

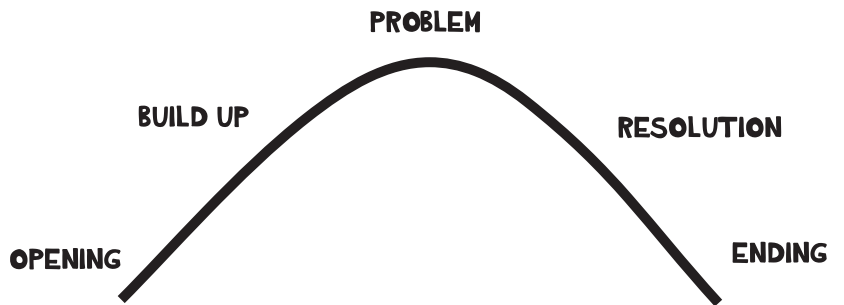
ACTIVITY SHEET 1:

Planning your own crazy and unbelievable adventure of Pig and his friends

Use this 'STORY MOUNTAIN' structure to help you plan out your own Pig adventure, jotting your ideas down in the space below. You may find it helpful to talk through the questions at each stage with a friend to help you develop your ideas in more detail.

OPENING

- What are Pig and his friends doing at the start of the story? Is Pig eating, or playing a game with his friends?
- What are Mr and Mrs Sandal doing?



BUILD UP

- Who is the new arrival on the farm? Is it a new animal character (for example a goat, rabbit, guinea pig, squirrel, another pig, a donkey)? Or is it the return of a former enemy, such as Fox, Kitty or the evil chickens?
- If this character is nice to Pig, what do they do that makes Pig think they are friendly? For example, a squirrel might share some acorns with Pig having heard he likes them. If they are a former enemy, how does Pig find out that they have returned?



OUT NOW!

PROBLEM



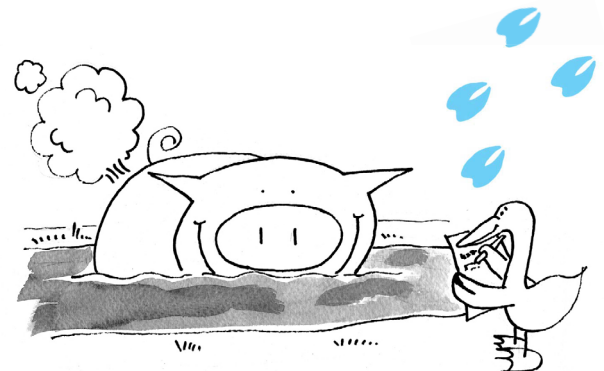
- **WHY** does this character want to hurt Pig or one of his friends? For example, a rabbit might be annoyed because all his favourite carrots end up in Pig's slops, or a new pig might be jealous that Pig's sty is nicer than his? Do they want revenge for something Pig has done to them?
- **HOW** do they plan to hurt Pig or his friends? For example by putting something nasty in their food or locking them inside the lorry that takes the boxes of vegetables away from the farm?

RESOLUTION

- How will Pig discover what is really going on?
- How will he and his friends escape - will they have help? Will it involve some kind of new vehicle like the Trocket? This could be based on a motorbike or quadbike, a horse box, a delivery van, a hot air balloon for example.
- What nasty ending will befall the character who wanted to hurt them?

ENDING

- **WHAT WILL THE CHARACTERS BE DOING AT THE END TO SHOW THINGS ARE BACK TO NORMAL?**



OUT NOW!

