HISTORICAL FICTION

StoryBuilders

PRINTABLE WRITING PROMPT CARDS

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WriteShop StoryBuilders Historical Fiction (E-book)

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Introduction to StoryBuilders

StoryBuilders

Historical adventure awaits!

George Gibson, keen hunter and dependable Army private, joins Lewis and Clark's Corps of Discovery as they set off by canoe to explore the Louisiana Purchase.

It's World War II. Marie, a courageous museum curator in Paris, must smuggle famous paintings out of the Louvre before they are plundered by the Nazis.

What kid wouldn't love to write a story filled with such peril, suspense, or adventure?

Includes

- 1 deck (240) Historical Fiction StoryBuilders cards
- Blank cards for creating your own
- Instructions and Ideas

Overview

Printable StoryBuilders card decks help jumpstart a creative writing project by providing children with the basic elements of a story—character, character trait, key historical figure, setting, and plot—laying a foundation for a joyful writing experience with some clever surprises thrown in along the way.

Using the StoryBuilder Cards, they'll develop their tales by picking one card from each category. *Can the* ***suspicious*** *mapmaker keep his secret? Will the* ***cunning*** *seamstress's hidden message reach the queen in time?* And what twists and turns appear in the character's path? *A blizzard? Imprisonment? A challenge or temptation?*

StoryBuilders give children opportunities to

- Use their imaginations to create fictional stories
- Express themselves both verbally and in writing
- Practice writing stories that have a beginning, middle, and end
- Incorporate character qualities and emotions into their stories
- Describe a story's setting

Tip

Because story writing lends itself to dialogue, review the basics of writing dialogue with your students.

- WriteShop Junior Teacher's Guides offer helpful tips. See **Book D** (p. 85) or **Book E** (p. 67).
- **Fold-N-Go Grammar Pack Level 2** includes a Dialogue Fold-N-Go.
- A good English handbook can also help.

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Prepare and Store Cards

Print

When setting up your printer options, choose "Actual Size." **Do not choose "Fit" or "Fit to Page."**

Print with Black Ink on Colored Paper

- Print *each category of cards* on a different color of paper. Cardstock makes for sturdier cards than regular copy paper. These colors are merely suggestions.

Card Category	Paper Color
Character Cards	Blue
Character Trait Cards	Orange
Key Historical Figure Cards	Green
Setting Cards	Purple
Plot Cards	Red

Cut

Cut cards along dotted lines.

Laminate (optional)

If desired, laminate cards for durability.

Further expand story-writing options by using dry-erase markers on the blank, laminated cards to add your own vocabulary words. To reuse the cards, simply wipe clean with a damp paper towel.

Store

There's no best way to store or organize your StoryBuilders cards. Here are just a few creative suggestions to get you started.

- Keep cards in separate zip-top sandwich bags, one for EACH category: Characters, Character Traits, Key Historical Figures, Settings, and Plots.
- Store cards in a small file box, separating them by category.
- Store each category of card in its own jar.
- Hole punch and assemble cards on a ring for each category. Hang them on hooks in your writing center.

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Write the Story

What is Historical Fiction?

Historical fiction brings past events to life in a story where **real people and actual events from history** play a part in the narrative.

Although historical fiction is based on events that really happened, most of the characters who experience these things are fictional characters—products of the writer's imagination.

In a nutshell, historical fiction stories:

- Take place in the real world at some point in history (typically at least 50 years ago).
- Are believable and realistic.
- Feature real people, real events, and true facts.
- Include a main character—often a fictional person—who tells the story from his or her point of view. Students can write in first person (as if they are the main character), or they can write about the events in third person.

Do My Children's Stories Have to Be Historically Accurate?

StoryBuilders are meant for lighthearted fun. So unless your kids are very familiar with the events and historical figures of the time, **don't expect a lot of accuracy,** especially from younger children. Let their imaginations run free as they weave make-believe tales of adventure, misfortune, and danger—with heaping doses of humor tossed in!

But if you've been studying a certain era and your students are immersed in biographies, facts, and timelines of the period, you can definitely steer them toward writing more historically accurate stories.

How to Write Realistic Historical Fiction Stories

Some children will want to write as accurately as possible about the historical event. If so, share these guidelines for choosing the characters, setting, and storyline (plot).

- **Characters:** The fictional main character should experience events and meet real people from the time period. For example, if your child wants to write about the Boston Tea Party, he could be a Patriot who boards the ships and dumps tea into the harbor.

  Children who see things literally can have a hard time writing in first person because the historic event didn't really happen to them. They may find more success imagining themselves as an animal observer or companion, such as Paul Revere's horse, a mouse on board Magellan's ship, or an elephant crossing the Alps with Hannibal. Invite them to write their choice on one of the blank Character Cards.

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- **Key Historical Figures:** Believable historical fiction includes real people from history. The Historical Figure Cards are generic, so depending on the time period, children can choose any person they want. "Scientist" could be Marie Curie or George Washington Carver. "Activist" could be Rosa Parks or Helen Keller. Fill-in-your-own blank cards are also available.

- **Setting:** Setting includes both place and time. While it's okay to mix fact and fiction, most of the action should take place in realistic places during the historical era. Your child's fictional family might live in an imagined house on a fictional farm, but these elements should be set near a real town where a real historical event took place.

- **Plot:** Characters in a historical fiction story should have a problem to solve or an obstacle to overcome—something that could have actually happened during that time in history. Does your child want to write a story filled with heart-stopping adventure or mysterious intrigue? Plot Cards offer lots of ideas!

  Even though students are free to make up some details, **they can't change the historically accurate ending or outcome.** This means your child can't change which side wins a war, or have Amelia Earhart successfully complete her transatlantic flight. *New endings to real events are known as "alternate history," which is a completely different genre than historical fiction.*

Story Starters as Prompts

Children who have trouble writing their very first sentence may feel more confident using a story starter to jumpstart their historical fiction piece. Look through this list to help them find one that could work with their historical setting and character.

- The damp, salty air stung my cheeks as…
- Huge waves crashed onto the deck. I grabbed…
- As I waited for (historical character) in the (cramped room, vast hall, apple orchard, etc.)…
- Climbing onto (the stage, my horse, a boulder, the roof, etc.), I…
- A loud crash startled me, and I raced to the (laboratory, barn, kitchen, etc.) To my surprise, (historical character) was…
- The crowd was so thick I could barely squeeze my way to the front. Like everyone else, I wanted to watch (historical character) (do what?)…
- By the dim light of a (lantern, torch, gas lamp, etc.), (historical character) and I hurried along the (street, alleyway, dock, path, etc.) toward…
- I pushed the small trunk toward the open window and…
- We both knew it. (Historical character) was on the verge of discovery!
- The expedition took many weeks, and we were exhausted.
- As we moved through the silent forest, (historical character) and I…
- The sun's rays woke me from a deep sleep, but I was too excited to stay in bed. Today I was going to…
- The first time (historical character) ever (did what?), we were only __ years old, but I remember as if it were yesterday.

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How to Plan the Story

These tips will help your child plan a fairly accurate historical fiction story.

1. Decide on a general or specific historical era and setting for the story, such as:
    - Ancient Egypt, Greece, or Rome
    - Medieval England
    - The Age of Exploration
    - American Colonial Period
    - Paris during the French Revolution
    - London during the Industrial Revolution
    - American pioneer days
    - American Wild West
    - Canada during the Great Depression
    - Germany during World War II
    - The American South during the 1960s

    If your child is more interested in a certain historical person than in the general time period, skip down to Step 2.

2. Choose a historical figure from this period. Look up the person online or in a book and read a short biography. If it's hard to find information, choose a more well-known figure your child knows a lot about or has recently studied. On a sheet of paper, list facts they know about both the person and the historical time period. Have them write key words or phrases, not complete sentences.

3. Choose a fictional main character who can cross paths with the historical figure. Maybe it's a servant or lab assistant. Perhaps it's a newspaper reporter, messenger, or eavesdropping peddler. This is the person who will tell the story.

4. Plan the plot.
    - Discuss ideas for the **beginning** of the story. Ask: *What problem will need to be solved? What could happen first at the beginning of the story? What's another thing that could happen in the beginning? What could happen after that?*
    - Think of three or four details that could take place in the **middle** of the story. Ask: *What could happen first, second, and third in the middle of the story?*
    - Discuss how the story will **end**. Think of three details that could help solve the problem or end the story in a satisfying way.

5. To make the story longer and more interesting, introduce additional characters, plot twists, and settings. Sort through your cards to choose the ones that will help you create the most exciting historical fiction story.

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6. What personalities, qualities, or attributes do you want to give each character? Sort through the Character Traits cards till you find the ones you like best.

