

Transitions Pack

STUDENT SHEET 6

Here it is - the final chapter. In each of the previous chapters you have had to think about how your character would react in each situation. Now you have to finish your story. Whether it is a happy or sad ending is up to you, but now you must find a way for your character's journey to end. Ensure it's exciting – and don't end with 'then I woke up'!

A ship - how exciting! I've never been on a proper ship before and it's huge. Nobody's around so I run up the gang plank and onto the deck. It is wet and I fall over, banging my head sharply. There is no blood but I can feel a big bump there already. I need to sit down quietly for a while.

As I drop into a deckchair to catch my breath, passengers start boarding and soon there are many people surrounding me. They all seem to be old and wearing posh clothes and I look so out of place. They are starting to notice me and I know I must get out of the way before I arouse suspicion.

I head through a nearby door and wait for my eyes to adjust to the gloom. I know I need to get back home. It's late and my parents will be worried. I must make the right choice. To my left is a ballroom decked out with fairy lights. There are lifeboats straight in front of me, each with helium balloons tied to them. To my right is a shop selling duty free. The only other place I can look is upwards - a round window is in the ceiling. Which way am I going to go to get back home?

To choose the ballroom, turn to page

To choose the lifeboats, turn to page

To choose the shop, turn to page

To choose the ceiling window, turn to page

Remember this is the end of the story now. You have to have a conclusion. Think carefully of how your character would react in this final situation.