

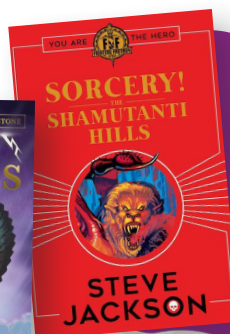
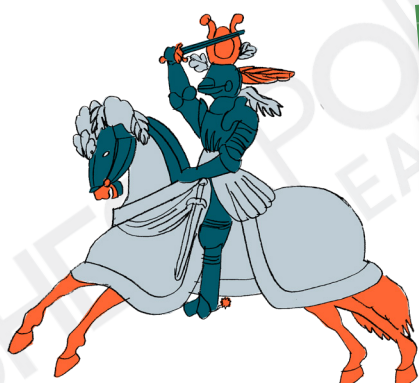
Adventure

Home Learning Pack 008



Welcome to the Home Learning pages of *Checkpoint Kids*.

In this issue we have included games which focus on adventure. Mario goes on an epic adventure to save Princess Peach from the clutches of the evil Bowser, while Rayman and Barbara go on a wild adventure of a quest to retrieve all the Incridiballs – wherever they may be! But adventure stories aren't new. Mario's adventure is similar to *The Odyssey*, a poem set in Ancient Greece and written over 2000 years ago. The poem is all about a hero, Odysseus, who encounters all kinds of difficulties while trying to get home.



FUN FACT:

FUN FACT: one of the most successful series of gamebooks from the 1980s is Ian Livingstone and Steve Jackson's *Fighting Fantasy*. Some of the originals have been re-issued by Scholastic Books, and there are some new titles, too!

Similarly, in *Rayman*, there are adventures in ancient medieval castles, like those found in *King Arthur and the Knights of the Round Table*.

Back in the 1980s, a new genre of books appeared called *gamebooks*, also known as *Choose Your Own Adventure* books (we will use both terms in this Learning Pack). These first-person narratives gave the reader control of the story by offering alternative choices for what they did next. *Gamebooks* could be just as complex as modern videogames and tabletop RPGs (Role Playing Games). Some of them even included dice throws to influence decisions and alter ability levels like skills and stamina. *Gamebooks* have made a comeback lately and great writers like Rhianna Pratchett (*Lara Croft*, *Lost Words*) have written them.

This time we would like you to have a go at writing a small section of a *Choose Your Own Adventure* book. If you want to write more, complete Booklet **HLP008WS1** and then write your own story!

If the idea of completing the booklet doesn't appeal, you could design aspects of a gamebook world. Think about the setting and characters you might encounter. What would be the purpose of the journey, or quest? You can always create your world, characters or items in 3D using papier mâché or Lego (check out this incredible model of *The Odyssey* pictured right).



Whatever you choose to do, we would love to see it. But don't forget to complete a permission slip!

Home learning guidance

1. Research

DON'T BE put off by thinking you are too young to write a *gamebook*, or that your ideas are not good enough. If you write from your heart, your writing will be authentic. The setting, the characters, the story, will all become real. And remember, there's a reader out there for everyone.

Many famous authors have been turned down by publishers (companies that print and distribute books). Authors need to have determination and perseverance. Just imagine if JK Rowling had given up when her first book, *Harry Potter and the Philosopher's Stone*, was rejected by 12 different publishers! Other famous authors who've had their books rejected include Stephen King, Dr Zeus, Agatha Christie and Louisa May Alcott. Type **rejected authors** into your search bar and see what you can find.

The good news is, if you share your creations with *Checkpoint Kids*, you will have an audience. But, as we've said before, you must include a **permission slip**.

SOME AUTHORS began their careers at a very young age. Did you know Mary Shelley wrote the horror classic *Frankenstein* when she was only 19, or that the journalist and author Caitlin Moran wrote her novel *The Chronicles of Narmo* at only 14!

There have been lots of young authors. Type **young authors** into your search bar and see what you can discover.

