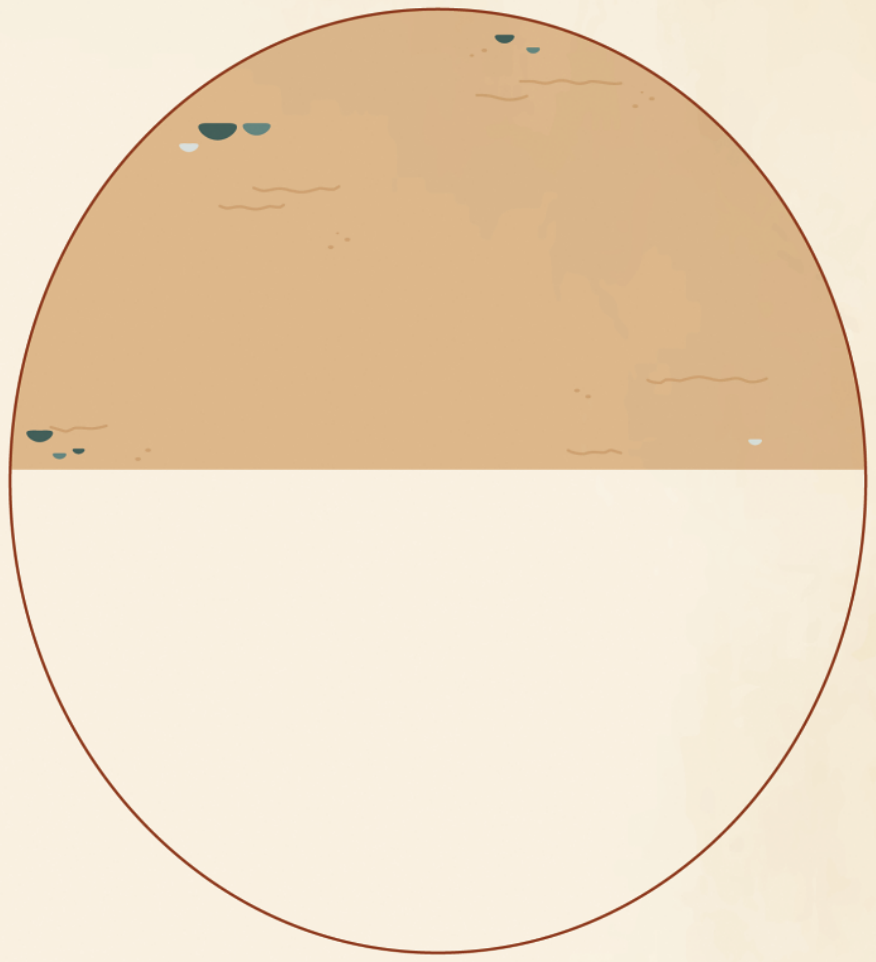

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Design your own
Storyteller Cove by
decorating it with stickers!