About Story Length

The desired length of the finished story will help your child determine how many cards to choose: the longer the story, the more characters, settings, and subplots he can include.

Encourage beginners to write a fairly short story—from one paragraph to a page or two. Help foster success by limiting their story to one main plot with a couple of characters, one or two locations, and a fairly short span of time.

The children's ages and maturity, coupled with your homeschool or classroom schedule, will probably mean writing short stories instead of novels. Most of the ideas on the following pages are perfect for short, quick writing exercises or warm-ups for all ages. However, should older children or teens show interest in planning a longer, more detailed story, let them use multiple character, setting, and plot cards of their own choosing.

A Word about Vocabulary

While StoryBuilders are fun for all ages, children—especially younger ones—will come across words with unfamiliar meanings. Either set these cards aside for now, or try one of the following suggestions to encourage vocabulary growth.

- Look up a word in the **thesaurus** and find a more familiar synonym to use instead. Write it beneath the unfamiliar word or on its own blank card (located at the end of each section).
- Look up each challenging word in the **dictionary** and choose one definition to write on the card. Then, try to include these new words in your story.

Young children may need your help using these reference tools.

Choose Story Elements

Children can use various methods for choosing one of each card. Then, based on the cards selected, they construct a story that can be fanciful, funny, or serious.

Here are three ways students can pick their cards:

Blind Pick

Draw one card from each category. No peeking allowed!

Example

Character trait: *argumentative*
Character: *photographer*
Historical figure: *Pharaoh*
Setting: *stone cottage*
Plot: *stranded or shipwrecked*

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Don't expect kids to write realistic historical fiction using blind pick. That's because they'll probably end up with one or more cards that are **anachronistic** (from different time periods). When they can't figure out how to get the cards to work together realistically, encourage them to get creative with **time travel!** For example, what could happen in a story where *an argumentative photographer and King Tutankhamen end up stranded together in a stone cottage?*

Roll the Die

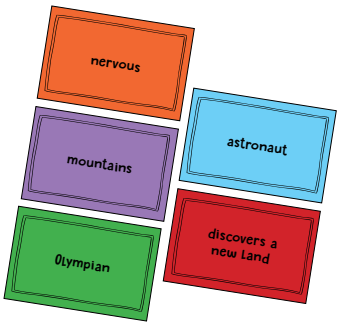
1. Place 5 stacks of cards on the table, one stack for each category, with 6 cards in each stack.
2. First, the student picks a character card by rolling the die. If he rolls a 5, he must draw the fifth card in the stack. This becomes his story's main character.
3. Repeat to pick the character trait, key historical figure, setting, and plot.

You Decide

Let the student choose the character trait, character, key historical figure, setting, and plot he wants to write about.

Example

Character trait: *willing*
Character: *soldier*
Key historical figure: *military leader*
Setting: *behind enemy lines*
Plot: *is sent on a dangerous mission*



Develop the Story

StoryBuilders open the floodgates for creativity! Once children have drawn or selected five cards, they can begin to plan and write their story. Try some of these ideas!

Pick-a-Plot

Draw a new card if a plot or problem seems too outrageous or doesn't make sense.

Get Moody

For an interesting twist, choose a mood/tone for the day's StoryBuilder activity before you draw your cards. Decide ahead of time whether your story will be funny, sad, mysterious, or scary.

Add-a-Card

If you want your story to take a different turn, draw one or more new cards to add another character or introduce a twist to the plot.

Two Is Company

Choose one Character Card for your main character. Then, choose a second character to join the main character in the story or adventure you create.

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Plan it Out

Use a graphic organizer to plan the story before you write. Use (or reuse) one of your WriteShop graphic organizers. Alternatively, **Houghton Mifflin** offers free printables:

- **Story Map 1**
- **Story Map 2**
- **Story Map 3**

In the News

Write a realistic news story for the city and era in which a historical person lived. It should feature both the historical figure and a fictional character.

Newspaper articles tell the 5 Ws: *who, what, when, where,* and *why.* Imagine that you are a news reporter. Pick one of each card to start you off with who, what, and where. Then, when you write your news story, add your own information to give all the details, including when and why.

Story Swap

Kids can retell a scene in their own words from a biography about a person from history. First, have your child read a section from an age-appropriate nonfiction biography. Then, ask him to put himself in the story in place of one of the supporting characters, imagining how he would react, what he would do, and what he would say in the scene.

"Bad" Libs

Compose your story and then rewrite it, leaving out the words on the StoryBuilder cards you selected and replacing the words with blank lines. Trade papers with a sibling and and fill in the blanks using your own words in each other's story, Mad Libs style. Does it still work? Is it funny or outrageous? Discuss why.

Dear Diary

Write a journal or diary entry using your 5 cards to guide you. Write in first person, pretending you are the fictional character named on your Character Card.

Or, have your character write a letter to a friend or historical person instead. Draw either a Key Historical Figure Card or a second Character Card to choose the identity of this friend.

Daily Timed Writing

1. Choose 5 cards, one from each category.
2. Set the timer for 5, 10, or 15 minutes.
3. Write till the timer goes off, even if it means stopping mid-sentence!
4. Write a little every day, adding details to your story. For extra fun, use the Add-a-Card activity on p. 4 to introduce new developments.
5. On the last day of the week, wrap up your tale with a conclusion.

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Ideas for Pre-writers

Let StoryBuilders inspire imaginative pre-writers by providing the main ingredients for their tales. The following activities are perfect for children who can't write well (or at all).

Narration

Invite children to narrate their story to you.

1. Write it down as they dictate.
2. After every sentence or two, stop and read what you've written . Continually reviewing the story as you go helps children remember what they've already said, keeping them more focused.

Comic Strip

Give kids a comic strip panel and let them sketch out a story based on the StoryBuilder cards they choose. Find printable templates here:

- **Free Printable Comic Book Templates** | picklebums
- **Printable Comic Strip Layouts and Cartoon Panels** | DonnaYoung.org

Creativity in Action

Let pre-writers use mini figures or puppets to enact a story they create. They can either make up a story as they go, or they can enact one they already created.

Expansion Sets

Make Your Own

Once students understand how StoryBuilders work, encourage them to create their own themed sets.

StoryBuilders Library

It's fun to mix and match WriteShop **StoryBuilders** sets. Expand storytelling options by adding to the sets you already own.

Editing and Grading

StoryBuilders lend themselves to freewriting for pure enjoyment, while formal writing lessons, history reports, and other assigned compositions are better suited for teaching writing skills.

That said, you may certainly require students to edit and revise their StoryBuilders tales with the understanding that their stories will receive a grade.

If you expect students to go through the stages of the writing process (brainstorming, drafting, revising, final draft), make sure to provide them with the tools they need to be successful.

- Guidelines and boundaries for their stories;
- Graphic organizers for story planning;
- Self-editing tools to help them look for ways to improve; and
- Objective teacher rubrics to help you evaluate the work.