Other key words to enter into the search bar could include:

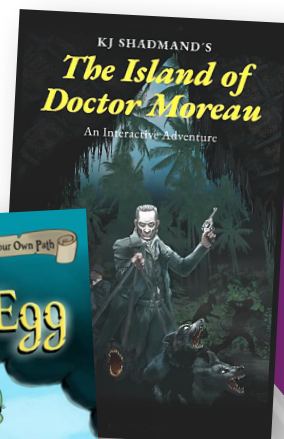
teenage authors, world's youngest writer, child authors, books written by children

IT MIGHT be useful to read a *Choose Your Own Adventure* book before you begin to write your own. You can try your local library, ask at school, or some online shops will allow you to read extracts of the books they sell.

Don't worry if you can't get hold of a *gamebook* because we provide an example and take you through the process of writing one, step-by-step.

FUN FACT:

Eragon by Christopher Paolini is the first in a fantasy series: *The Inheritance Cycle*. He began writing it when he was 15 years old.



FUN FACT:

Ritaj Hussain Alhazmi from Saudi Arabia is the youngest writer to have published a series of books. According to the Guinness Book of Records, she completed writing her second book when she was 11 years old. Check out the record [here](#).



Remember

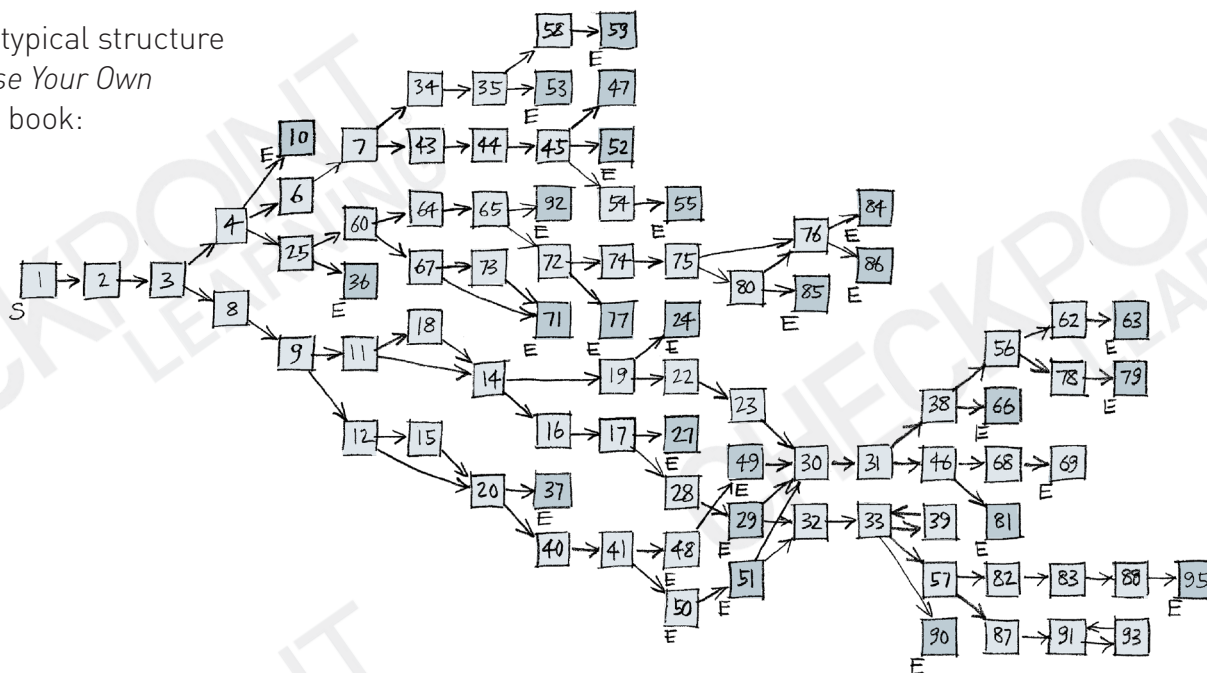
A LOT of designers use a notebook to keep all their ideas in when they are creating something new. It's a good idea to do this, but it doesn't have to be a book. It can be post-it notes, scraps of paper or an app. Try to use something that you can carry with you easily. That way, when you have a great idea or you see something that inspires you, you can make a note of it.

