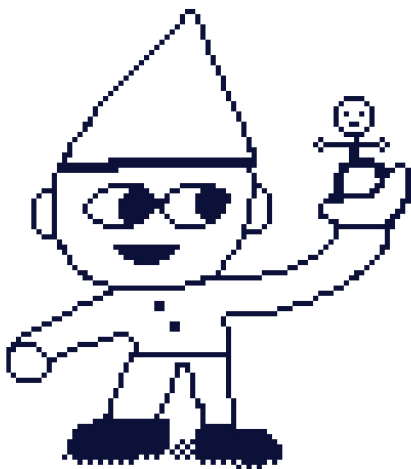


# QUEST BOX

## 5 DAYS OF STORY ACTIVITIES

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Imagine a mini-explorer has landed in your home. A mini-explorer who could sit in the palm of your hand.

You are going to help them train for their next adventure. Think of your home as a training ground for them to get stronger and discover their potential!

What kind of explorer will they be and what sort of places will they explore? Through the activities in this box, you will discover more about your mini-explorer and the kind of adventures they will go on.

As you start Day One's activity, begin to think about what your explorer looks like. Are they a human? Or are they an animal, an alien or maybe a robot?

Perhaps they are a mixture of one or two different things, like a fish with legs or a carrot with a face. Whatever feels fun or exciting to you!

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Through these games and activities, you might write a number of different stories about your mini-explorer. When you're finished, you can use the postcard provided to send your story and a drawing of your mini-explorer to friends, family, or your school.



# Day One

# Character Creator

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**It's time to build your mini-explorer from the ground up. A great way to create a character is to think about using simple shapes to construct their body. Use your pens and paper to draw your designs. Here are some activities to help you get started.**



**1** Cut out paper into simple shapes. Think about how these shapes could be arranged to create your character's body. What changes if the head is a triangle? Or a square?

**2** You could also look around the room and find shapes that inspire you. It could be the shape of a lampshade, or a cushion. Can you use these shapes to help design your character?

**3** Think about the kind of environment your explorer will travel to. What will the weather be like? Will it be ice cold or swelteringly hot? Will they need strong armour, or a special helmet? Think about what kinds of clothes they'll need.

# Day Two

# Chat Bubbles

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**It's time to get to know your mini-explorer, and the best way to get to know anyone is by asking them questions! Get your speech-bubble sticky notes and a pen ready to find out your mini-explorer's ambitions and secrets.**

**1** Find your favourite place in your home. Sit down with your mini-explorer and ask them questions about their favourite things. What excites them about their next adventure? What are their hopes, dreams and ambitions? Write the answers on the sticky notes and stick them on the wall.

**2** Now find a quieter place in your home. Sit down with your mini-explorer and find out what they don't like. What sort of things scare them? What are they worried about? Again, write the answers on the sticky notes and stick them on the wall.

**3** With all the sticky notes on the wall, reflect on the answers and think about what kind of personality your mini-explorer has.

Now, see if you can write a short letter in the voice of your mini-explorer, telling the reader all about their hopes and fears for the future.



# Day Three

## Ribbon Route

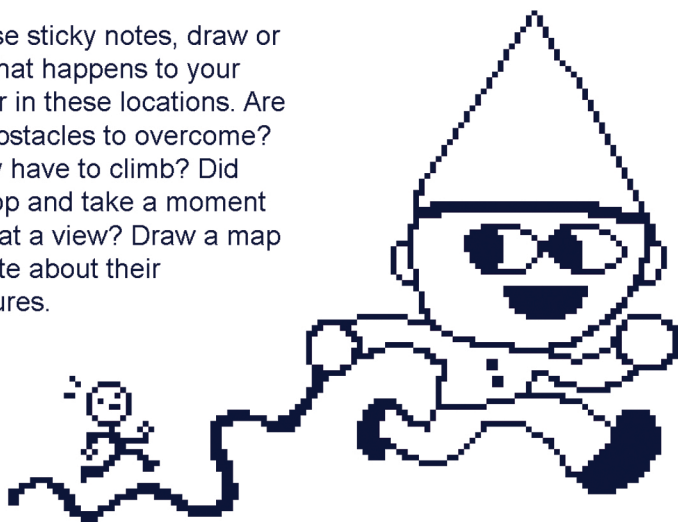
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**To train for their big adventure into the unknown, your mini-explorer will need to know how to navigate strange environments. Perhaps one of the spaces in your home would be a perfect place for them to practise?**

**1** Take your ribbon and create a route around a room in your house. Imagine that the room is a landscape. A duvet could be a mountain range, a chair might be a tower, or a carpet becomes a vast sea. Perhaps the ribbon goes over or under furniture. Be careful when doing this!

**2** Place 6 sticky notes at various locations along the ribbon. Imagine your mini-explorer is travelling the route of the ribbon.

**3** On these sticky notes, draw or write what happens to your explorer in these locations. Are there obstacles to overcome? Do they have to climb? Did they stop and take a moment to look at a view? Draw a map and write about their adventures.