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apprentice

Character Card WriteShop® StoryBuilders *Historical Fiction*

assistant

Character Card WriteShop® StoryBuilders *Historical Fiction*

bookseller

Character Card WriteShop® StoryBuilders *Historical Fiction*

blacksmith

Character Card WriteShop® StoryBuilders *Historical Fiction*

carpenter

Character Card WriteShop® StoryBuilders *Historical Fiction*

mapmaker

Character Card WriteShop® StoryBuilders *Historical Fiction*

archer or hunter

Character Card WriteShop® StoryBuilders *Historical Fiction*

aristocrat

Character Card WriteShop® StoryBuilders *Historical Fiction*

astronomer

Character Card WriteShop® StoryBuilders *Historical Fiction*

child or teenager

Character Card WriteShop® StoryBuilders *Historical Fiction*

cook

Character Card WriteShop® StoryBuilders *Historical Fiction*

crusader

Character Card WriteShop® StoryBuilders *Historical Fiction*

feudal lord

Character Card WriteShop® StoryBuilders *Historical Fiction*

historian or museum curator

Character Card WriteShop® StoryBuilders *Historical Fiction*

innkeeper or shopkeeper

Character Card WriteShop® StoryBuilders *Historical Fiction*

knight or squire

Character Card WriteShop® StoryBuilders *Historical Fiction*

sailor

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member of a rebellion

Character Card WriteShop® StoryBuilders *Historical Fiction*

merchant

Character Card WriteShop® StoryBuilders *Historical Fiction*

messenger

Character Card WriteShop® StoryBuilders *Historical Fiction*

minstrel or musician

Character Card WriteShop® StoryBuilders *Historical Fiction*

newspaper reporter

Character Card WriteShop® StoryBuilders *Historical Fiction*

nobleman or noblewoman

Character Card WriteShop® StoryBuilders *Historical Fiction*

ordinary person

Character Card WriteShop® StoryBuilders *Historical Fiction*

outlaw

Character Card WriteShop® StoryBuilders *Historical Fiction*

patriot

Character Card WriteShop® StoryBuilders *Historical Fiction*

peasant or serf

Character Card WriteShop® StoryBuilders *Historical Fiction*

farmer

Character Card WriteShop® StoryBuilders *Historical Fiction*

cowboy or ranch hand

Character Card WriteShop® StoryBuilders *Historical Fiction*

peddler

Character Card WriteShop® StoryBuilders *Historical Fiction*

photographer

Character Card WriteShop® StoryBuilders *Historical Fiction*

scribe

Character Card WriteShop® StoryBuilders *Historical Fiction*

silversmith

Character Card WriteShop® StoryBuilders *Historical Fiction*

tailor or seamstress

Character Card WriteShop® StoryBuilders *Historical Fiction*

student

Character Card WriteShop® StoryBuilders *Historical Fiction*

teacher or tutor

Character Card WriteShop® StoryBuilders *Historical Fiction*

physician or nurse

Character Card WriteShop® StoryBuilders *Historical Fiction*

pilot or captain

Character Card WriteShop® StoryBuilders *Historical Fiction*

pilgrim

Character Card WriteShop® StoryBuilders *Historical Fiction*

priest, monk, or clergyman

Character Card WriteShop® StoryBuilders *Historical Fiction*

prisoner

Character Card WriteShop® StoryBuilders *Historical Fiction*

Laboratory assistant

Character Card WriteShop® StoryBuilders *Historical Fiction*

servant

Character Card WriteShop® StoryBuilders *Historical Fiction*

settler or pioneer

Character Card WriteShop® StoryBuilders *Historical Fiction*

sheriff or Lawman

Character Card WriteShop® StoryBuilders *Historical Fiction*

soldier or guard

Character Card WriteShop® StoryBuilders *Historical Fiction*

warrior or gladiator

Character Card WriteShop® StoryBuilders *Historical Fiction*

wanderer or traveler

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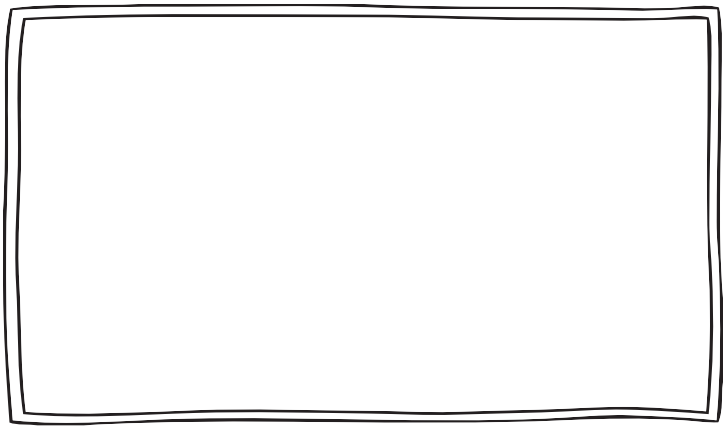

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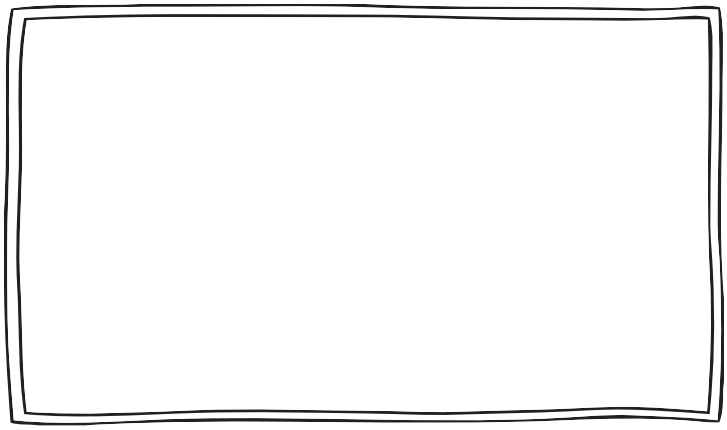

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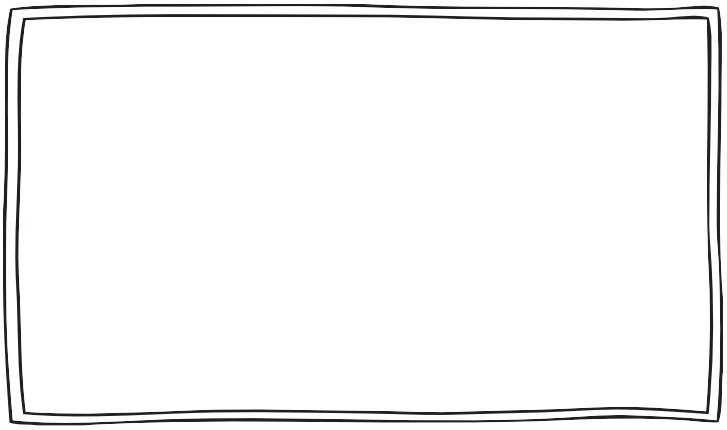

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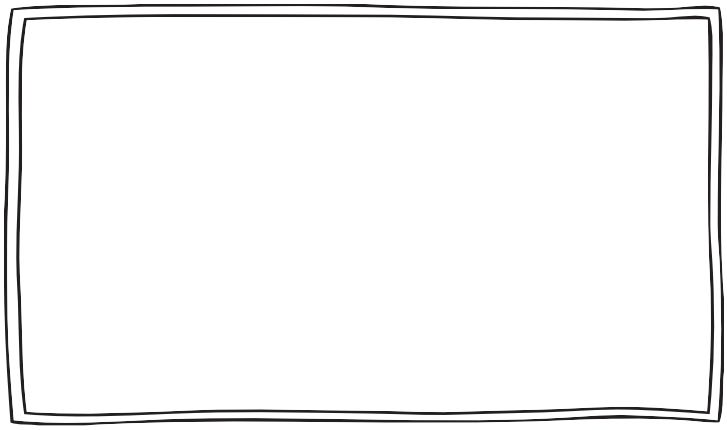

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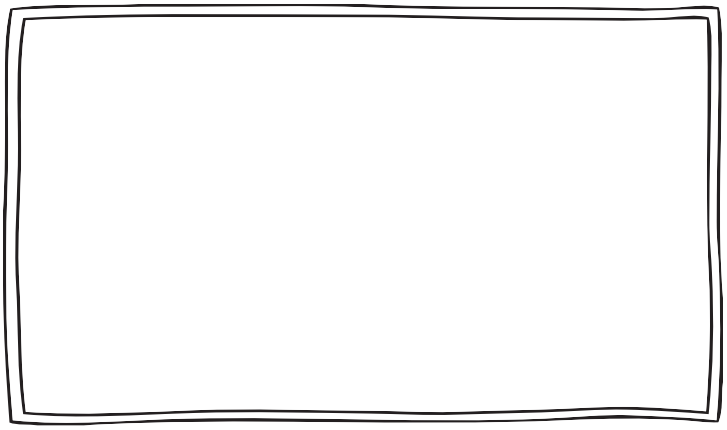

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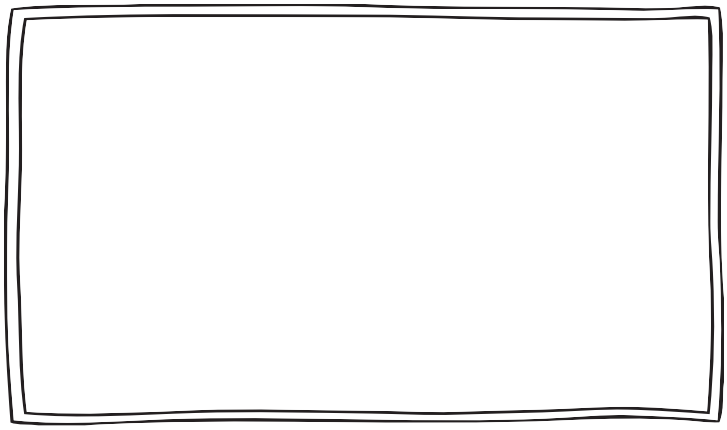

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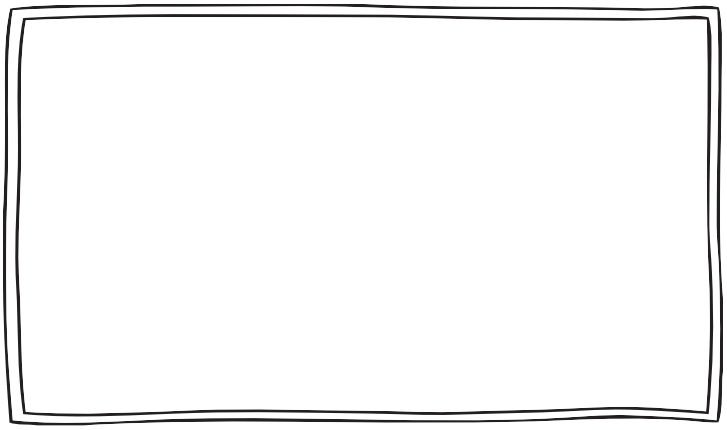