NOW YOU have completed your research, it's time to plan your *gamebook*.

2. Plan

PART OF the planning process is to understand how *gamebooks* are written.

This is the typical structure of a *Choose Your Own Adventure* book:



The boxes all represent segments of the story. Where a box divides into two or more is where a choice has been given to the reader. Sometimes a box is marked 'E'. The E stands for END, which means the adventure is over. Sometimes a choice will send the player back to an earlier point in the story and allow the reader to make a different decision. This is a bit like respawning in a videogame. There can be lots of different endings to the adventure, which means it can be re-read with a different outcome each time.

Although it is possible to write a *gamebook* without making a plan, it could soon become very difficult to keep track of where the different choices take the reader, and some segments might be missed out.

IN THE next part (3. Create), we guide you through writing a small section of a gamebook.

IF YOU want to write more and explore the process of writing in greater detail, complete the booklet HLP008WS1.

IF YOU decide to write a whole Choose Your Own Adventure book, think about the following:

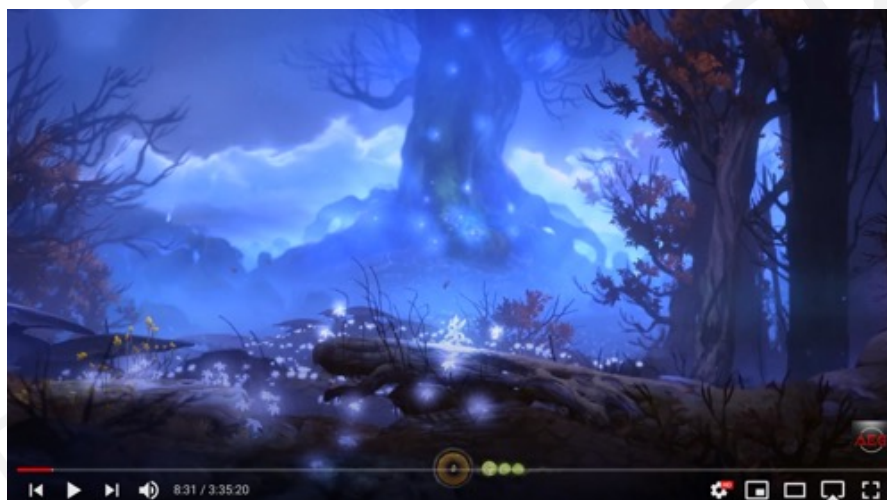
- take some time to think about the kind of adventure you would like to take the reader on
 - What time period would you set it in?
 - if the time period is not your own, you will need to research this
 - Is the world technologically advanced or more natural?
 - What quest is the reader on?
 - What is the world's backstory?
 - What is the protagonist's backstory? (*The protagonist is the main character*)
 - What dangers will have to be overcome?
 - Will you include other characters?
 - will you use animals as characters? Anthropomorphism is when animals are given human characteristics, like talking and wearing clothes. For guidance on creating animal characters take a look at Sonic in HLP001
 - The more work you put into planning your story, the easier it will be to write, and the more real it will become
- create an outline structure of the plot
 - this is a starting point. Don't be afraid to change your ideas as you write – just be sure to update your plan and keep everything in order
- write your first draft including an opening section that sets the scene
- carefully read it through. Make sure the reader's choices all make sense and work properly

3. Create

WE HAVE based our gamebook extract on the wonderful Ori and the Blind Forest by Moon Studios. You can check out the game at: <https://www.orithegame.com/blind-forest/>