ADVENTURES IN
STORYTELLER COVE

MAGICAL
GUIDEBOOK

# Hello, Adventurer!

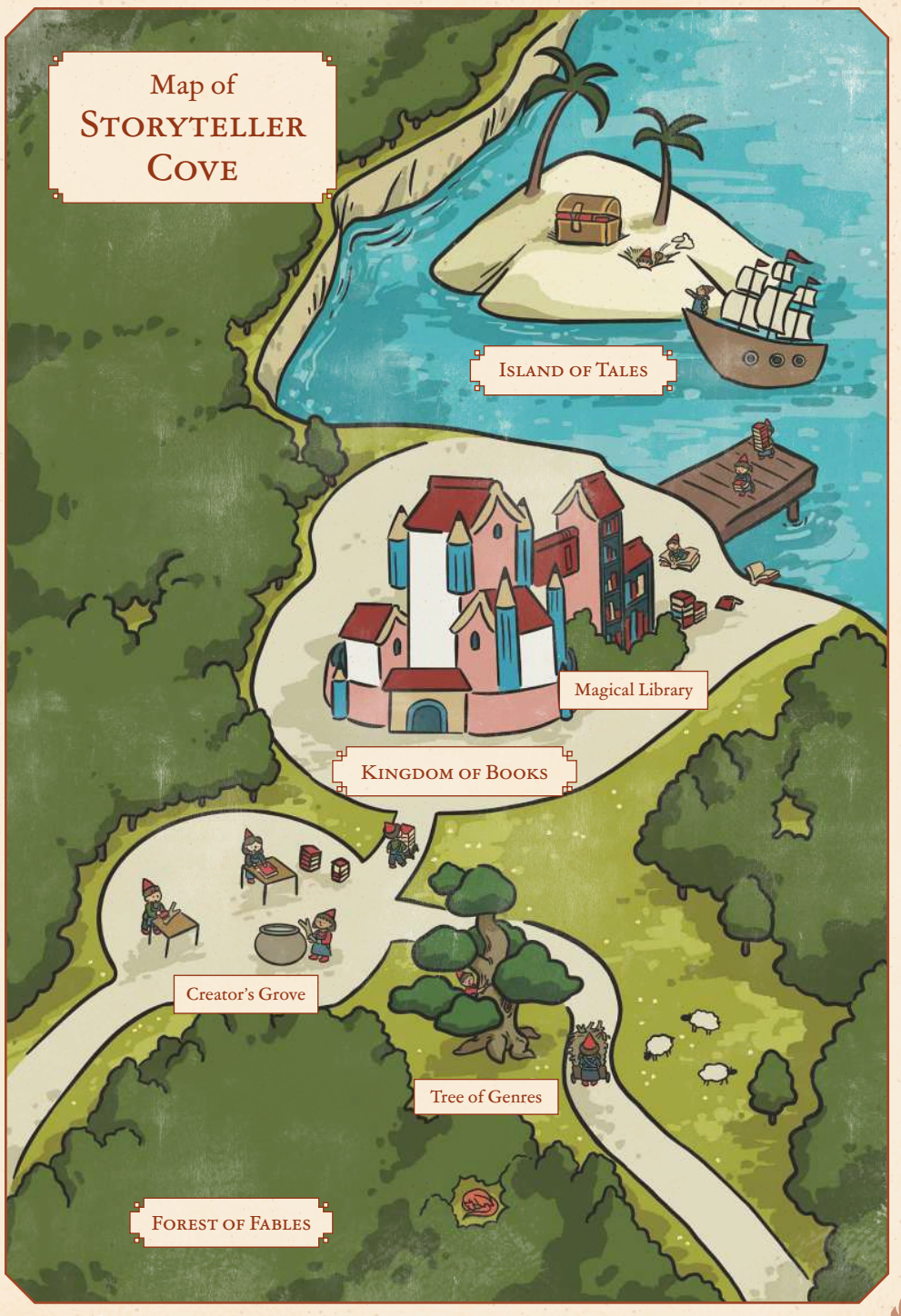
My name is Hickory and I am the Guardian of Storyteller Cove, a magical land home to thousands of the world's best invention – *stories*.

At Storyteller Cove, we use only the finest ingredients for our stories. Genres are handpicked and lovingly handcrafted into books by our Storyteller Elves. You can understand why we are so popular!

To begin exploring Storyteller Cove, fill in the blanks in this Magical Guidebook. Remember to keep your eyes peeled to the wonder this place can bring.

Happy adventuring!

