

Discover
Children's Story Centre

THE STORY MACHINE



Join Discover Story Builder Marian, invent stories with everyday objects and create your very own Story Machine, inspired by Elliot's in *The Story Machine* by Tom McLaughlin.

Visit discover.org.uk/story-machine

Like Marian, use letters to create characters and places for your stories.

Letters can be a helpful starting point to find places, characters and objects for your story. Pick a letter of your choice, or the first letter of your name and complete the table below:

I have chosen the letter...

Example:

M

Think of an object that starts with the letter you have picked.

Example:

Muffins

Think of an animal that starts with the letter you have picked.

Example:

Monkey

Think of a place that starts with the letter you have picked.

Example:

Museum

Use your object, animal and place to write a story starter here:

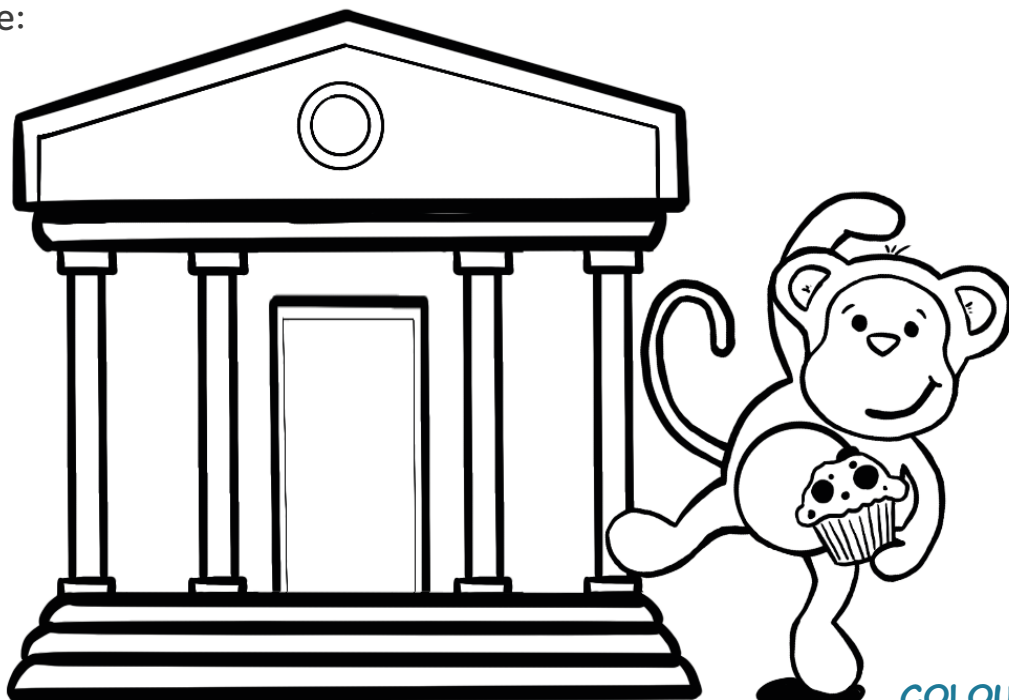
Example:

Once upon a time, a monkey was eating muffins in a museum.

Use this box to illustrate the scene you have imagined:



Example:

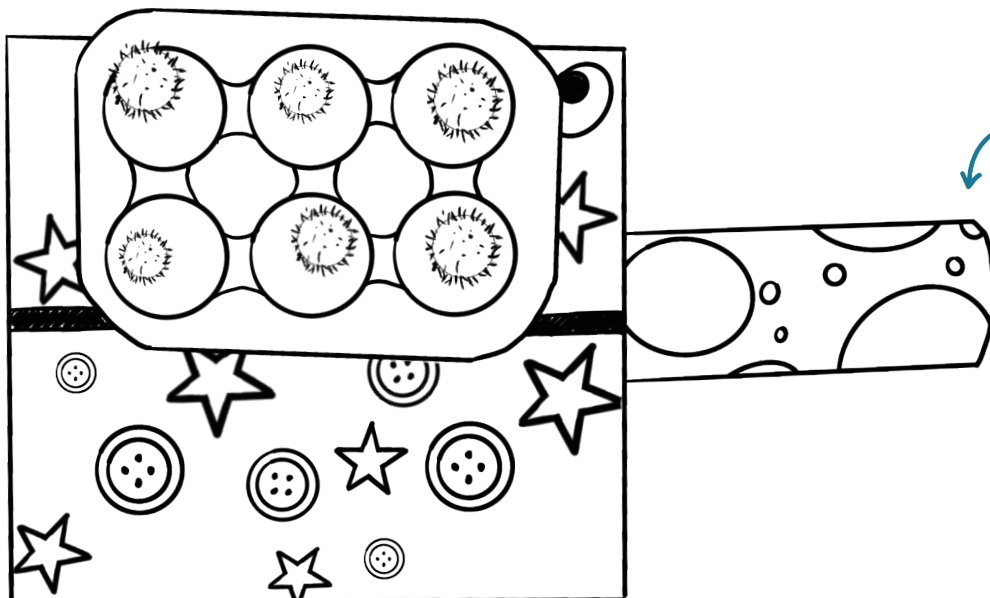


COLOUR THIS IN!



Draw your Story Machine.

Marian's Story Machine, made from a box, cardboard tube, egg boxes, buttons, stickers and pom poms:

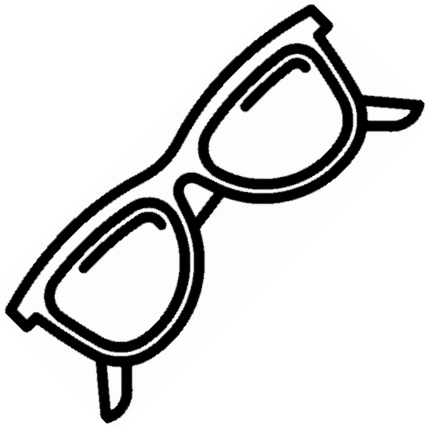


Draw your Story Machine:

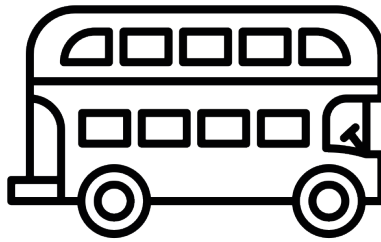


This Story Machine belongs to:

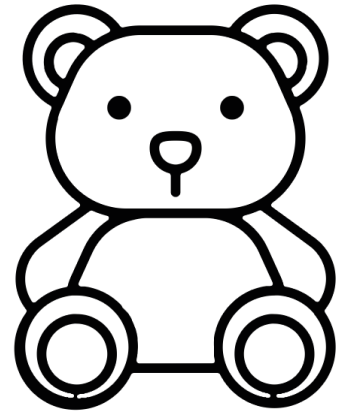
Now that you have imagined and designed your Story Machine, follow Marian's instructions and create your own Story Machine out of recycled paper and card. Then, fill your machine with drawings of your favourite objects, animals and places to inspire your own stories and boost your imagination.



Draw an object here



Draw a place here



Draw an animal here

Draw an object here

Draw a place here

Draw an animal here

COLOUR THESE IN!



Draw an object here

Draw a place here

Draw an animal here

Draw an object here

Draw a place here

Draw an animal here

Draw an object here

Draw a place here

Draw an animal here