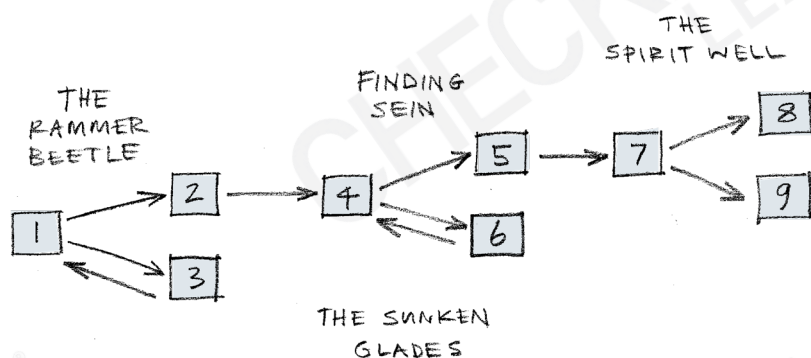
ORI IS a forest spirit who, together with a companion Sein, searches the Blind Forest of Nibel for three main elements: Water, Wind and Warmth. These elements will aid the Spirit Tree who has been damaged by the giant owl, Kuru.

IN THE game the player controls Ori. In your Choose Your Own Adventure book, the reader is Ori.



WE TAKE our inspiration from an early section of the game where Ori has just begun the journey and is learning the ways of the forest.

HERE IS the plot structure of the section we have written.



the segment number is important because it is how the reader navigates the text

the title suggests the content of the segment and engages the reader

the location tells the reader where they are

write in the second person: *you*

write in the present tense: *is* and *are* not *was* and *were*

the action tells the reader what they are doing next: there will often be a choice of actions

the segment number tells the reader what to read next

Segment No: 1	Title: Ori and the Rammer Beetle	Location: The Rammer Beetle
As you run across the forest floor, you find your way is blocked by a huge pillar of stones. You hear a noise behind you. It is a Rammer Beetle, and it looks like it's going to charge at you.		
Action: You choose to face the Rammer Beetle.	Go to segment: 2	
Action: You run back the way you came before the Rammer Beetle can make its charge.	Go to segment: 3	



Segment No: 2	Title: Ori and the Rammer Beetle	Location: Sunken Glades
The Rammer Beetle charges at you. You gather up all your courage and wait until the very last moment, then leap skilfully into the air. The Rammer Beetle crashes into the stone pillar, knocking it down. You are rewarded with Spirit Light.		
Action: You climb over the rubble and continue on your way.		Go to segment: 4
Action:		Go to segment:

use interesting adverbs

use interesting verbs

NOTE:
You should always encourage the reader to take on an enemy. It is only by having the courage and determination to pursue the quest that skills are developed, experience is gained, and the quest can be completed.

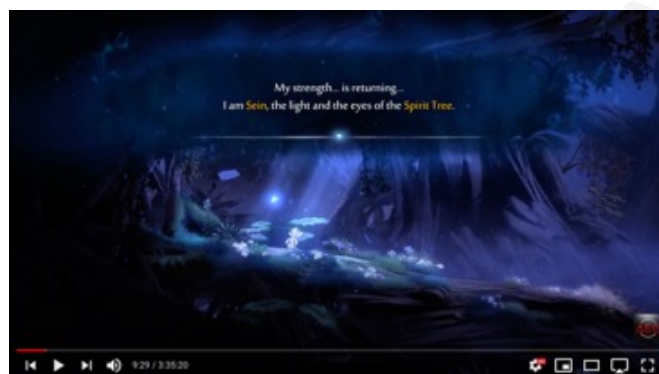
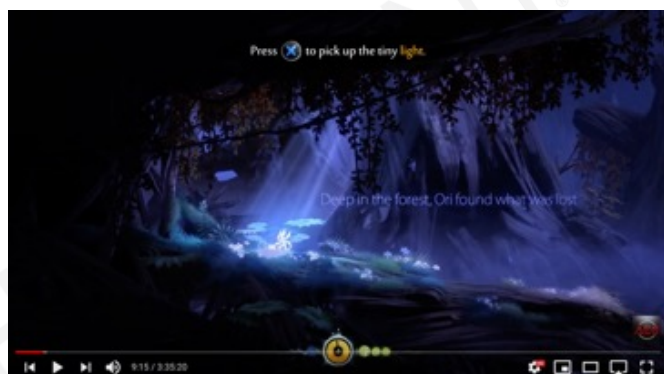
Segment No: 3	Title: Fatal Mistake	Location: Sunken Glades
The Rammer Beetle changes direction and charges towards you. Before you can run away, you are crushed against a massive boulder.		
Action: You have to start your journey again.	Go to segment: 1	
Action:	Go to segment:	

