ideas for your own story!

On a separate piece of paper, make four boxes: **SETTING, HERO, PROBLEM, SOLUTION**. Give yourself three minutes to brainstorm a list in each box. Write down anything that comes into your mind, even if it sounds ridiculous!



### Got your brainstorming done?

Now pick **three** of your ideas from each category and write them below.



SETTING	1. _____	2. _____	3. _____
HERO	1. _____	2. _____	3. _____
PROBLEM	1. _____	2. _____	3. _____
SOLUTION	1. _____	2. _____	3. _____



Using the lists of your ideas, fill in the blanks of these story starters and see what silly story ideas you come up with!

Once upon a time, in \_\_\_\_\_  
(setting 2), a frog named \_\_\_\_\_  
(hero 3) was feeling down in the dumps.  
\_\_\_\_\_ (problem 1), and  
\_\_\_\_\_ (hero 3) had no idea  
what to do about it.

Far, far away, on a planet called  
\_\_\_\_\_ (setting 1), things were  
falling apart. There was \_\_\_\_\_  
(problem 3) everywhere, and nothing  
they'd tried could fix it. Finally, they'd  
called in the only one they knew could help:  
\_\_\_\_\_ (hero 2).

\_\_\_\_\_ (hero 1) clapped their hands.  
Today was the big trip to \_\_\_\_\_  
(setting 3), and they could hardly wait!  
Everyone was ready to go. There was just  
one problem, and \_\_\_\_\_ (hero 1)  
hoped no one would notice:  
\_\_\_\_\_ (problem 2)

Now, look at your three solutions from your brainstorming list. Which one might be able to help solve the problem in each of these silly stories?

Even if none of them look like they make sense, think about how the characters could change things so they can solve the problem with the solution you've got.

**YOU'RE** the hero of this writing story, and you can figure out some way to make it work!

Pick one of these story starters and use a separate piece of paper to expand it into a whole story, with a beginning, a middle, and an end.

Think about all the things that happen, and make sure they happen in the right order. Remember to add other characters and details that tell the reader about the setting. Include things your hero is thinking about and things characters say to each other.

To make your story extra good, think about adding a **CLEVER TWIST**: Is there a way for your hero to do something or solve the problem in a way that is the opposite of what you might expect?

HAPPY WRITING!

Activity inspired by *Rosie Woods in Little Red Writing Hood* by Maya Myers, illustrated by Eleanor Howell