CLARITY EDUCATION SERIES · HALLOWEEN

The Night the Neep Lantern Moved

AGES 7–11

Plan a story about a neep lantern that comes to life. Make it magical, funny or mysterious, not scary!

Name _____ Class _____ Date _____

Story starter: It was Halloween night. The neep lantern sat glowing on the windowsill... until it **blinked**. Plan your story in the boxes, then write it out in full.

1. Setting

Where and when is your story? A kitchen, a village street, a farm? What can you see, hear and smell?

2. Characters

Who finds the lantern? Make up a name. What does the lantern look like, and how does it talk?

3. Beginning

How does the story start? What is the first strange thing that happens?

4. The problem

What goes wrong? Is the lantern lost, stuck, or looking for someone?

5. Middle

What do the characters do? Where do they go together on Halloween night?

6. Ending

How is the problem solved? How does everyone feel at the end of the night?

Word bank

Tick the words you use!

flickering · glowing · golden · crisp · frosty · rustling · crunching · whispering · giggling · tiptoed · wobbled · rolled · peeked · shimmered · mysterious · curious · cheeky · friendly · misty · moonlit · starry · cosy · swirling · twinkling · suddenly · silently · bravely · at the stroke of midnight

Super sentence: write your best opening line here, using one word from the word bank.