NOW IT'S your turn.

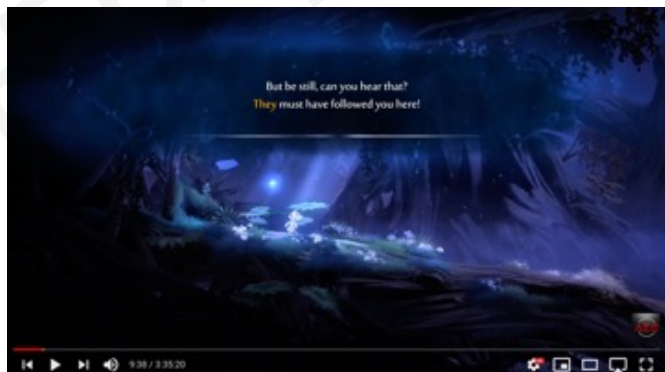
In this part of the game, Ori finds Sein, who turns out to be the light and eyes of the Spirit Tree. Ori and Sein work together to defeat enemies like the Stompers and continue their journey together.

Follow the guidance in each of the segments and don't forget to include powerful verbs. Always write in the 2nd person and use the present tense.

CHALLENGE: try to include some adjectives and adverbs in your writing. For more guidance take a look at HLP008WS1 or visit <https://www.bbc.co.uk/bitesize/articles/zbn492p>



Segment No: 4	Title: Ori Finds Sein	Location: Sunken Glades
Describe where and how you find the tiny ball of light. The light introduces itself and tells you what it is. It asks to stay with you as your guide.		
Action: You agree to take Sein with you.	Go to segment: 5	
Action: You refuse to take Sein with you.	Go to segment: 6	



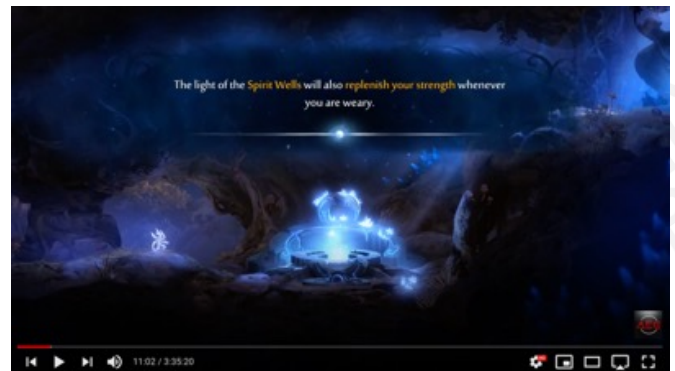
Segment No: 5	Title: Teamwork	Location: Sunken Glades
Deliver Sein's warning about the Stompers. Describe how Sein helps you fight the Stompers. You use Spirit Flame.		
Action: With Sein's help, you destroy the Stompers and continue your journey together.	Go to segment: 7	
Action:	Go to segment:	

Segment No: 6	Title: Defeat	Location: Sunken Glades
Describe how the Stompers launch a surprise attack and how without Sein's help you cannot defeat the Stompers.		
Action: Without Sein's help you lose the fight.	Go to segment: 4	
Action:	Go to segment:	