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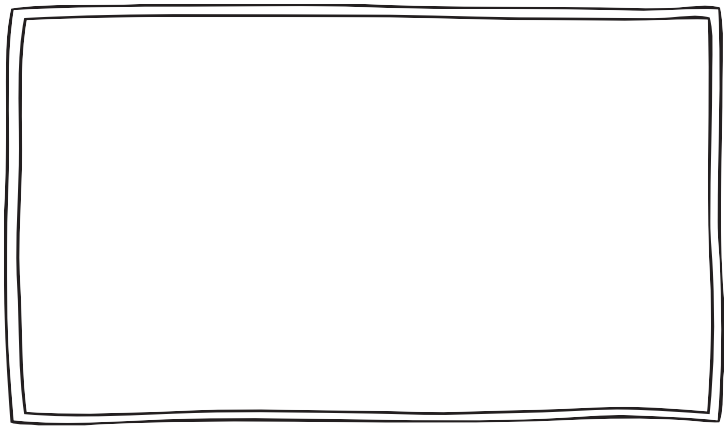


Character Card WriteShop® StoryBuilders *Historical Fiction*

ruler

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

monarch (king, queen, etc.)

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

prime minister

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

president

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

political figure

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

founding father (U.S. history)

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

Egyptian Pharaoh

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

Roman Caesar

Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

emperor

dictator

sultan

tsar

spiritual leader

theologian

Bible figure

Greek philosopher

activist

astronaut

aviator

explorer

military hero or leader

warrior

Leader of an expedition

Leader of a rebellion

actor or actress

film producer or director

athlete

Olympian

writer or poet

craftsman

painter or sculptor

composer or musician

inventor

journalist

astronomer

mathematician

physician
or nurse

scientist

environmentalist

teacher or
scholar

spy

Lawyer

founder of a movement

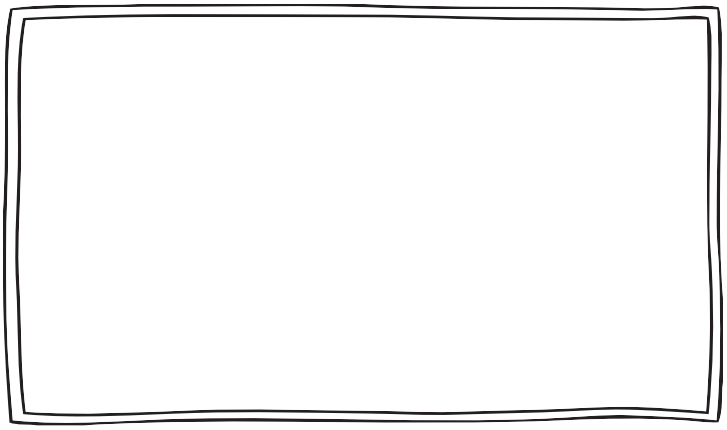
social activist

civil rights leader

humanitarian

businessman or businesswoman

entrepreneur



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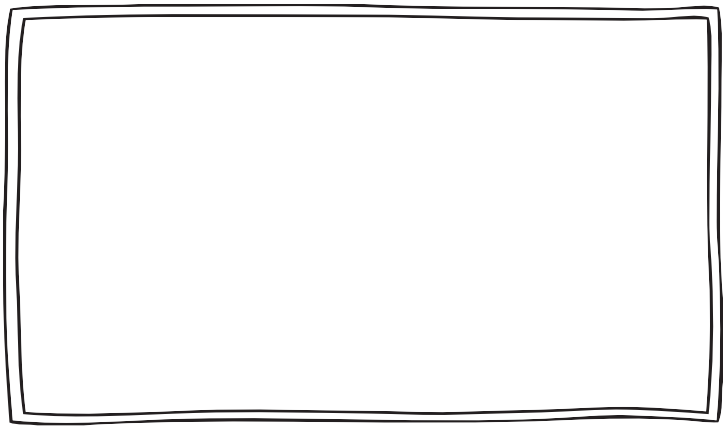

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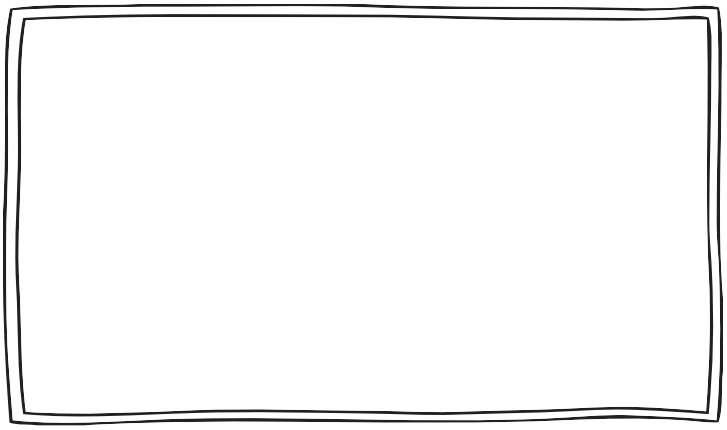
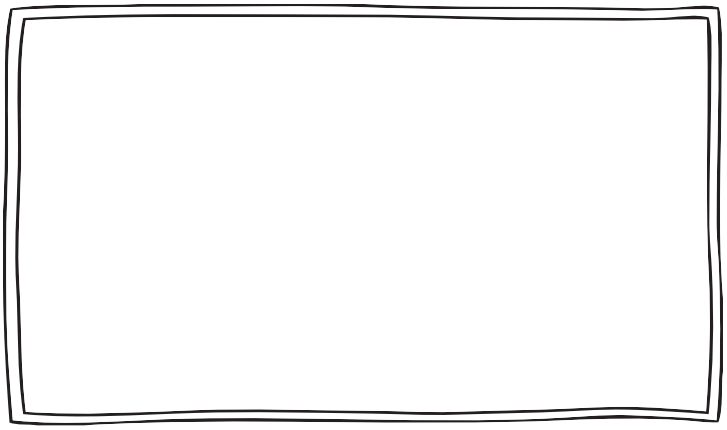


Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*



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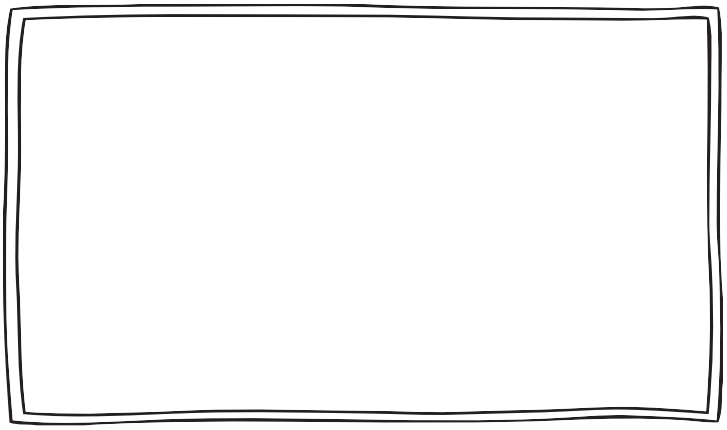

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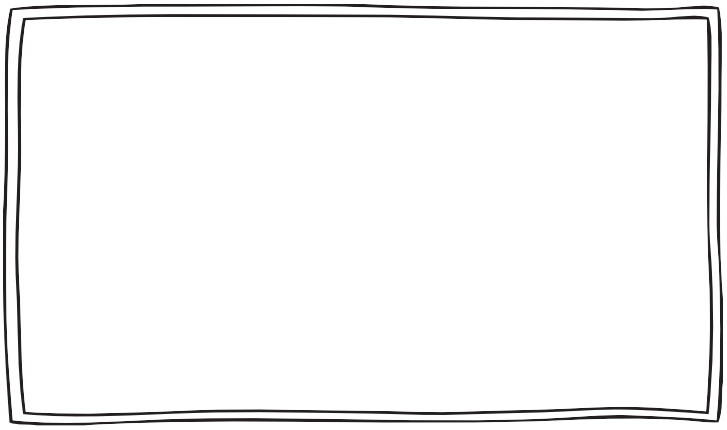

