

Discover Bright Fantasy

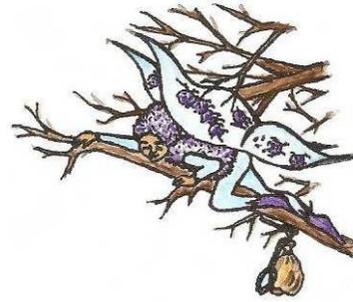
And Begin Telling Your Own Stories

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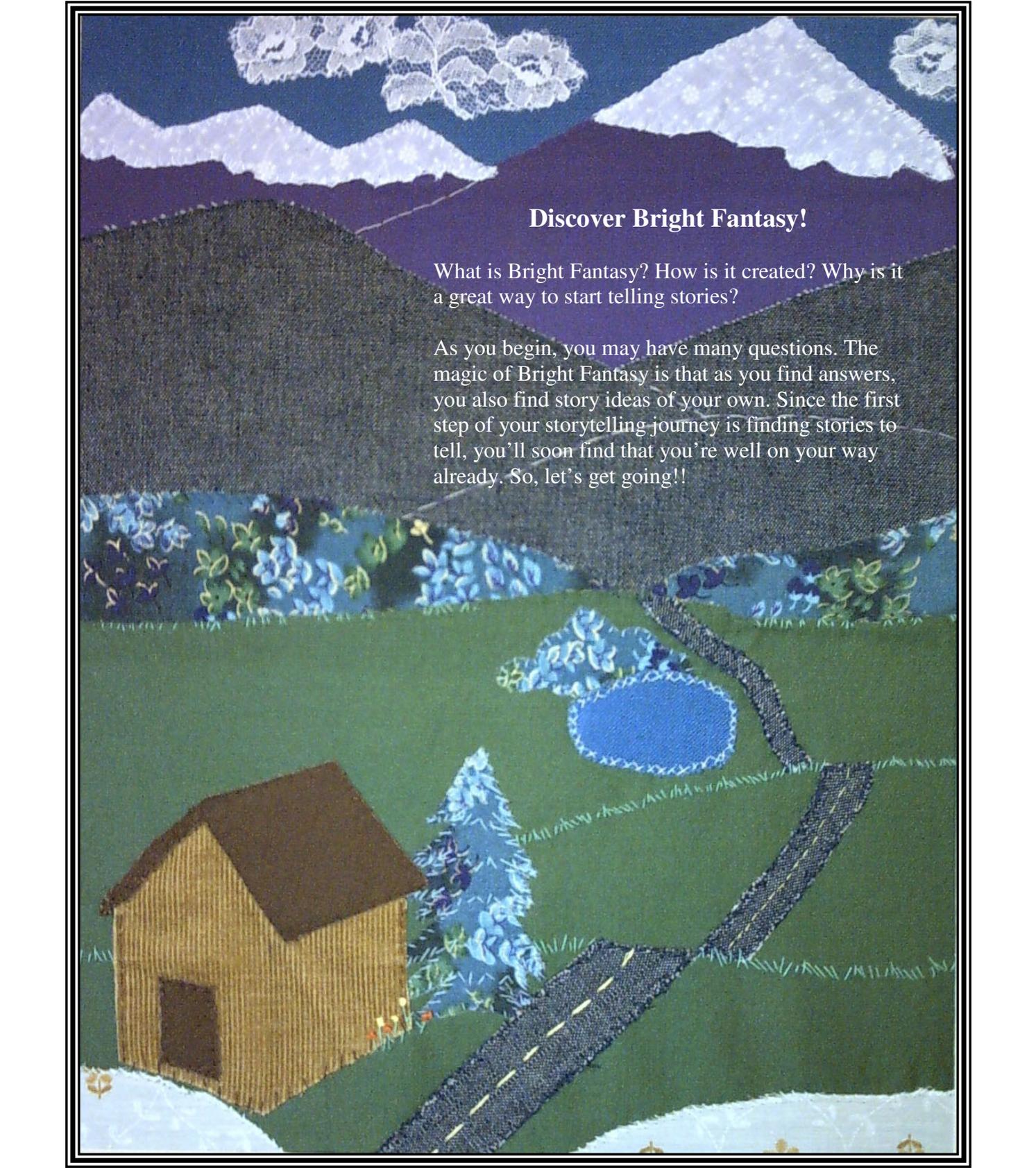
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A quilted landscape illustration. In the foreground, a wooden barn with a brown roof and a dark doorway sits on a patch of white ground. A winding path made of dark fabric with yellow dashed lines leads from the bottom right towards the center. To the left of the path is a circular pond made of blue fabric with a white scalloped edge. The middle ground is a green field with a blue and green floral patterned area. In the background, there are dark green mountains and a dark blue sky with white lace-like clouds and small white stars.

Discover Bright Fantasy!

What is Bright Fantasy? How is it created? Why is it a great way to start telling stories?

As you begin, you may have many questions. The magic of Bright Fantasy is that as you find answers, you also find story ideas of your own. Since the first step of your storytelling journey is finding stories to tell, you'll soon find that you're well on your way already. So, let's get going!!

What is Bright Fantasy?

Bright Fantasy is a great way to start telling stories. It's easy to create and fun to tell. And it's based on ordinary experiences and features positive adventures, so these are stories your audience will easily understand and be glad you told.