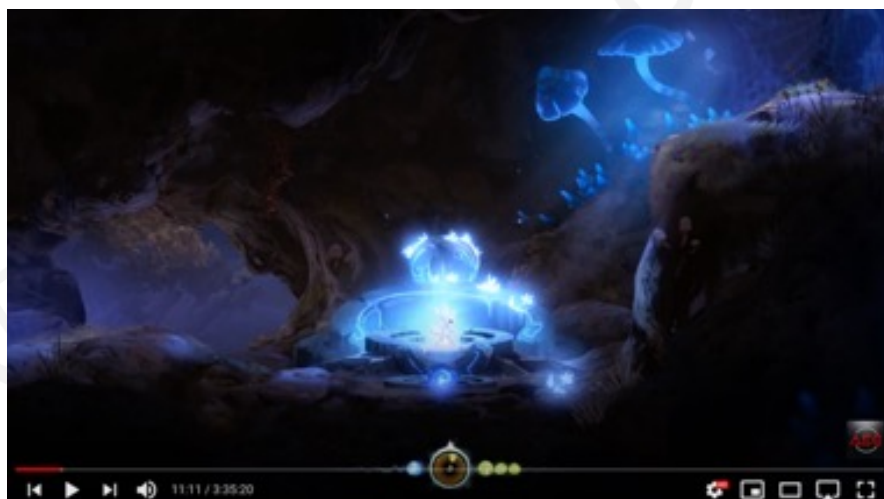
NOW TRY to complete a short section on your own.

Ori and Sein come across a purple Slime Colony blocking the way forward. If they destroy it, they can find the Spirit Well. Sein explains that the well can rejuvenate Ori. It will need describing.

- What benefit will Ori gain by destroying the Slime Colony?
- What could be the consequences of turning back and not discovering the Spirit Well?



Segment No: 7	Title: Ori and the Slime Colony	Location: Sunken Glades
<div></div> <div></div> <div></div> <div></div> <div></div>		
Action: good choice	Go to segment: 8	
Action: bad choice	Go to segment: 9	



Segment No: 8	Title: Ori in the Well	Location: Sunken Glades
good consequence		
Action:	Go to segment:	
Action:	Go to segment:	

Segment No: 9	Title: Ori...	Location: Sunken Glades
bad consequence		
Action:	Go to segment:	
Action:	Go to segment:	

4. Share

IF YOU'D like to share your story, all you have to do is complete a permission slip and email a copy, photograph or video of your work to the magazine! Have you written an exciting segment, or created a wonderful setting? Have you made a drawing or a model of the setting? We would love to see how creative you can be and who knows, you might even be published in a future edition of *Checkpoint KIDS!*

DID YOU KNOW:

All of our Checkpoint Bedtime Stories are inspired by the videogames that we love. We take the characters and the worlds they inhabit and let our imaginations run wild!

5. Challenge

WHY NOT take a section of a videogame, TV show, film or book you know well and base a *Choose Your Own Adventure* book on it? Once you start writing, you might be surprised at how your adventure differs from the original. Lots of writers develop other people's original ideas and make them their own – just remember to credit the original author with the idea. Of course, you could base your gamebook on a true-life experience you've had, or something you've read in the news...

THINK ABOUT writing a more complex *gamebook*. Include several endings which depend on the choices the reader makes as they read.

CONSIDER INTRODUCING points for health, stamina or abilities. These can be reduced or increased by throwing dice at specific points in the narrative. You will need to include a score card to record the points for each area.

ONCE YOU have written your *Choose Your Own Adventure* book, consider illustrating it and binding it with hard covers – or copy it into a hardbacked journal.

FUN FACT:

Authors are often inspired by stories they love.

The Wind in the Willows was written by Kenneth Grahame in 1908. Since then other authors have used the characters and setting to develop their own stories. Authors like Kij Johnson, who wrote *The River Bank*; Jan Needle, who wrote *Wild Wood*, and William Horwood, who wrote four books including *The Willows in Winter* all using the characters from Grahame's famous book.