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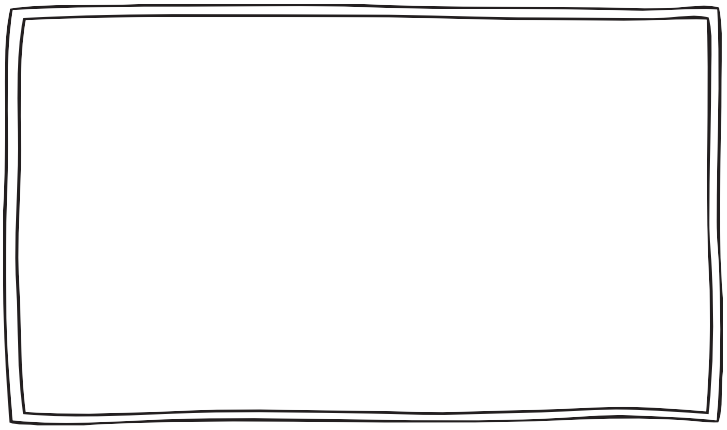

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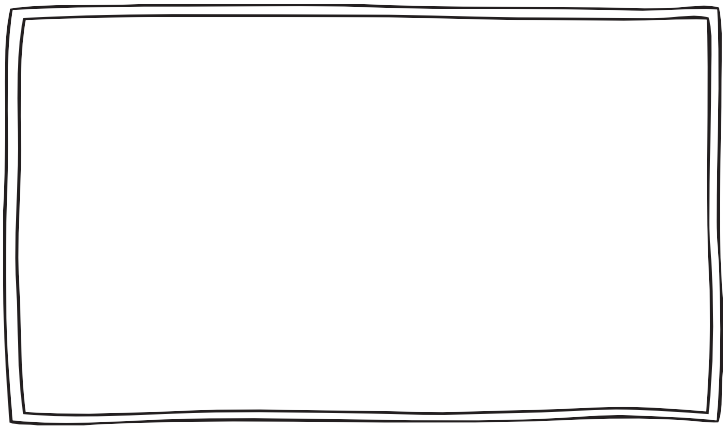


Key Historical Figures Card WriteShop® StoryBuilders *Historical Fiction*

brave

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

cautious

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

clever

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

compassionate

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

confident

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

content

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

courageous

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

cunning

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

dependable

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

enthusiastic

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

generous

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

gentle

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

kind

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

mysterious

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

shy

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

strong

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

sympathetic

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

tenderhearted

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

wealthy

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

willing

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

wise

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

afraid

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

argumentative

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

clumsy

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

conceited

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

evil

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

fearful

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

fierce

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

foolish

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

frail

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

greedy

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

grumpy

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

inconsiderate

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

lonely

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

mean

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

mischievous

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

nervous

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

scheming

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

selfish

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

sly

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

sneaky

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

suspicious

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

troublemaking

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

unhappy

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

unkind

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

unwanted

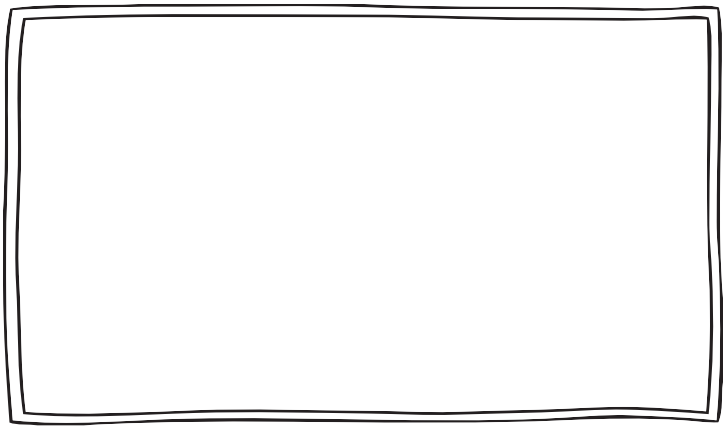
Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

weary

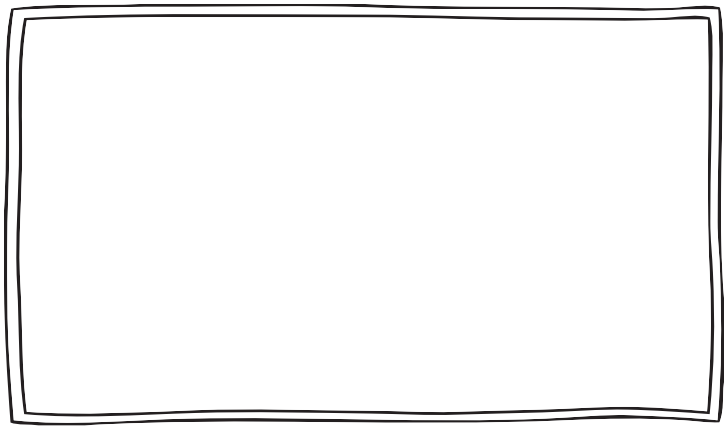
Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

wicked

Character Trait Card WriteShop® StoryBuilders *Historical Fiction*



Character Trait Card WriteShop® StoryBuilders *Historical Fiction*



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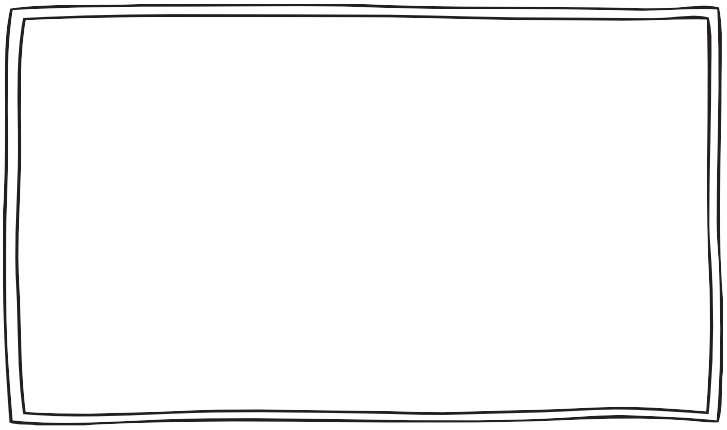

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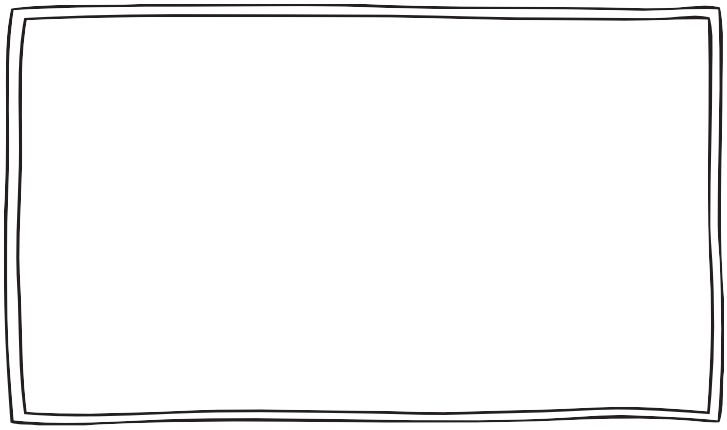

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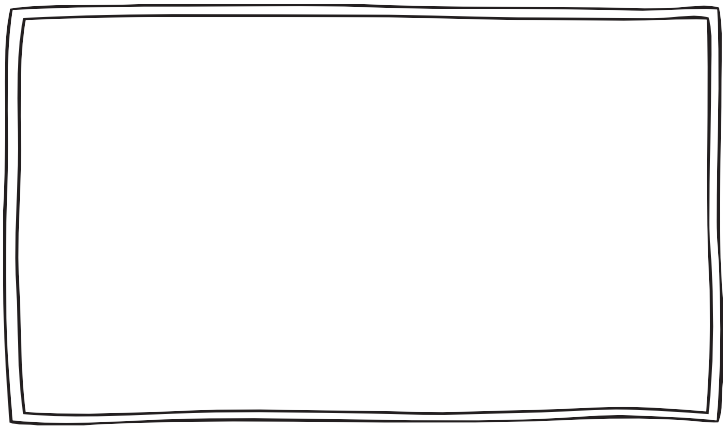

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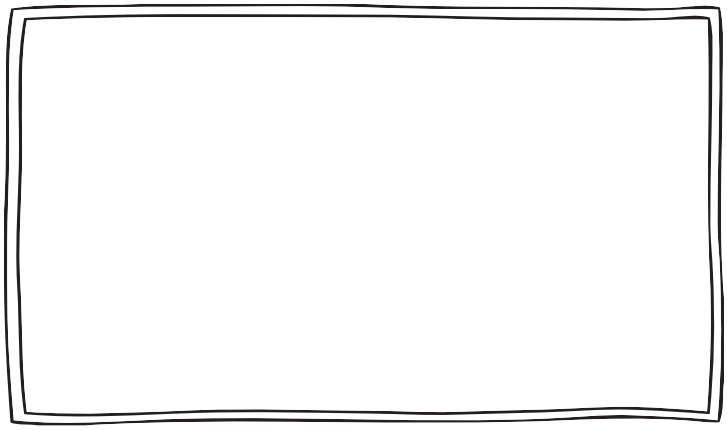