# Day Four

## Danger Dice

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**Hazards lie ahead! Adventures can be fun and exciting, but your mini-explorer is sure to come across a few problems to solve along the way. Let's make sure they're well prepared! This training exercise will help you and your explorer think of ways to overcome the trickiest of situations.**

- 1** Write down a list of 6 adjectives. For example; shiny, slimy, pointy or wobbly. Number them from 1 to 6.
- 2** Now can you think of any helpful items that your mini-explorer can use on their adventure? For example: a torch, a wand or a telescope. Write down a list numbered from 1 to 6.



- 3** Oh no! Looks like your explorer has come across a sticky situation. Find out what's happening using the list on the back of this card. Fill in the blanks with your own ideas!
- 4** Roll your dice once for an adjective, again for an helpful item and a third time for a sticky situation. How will your adjective and your item help your mini-explorer out of their sticky situation?

Explore the solution to this problem by writing a paragraph about how your mini-explorer overcomes each sticky situation! Repeat as many times as you like.

Please turn the card over for the list!



## STICKY SITUATIONS

1. A boulder blocks their path
2. They are sinking in a bog
3. A scary monster appears
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

Add 3 of your own ideas to the list!



# Day Five

## Panel Pathways

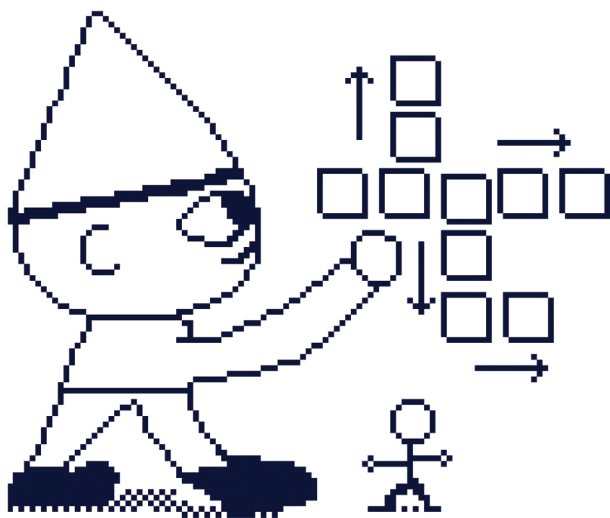
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**Let's test how your mini-explorer fares on an adventure! This activity will help you explore how different choices can lead to different endings. Find a wall or a space on the floor and we can begin.**

**1** On your first sticky note, draw your mini-explorer setting out on a quest. You decide where they are going!

**2** What happens next? Perhaps they come across a problem or meet a friendly face who joins them on their adventure - it's up to you. Use your sticky notes to draw each part of your story.

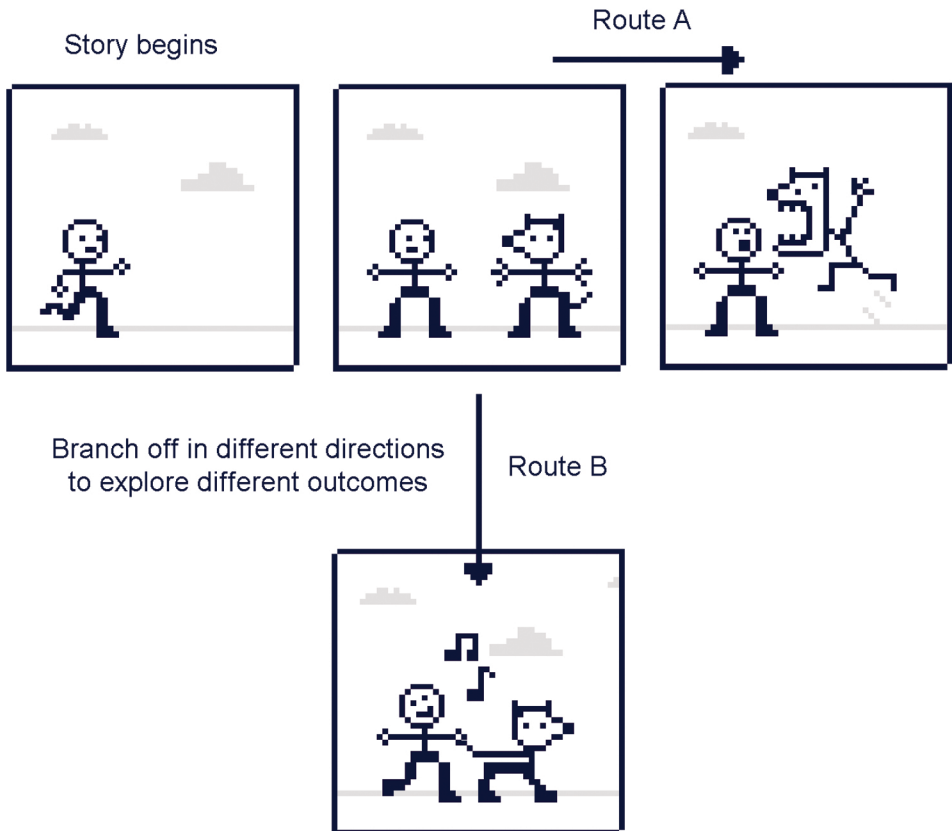
**3** Revisit parts of your story to see if different choices could be made. Use your sticky notes to branch off in different directions to create different stories. You can explore many versions of how your story plays out.



Please turn over for an example



Example:



Take the story in as many  
different directions as you like!