

Storytelling Practice Worksheet

Age Group: 7-12 Years | Skill Focus: Imagination & Storytelling

My name: **Date:**

How to use this worksheet

You will spark an idea, create your hero, plan your story and tell it out loud.
Do each step in order. There are no wrong answers in a story, so be creative!

1 Spark Your Idea

Tick ONE from each box, or write your own. Mix them up and see what happens!

Who is the hero?

- ☐ A brave explorer
- ☐ A talking animal
- ☐ A young inventor
- ☐ A friendly robot

My own:

Where does it happen?

- ☐ A secret island
- ☐ A magical forest
- ☐ A space station
- ☐ An underwater city

My own:

What goes wrong?

- ☐ A treasure is lost
- ☐ A strange noise
- ☐ A giant storm
- ☐ A secret message

My own:

Story Spark!

Join your three choices into a "What if...?" question. This is your story idea!

Example: "What if a friendly robot in an underwater city heard a strange noise?"

My story title:

My story will be... Tick ONE!

- ☐ Funny
- ☐ Exciting
- ☐ Mysterious

My story idea in one sentence:

.....
.....

2 Create Your Hero and Setting

Write words or short sentences. Make your story come alive with details!

MY HERO Who is your story about?

Think about what your hero is like on the inside and the outside.

Name:

What they look like:

What they want most:

What makes them special:

What they are afraid of:

MY SETTING Where does your story happen?

Use your 5 senses to bring the place to life!

I can SEE:

I can HEAR:

I can SMELL:

I can FEEL:

The place feels... Tick ONE!

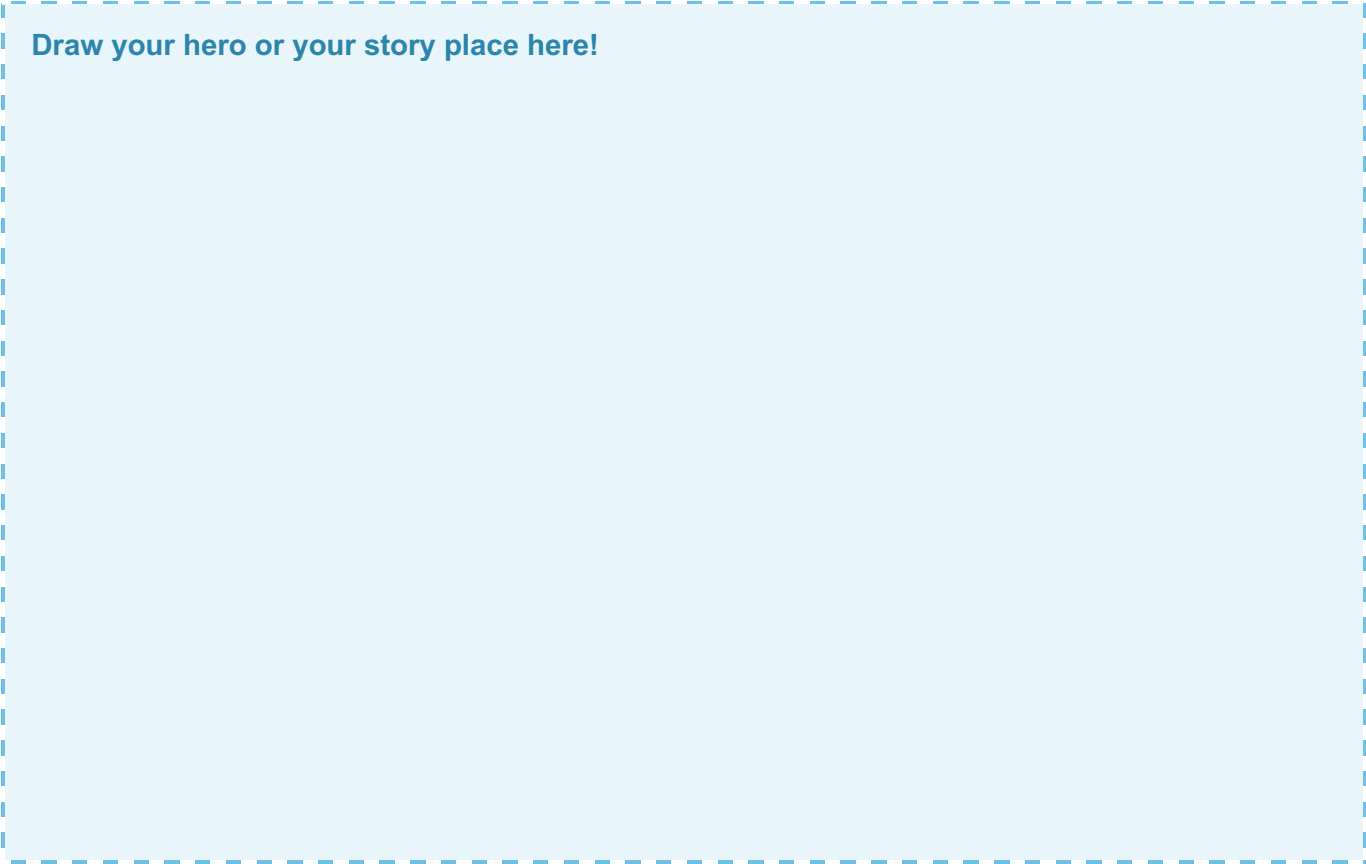
☐ Spooky

☐ Happy

☐ Calm

☐ Exciting

Draw your hero or your story place here!



3 Plan Your Story

Every great story has a hero, a problem and a solution. Plan each part below!

BEGINNING Meet the hero and the place

Try: "Once upon a time, in ____, there lived ____ who loved ____."

.....

.....

.....

MIDDLE Something goes wrong! What happens next?

Try: "Suddenly, _____. The hero tried _____, but _____. Then _____."

.....

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.....

ENDING Solve the problem and end with a surprise

Try: "In the end, _____. From that day on, _____. The End!"

.....

.....

.....

Story Words to Keep Things Moving

START: Once upon a time One day Long ago

MIDDLE: Suddenly But Then Meanwhile

END: Finally In the end From that day on

Read your story plan out loud once. Check it!

☐ It has a hero

☐ It has a problem

☐ It has an ending

Tip: A great story makes your audience wonder, "What happens next?"

4 Tell Your Story

Your story should take about 1 to 2 minutes. Tick each Storyteller Tip you remember!

Storyteller Tips

- | | |
|--|--|
| ☐ Speak slowly and clearly | ☐ Change voice for each character |
| ☐ Pause before exciting parts | ☐ Look at your audience |
| ☐ Use your face and hands | ☐ Add fun sound effects |

Tell your story 3 times. Colour a star after each one!

Practice 1: to a mirror



Practice 2: to a toy or pet



Practice 3: to family or friends



Time it! My story took (minutes and seconds):

How did your story feel? Tick your choice!



Amazing story!

☐ Tick here



Getting there

☐ Tick here



Needs more magic

☐ Tick here

My favourite part of my story was...

.....

Next time I will add:

Parent / Teacher Feedback

What the child did well:

One thing to try next time:

Storytelling stars: ☆ ☆ ☆ ☆ ☆

Signed:

Well done! You are a real storyteller!