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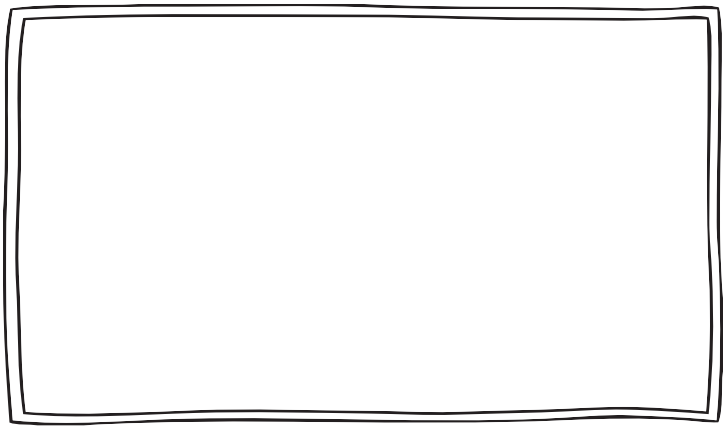

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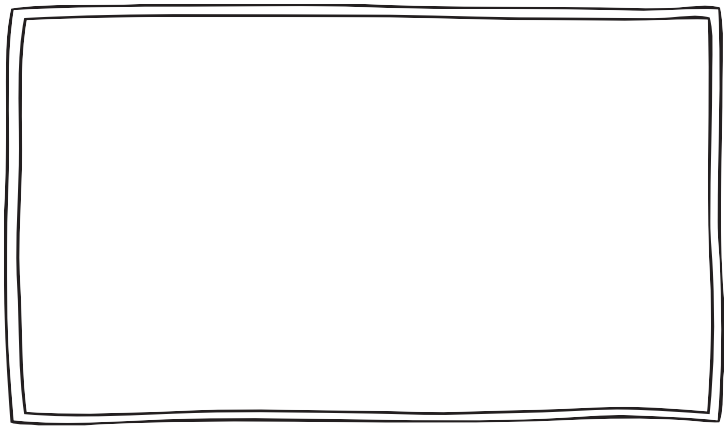


Character Trait Card WriteShop® StoryBuilders *Historical Fiction*

desert

Setting Card WriteShop® StoryBuilders *Historical Fiction*

forest

Setting Card WriteShop® StoryBuilders *Historical Fiction*

jungle

Setting Card WriteShop® StoryBuilders *Historical Fiction*

mountains

Setting Card WriteShop® StoryBuilders *Historical Fiction*

prairie or field

Setting Card WriteShop® StoryBuilders *Historical Fiction*

river

Setting Card WriteShop® StoryBuilders *Historical Fiction*

wilderness

Setting Card WriteShop® StoryBuilders *Historical Fiction*

arena or battlefield

Setting Card WriteShop® StoryBuilders *Historical Fiction*

behind enemy lines

Setting Card WriteShop® StoryBuilders *Historical Fiction*

camp or encampment

Setting Card WriteShop® StoryBuilders *Historical Fiction*

bridge

Setting Card WriteShop® StoryBuilders *Historical Fiction*

dock

Setting Card WriteShop® StoryBuilders *Historical Fiction*

street or alley

Setting Card WriteShop® StoryBuilders *Historical Fiction*

road, path, or trail

Setting Card WriteShop® StoryBuilders *Historical Fiction*

tent

Setting Card WriteShop® StoryBuilders *Historical Fiction*

covered wagon

Setting Card WriteShop® StoryBuilders *Historical Fiction*

stagecoach

Setting Card WriteShop® StoryBuilders *Historical Fiction*

canoe, boat, or ship

Setting Card WriteShop® StoryBuilders *Historical Fiction*

steamboat or riverboat

Setting Card WriteShop® StoryBuilders *Historical Fiction*

battleship or aircraft carrier

Setting Card WriteShop® StoryBuilders *Historical Fiction*

airplane

Setting Card WriteShop® StoryBuilders *Historical Fiction*

space station

Setting Card WriteShop® StoryBuilders *Historical Fiction*

train

Setting Card WriteShop® StoryBuilders *Historical Fiction*

automobile

Setting Card WriteShop® StoryBuilders *Historical Fiction*

town square or village green

Setting Card WriteShop® StoryBuilders *Historical Fiction*

estate or plantation

Setting Card WriteShop® StoryBuilders *Historical Fiction*

settlement

Setting Card WriteShop® StoryBuilders *Historical Fiction*

poor part of town

Setting Card WriteShop® StoryBuilders *Historical Fiction*

fort

Setting Card WriteShop® StoryBuilders *Historical Fiction*

walled city

Setting Card WriteShop® StoryBuilders *Historical Fiction*

castle or palace

Setting Card WriteShop® StoryBuilders *Historical Fiction*

cathedral or church

Setting Card WriteShop® StoryBuilders *Historical Fiction*

factory

Setting Card WriteShop® StoryBuilders *Historical Fiction*

hospital

Setting Card WriteShop® StoryBuilders *Historical Fiction*

Laboratory

Setting Card WriteShop® StoryBuilders *Historical Fiction*

museum

Setting Card WriteShop® StoryBuilders *Historical Fiction*

barn or stable

Setting Card WriteShop® StoryBuilders *Historical Fiction*

a room (hall, kitchen, attic, etc.)

Setting Card WriteShop® StoryBuilders *Historical Fiction*

stone cottage

Setting Card WriteShop® StoryBuilders *Historical Fiction*

inn or boardinghouse

Setting Card WriteShop® StoryBuilders *Historical Fiction*

meetinghouse

prison, dungeon, or jailhouse

pyramid or tomb

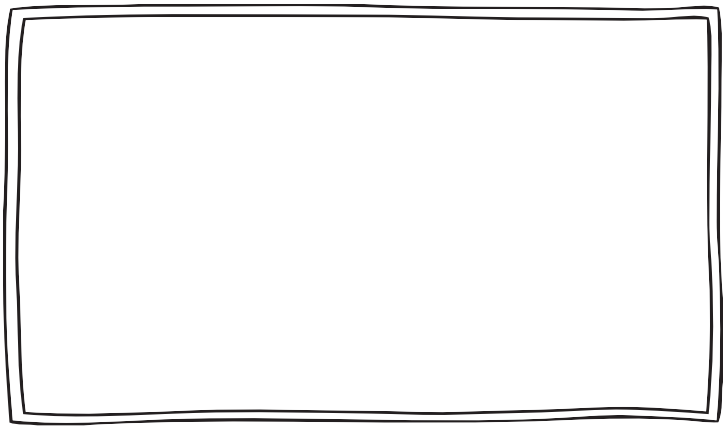
shop or store

back room of _____

secret room or hideout

secret meeting place

underground passage



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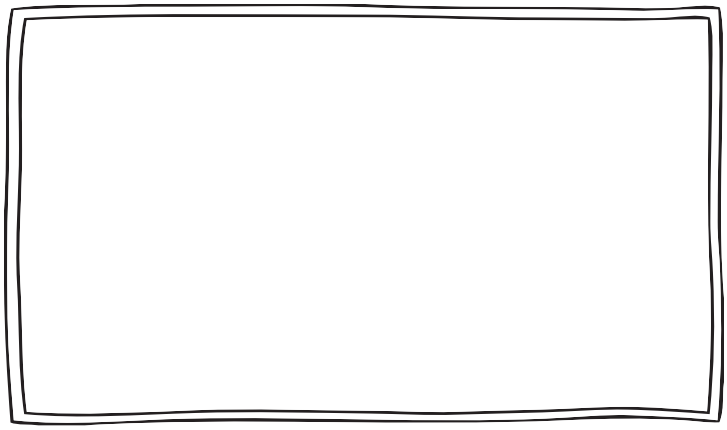

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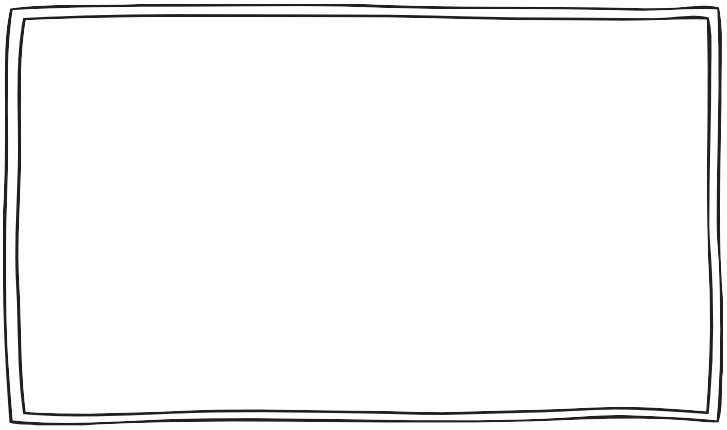