So, What is Bright Fantasy?

Have you ever experienced something so wonderful that for a brief time, life seemed oddly different, better, almost...magical? That's brightness. Have you heard or read a story that was uplifting, inspiring, and caused you to look at your own ordinary world with new insight and appreciation? That's brightness, too. And what is fantasy? Is it just dragons, fairies, spells, and such? Well it might include those, but fantasy is any story where imagination steps in and stretches reality in unexpected creative directions. When the inventiveness of *fantasy* is combined with the positive themes of *brightness*, you have *bright fantasy*. It is any story that stretches reality and that is positive, inspiring.

**Bright Fantasy
is any positive
story that
stretches reality.**

These are fanciful, positive stories that rely on plot twists, intriguing themes, and interesting characters. There are no villains or good-vs-evil battles or characters trying to destroy or defeat one another, but it's not just a lack of darkness (evil, hatred, etc) that defines these stories. Bright Fantasy is all about how a character solves a problem. Often characteristics like courage,

What's Next? Telling a Complete Story

To be a storyteller, you need a story to tell. But what is a story? Is there a fun way to practice creating, remembering, and telling complete stories? Yes! Tellers often use props to remember what comes next. And using storytelling cards as props will also help you discover that storytelling can be informal, a few friends around a table. And you'll see that creating and telling a complete story can be as easy as...one, two, three!

Advice and Tips

What is a Complete Story?

A complete story will have a beginning, middle, and ending, with certain information included in each section. All stories, simple or complex, are basically about a character with a problem and how that character solves the problem. To create a complete story, answer the Story Plan Questions on the next page.

Remember, *tell about something you know*. Don't try to tell about a superhero saving the world. Try something you have experienced, like missing the school bus, losing your lunch money, or getting your chores done before the school bus comes (or the space ship leaves and your parents are already on board). Did you make it on time? What happened? If you care for your neighbor's dog while they are on vacation, what problems do you encounter? Could the same thing happen to a fantasy character on another planet?

Story Plan Questions

There are five simple questions that can help you develop your story.

1. What is your main character's problem?
2. What does your main character do because of this problem?
3. What happens because of what he or she does?
4. How does the main character solve the problem?
5. How does the story end?

The beginning of your story will answer question #1.

The middle will answer questions #2 & 3.

The ending will answer #4 & 5.

If you have trouble solving your character's problem, there is a magic word that can help you solve all your story problems. That magic word is *why*. Why does your character have this problem? Go back to the story development questions and ask *why* to each. The more times you ask and answer this question, the better your story will be.

What is a Storytelling Story?

Telling a story is not the same as memorizing and reciting, or reading from a printed story. Written stories are always the same. Read many times, the words will always be in the same order. One event will follow another. Storytelling stories are never the same. They change to appeal to or adapt to specific listeners. Just as if someone tells you something and your friend leans over and asks, "What did he say?" you'd rephrase, summarize, explain some parts more, use your own words to retell it. If it were your coach, grandmother, baby brother, or impatient boss asking, you might tell it differently each time. So, as you plan a story — the characters, events, how it starts, how it ends—keep in mind the audience you expect, what they'd want to know and how to explain that.

It will be different each time you tell. That's the fun of storytelling! Improvising, ad-libbing, rolling with the punches, a storytelling is unscripted and all about adapting to the moment. In conversation with a friend, if she seemed confused, you might rephrase to explain, or if she laughed at part, you might expand a little on that. Telling to an audience, you can similarly adapt a story as you tell. You don't have to be perfect or exact with a story. The spontaneous is often what makes a telling special.

Story

Storytelling cards help create, remember, and tell stories. Card stories are simple tales told to a few people sitting nearby. Each card illustrates part of the story, and placed side by side form a continuous picture and complete story. A different order or number of cards creates a new story, as in these examples.

Is it a Story? The Sentence Check

A simple way to collect ideas and see if each is a complete story is to summarize each as a single sentence. If you can, you have a story! Each sentence story must have only one independent clause with a subject, verb, and object. It can have lots of adjectives, adverbs, and modifying clauses. It cannot be a compound sentence. If you want to tie ideas together with an “and” or a “but,” you may have two stories. This sentence story became “The Missing Bear,” in *Tradin’ Tales with Grandpa* by Vivian Dubrovin:

When Billy stops searching for his lost puppet in order to help his little sister pick up her spilled beads, he finds his missing bear in a place he would never have looked.

A Special Thank You

By Vivian Dubrovin

How do you thank a Story Sprite? They’ve all helped me so much. I want to thank them, tell them I appreciate what they’ve done.

1 I remember when I met the first one. I had to tell a story, my first story. I was sitting in



Grandmother’s garden reading a book, looking for a good tale to tell. Suddenly a big butterfly-looking creature landed on the lawn beside me. It had the strangest wings. They were almost transparent. Pictures were moving on them like a TV, movie or computer screen. I watched the pictures move.

The Story Sprite smiled. “They do that when I’m recording or remembering, like your computer lights might blink when it’s working.” He flew ahead of me, paused a moment, and looked back. “I’m collecting space tales today. Want to hear one?” I nodded and he asked me to pick one from the pictures on his wings.

I remember wishing, as I listened to him, that I could tell stories that