



TEACHER'S KIT!



Spilling Ink THE BOOK!

I DARE YOU!

IDEA CATCHERS

I DARE YOU . . . Divide a piece of paper into three slips. On one of the slips write a line of dialogue; on another, an emotion; on the last, a place. (Example: “I don’t know why he keeps knocking on the door,” she said. Happiness. A dungeon.) Collect them in three bowls or cups, keeping each category separate, and pick one slip of paper from each cup. Then write a scene using all three.



I DARE YOU!

IDEA CATCHERS

I DARE YOU . . . to keep a small notebook or pad of paper by your bed and write down your first and last thoughts of the day for a week. Don't worry if those thoughts seem silly or random, just jot them down. At the end of the week, find one idea or thought and write a story from it. Repeat this exercise as often as you like.



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IDEA CATCHERS

I DARE YOU . . .
to make up an
entirely new word.
Write a dictionary
definition of the
word and then
feature it in a
story.



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IDEA CATCHERS

I DARE YOU . . . to collect intriguing, unusual sentences from books or newspaper articles. Put them in a box. Have everyone pick one and write a story from it. Here are some sample sentences to get you started. Add more for your own collection.

"I was unaware that my cow was depressed."
—Home of the Brave by K. A. Applegate

"At this point, it suddenly started to sink in that we were sitting around talking to a Venusian."
—Daniel Pinkwater, Alan Mendelsohn, Boy from Mars

"She put out one thin hand towards him, and the firelight glinted on a huge ring that rose round as a marble above her finger."
—Susan Cooper, The Dark is Rising

"Riveted to the spot, I watched the mailman bend down and slowly pick up piece after piece of scattered mail."
—James Howe, The Celery Stalks at Midnight

"There are ninety-four street lamps between the bus stop and the school."
—Sara Pennypacker, The Talented Clementine

"Perched clumsily on top of a television set was a large turkey."
—Ellen Potter, Olivia Kidney



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WRITING PARTNERS

I DARE YOU . . . with a writing partner, invent something you both would love to use. For example, a peppermill that dispenses candy, contact lenses that can read people's minds, or a stuffed animal that springs to life to defend you from bullies. After you've decided on your invention, write a story about how that invention goes horribly wrong. Or write about how it transforms someone's life.



I DARE YOU!

SUSPENSE

I DARE YOU . . . to write a suspenseful scene in which a character decides to open a closet that it is strictly forbidden to open (the closet can be anywhere you like—in a home, a school, a pet store, etc.).



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TITLES

I DARE YOU . . . to write titles of books that haven't been written yet and that you'd love to read. Use names, colors, quotes, short phrases, places, feelings, or even nonsense words. Then chose one title and write a story from it.



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POINT OF VIEW

I DARE YOU . . . to write about Bozey Lumpkin. Most people think that Bozey Lumpkin is the oddest kid in his school. He doesn't dress like anyone else, he doesn't act like anyone else, and he tends to say the strangest things. Write a scene in which Bozey is on a class trip at the museum. The scene should be narrated by someone in his class (use Third Person Limited narrative) After that, write the same scene from Bozey's point-of-view (use First Person narrative).



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DIALOGUE

I DARE YOU . . . to write a conversation in which one character has a secret and another character tries to make the first character tell that secret.



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THE UNRELIABLE NARRATOR

I DARE YOU . . .
to write a scene
that is narrated
by someone
who is lying.



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SETTING & MOOD

I DARE YOU . . .
to write a scene
set in an
amusement park
and make the
mood very
sinister.



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I DARE YOU!

SETTING & MOOD

I DARE YOU . . .
to write a funny scene about a family camping trip gone horribly wrong.



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CHARACTER DEVELOPMENT

I DARE YOU . . .
peek inside your character's pockets. List the items you find there, then choose one of those items. Write a scene in which the character loses that item and desperately needs to get it back.



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FOR THE
WHOLE CLASS

I DARE YOU . . .
to write a scene
from the same
opening
sentence. Then,
have a class
reading. Marvel
at how different
each person's
imagination is.