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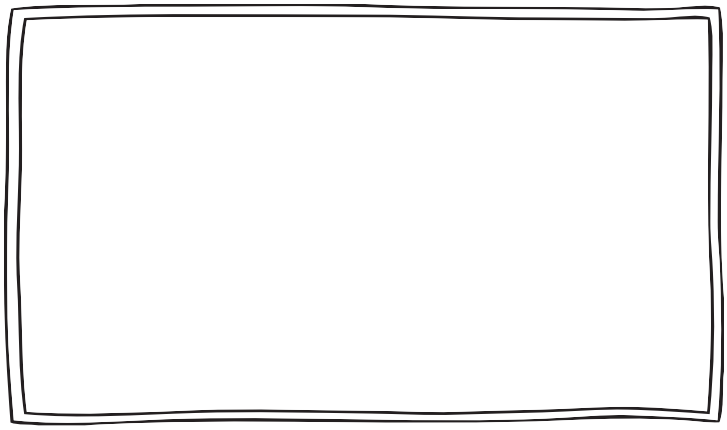

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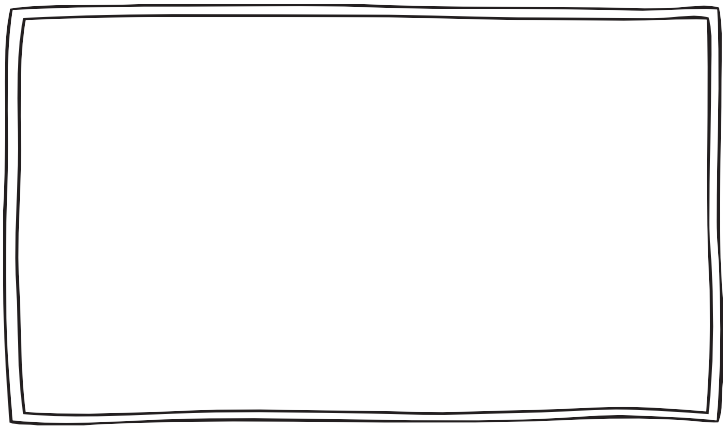

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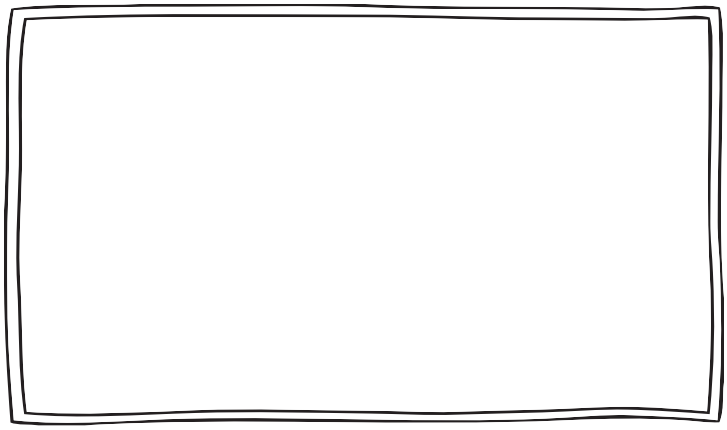

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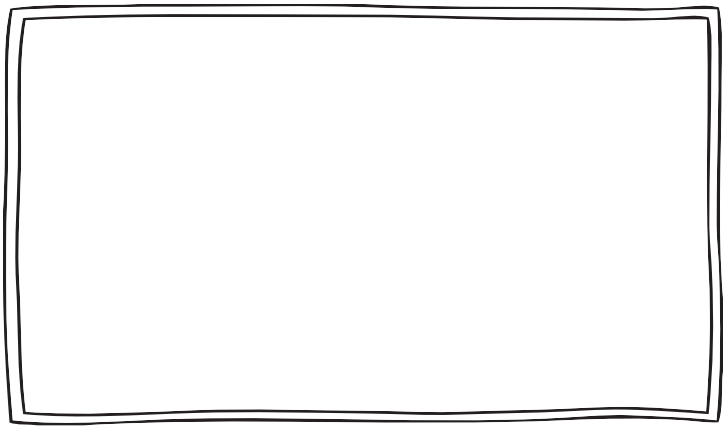

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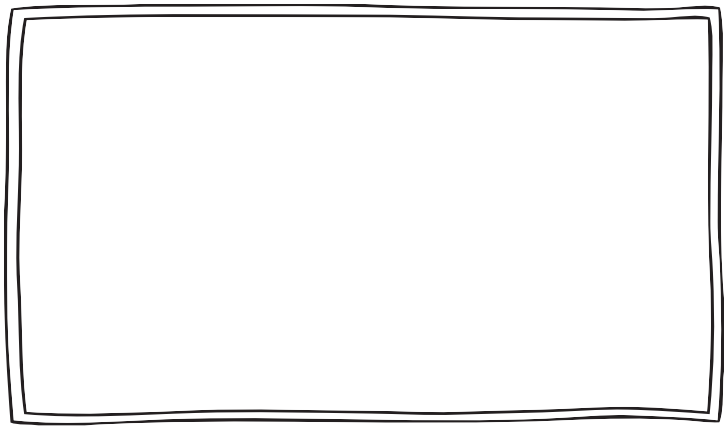


Setting Card WriteShop® StoryBuilders *Historical Fiction*

attends a ceremony or coronation

Plot Card WriteShop® StoryBuilders *Historical Fiction*

becomes an apprentice

Plot Card WriteShop® StoryBuilders *Historical Fiction*

becomes a heroine or hero

Plot Card WriteShop® StoryBuilders *Historical Fiction*

befriends someone

Plot Card WriteShop® StoryBuilders *Historical Fiction*

betrayed or wrongly accused

Plot Card WriteShop® StoryBuilders *Historical Fiction*

carries an urgent message

Plot Card WriteShop® StoryBuilders *Historical Fiction*

creates a masterpiece

Plot Card WriteShop® StoryBuilders *Historical Fiction*

disappears or is kidnapped

Plot Card WriteShop® StoryBuilders *Historical Fiction*

discovers a new Land

embarks on a journey with

_____

faces drought (or flood or fire or blizzard)

faces persecution, hardship, or prejudice

fights for a cause

fights for freedom

is forced to work without pay

goes to war

helps someone in danger

Plot Card WriteShop® StoryBuilders *Historical Fiction*

hides someone

Plot Card WriteShop® StoryBuilders *Historical Fiction*

holds secret meetings

Plot Card WriteShop® StoryBuilders *Historical Fiction*

imprisoned unfairly

Plot Card WriteShop® StoryBuilders *Historical Fiction*

makes a discovery

Plot Card WriteShop® StoryBuilders *Historical Fiction*

joins an expedition

Plot Card WriteShop® StoryBuilders *Historical Fiction*

joins a rebellion

Plot Card WriteShop® StoryBuilders *Historical Fiction*

keeps a secret

Plot Card WriteShop® StoryBuilders *Historical Fiction*

Leads a revolt

Plot Card WriteShop® StoryBuilders *Historical Fiction*

Learns a lesson

Plot Card WriteShop® StoryBuilders *Historical Fiction*

Learns of a plot to _____

Plot Card WriteShop® StoryBuilders *Historical Fiction*

Lives a quiet life until _____

Plot Card WriteShop® StoryBuilders *Historical Fiction*

Loses or finds something valuable

Plot Card WriteShop® StoryBuilders *Historical Fiction*

makes a daring escape

Plot Card WriteShop® StoryBuilders *Historical Fiction*

meets a long-lost friend or relative

Plot Card WriteShop® StoryBuilders *Historical Fiction*

must defend the _____

Plot Card WriteShop® StoryBuilders *Historical Fiction*

must get to safety

Plot Card WriteShop® StoryBuilders *Historical Fiction*

must work to support the family

Plot Card WriteShop® StoryBuilders *Historical Fiction*

plague or sickness

Plot Card WriteShop® StoryBuilders *Historical Fiction*

pretends to be someone else

Plot Card WriteShop® StoryBuilders *Historical Fiction*

receives a mysterious _____

Plot Card WriteShop® StoryBuilders *Historical Fiction*

receives an inheritance

Plot Card WriteShop® StoryBuilders *Historical Fiction*

runs away or escapes

Plot Card WriteShop® StoryBuilders *Historical Fiction*

saves someone's life

Plot Card WriteShop® StoryBuilders *Historical Fiction*

saves the farm or town

is sent on a dangerous mission

gets separated from family or companions

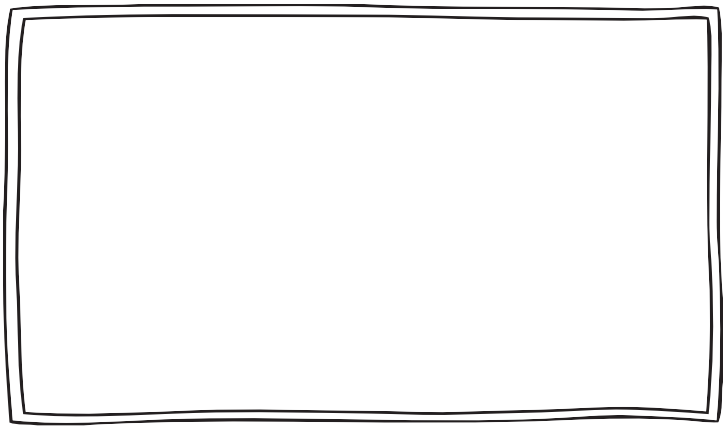
smuggles something in or out of the _____

stows away

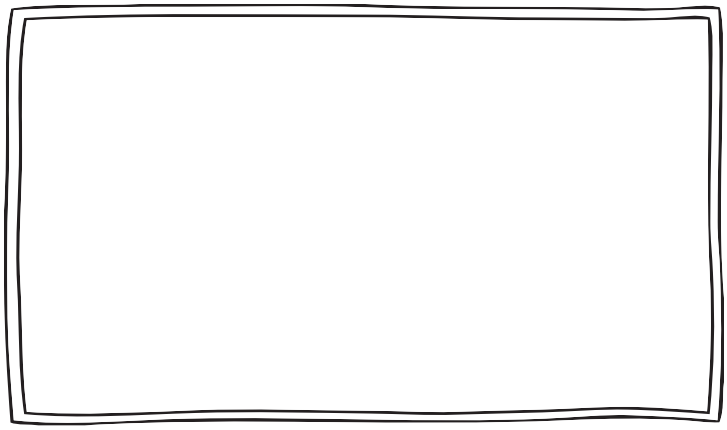
is stranded or shipwrecked

trades places for a day

explores uncharted territory or waters



Plot Card WriteShop® StoryBuilders *Historical Fiction*



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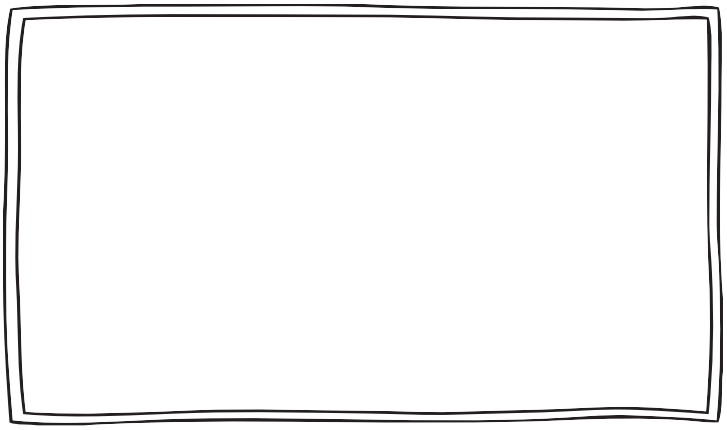

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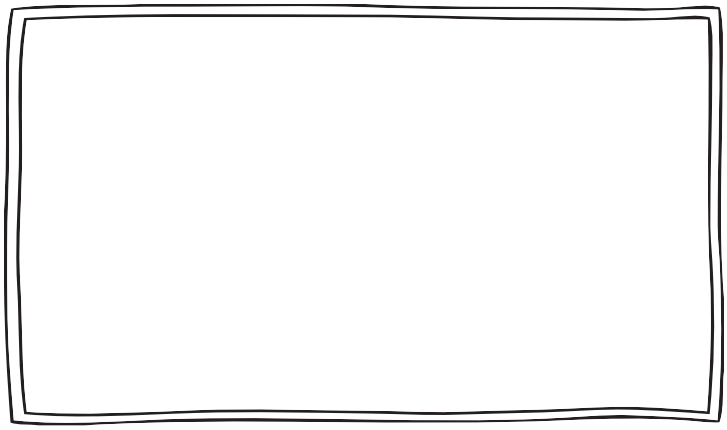

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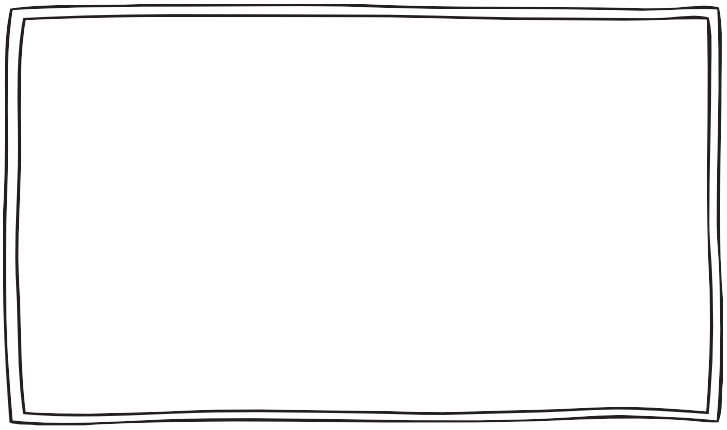

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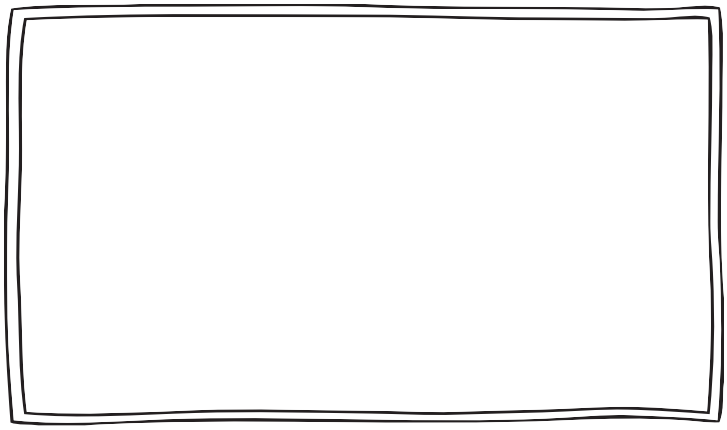

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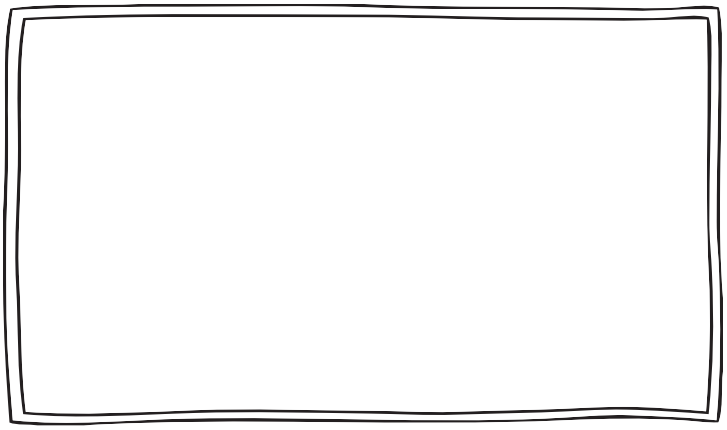

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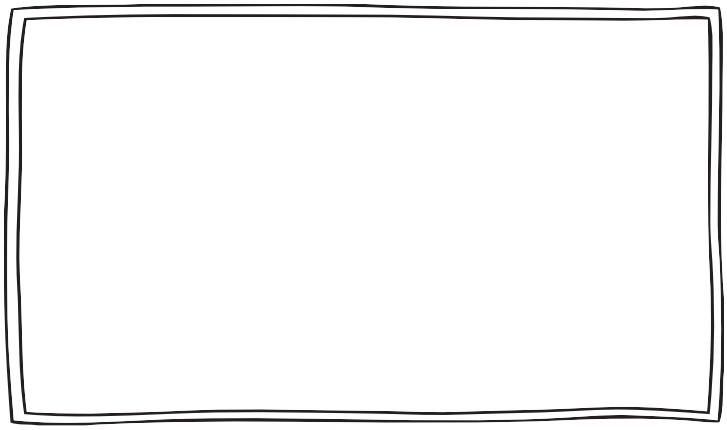

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