**Hickory**
Guardian of
Storyteller Cove





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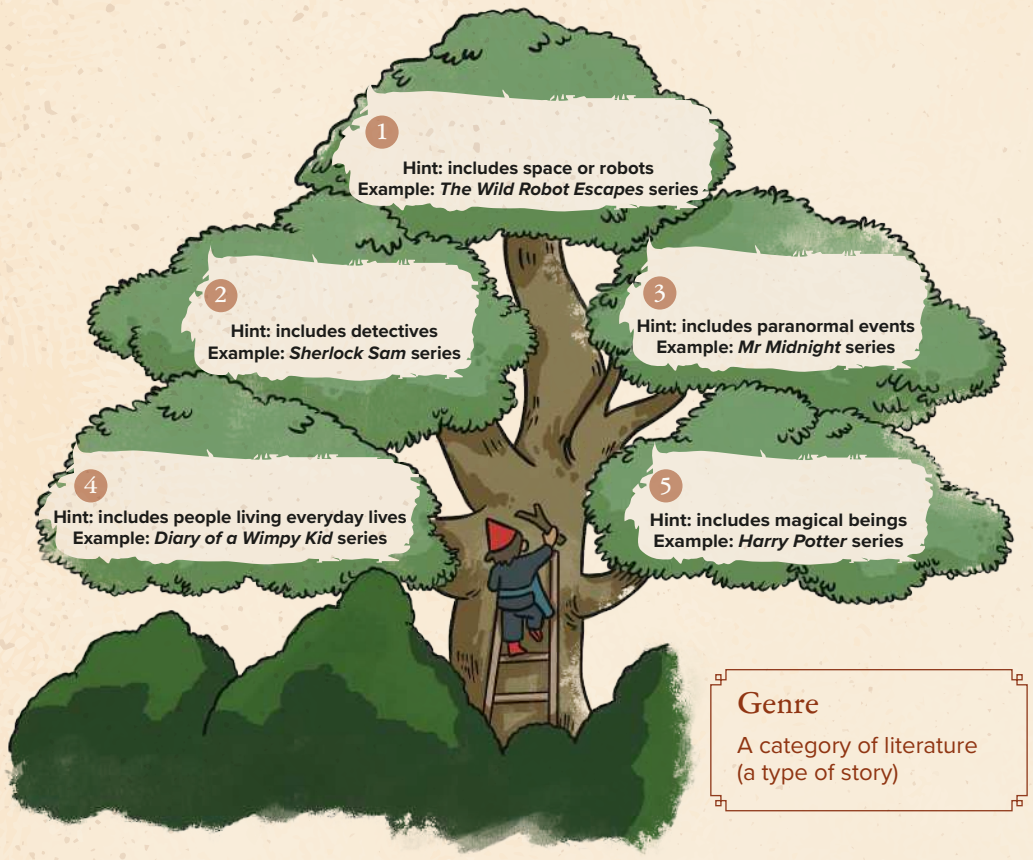
Forest of Fables

# Tree of Genres




**Genre**

A category of literature (a type of story)

The first stop in Storyteller Cove is the Tree of Genres.

Choosing a genre is the first step to creating a story in Storyteller Cove. When a genre is selected, our hardworking Storyteller Elves cut down the branch and carry it over to the Creator's Grove, where other Elves craft the story.

Look for the Tree of Genres in the Cove and note down the names of the genre branches in the blanks above! The handy hints below the blanks are there to help you.

From top to bottom:
1. Science Fiction 2. Mystery Fiction 3. Paranormal Fiction
4. Realistic Fiction 5. Fantasy Fiction



Forest of Fables

# Creator's Grove

A second attraction in Storyteller Cove is the Creator's Grove.

Here, the Storyteller Elves craft the branches from the Tree of Genres into Beginnings, Middles, and Endings, and bind them into books at the Workstations.

Each Workstation requires some important ingredients, which you can find in the Creator's Grove. Fill in the blanks to match the ingredients to the correct Workstation.

**Ingredients:** Plot | Character Motivation | Setting | Conclusion | Problem

## Beginnings Workstation

1. _____
   Hint: where the story takes place
2. _____
   Hint: what the story is about

## Middles Workstation

3. _____
   Hint: what your character wants
4. _____
   Hint: what your character encounters along the way

## Endings Workstation

5. _____
   Hint: what happens at the end of a story

From top to bottom:
1. Setting 2. Plot 3. Character Motivation
4. Problem 5. Conclusion

Once you are done, try creating your story by mixing and matching the flip panels of the Creator's Grove!



Kingdom of Books

# Magical Library

After a book is completed, it is delivered to the Magical Library in the Kingdom of Books, where the Storyteller Elves catalogue and shelve them.

Identify the different parts of a book and fill in the blanks. If you need help, just glance at the "Anatomy of a Book" section in the Kingdom of Books!

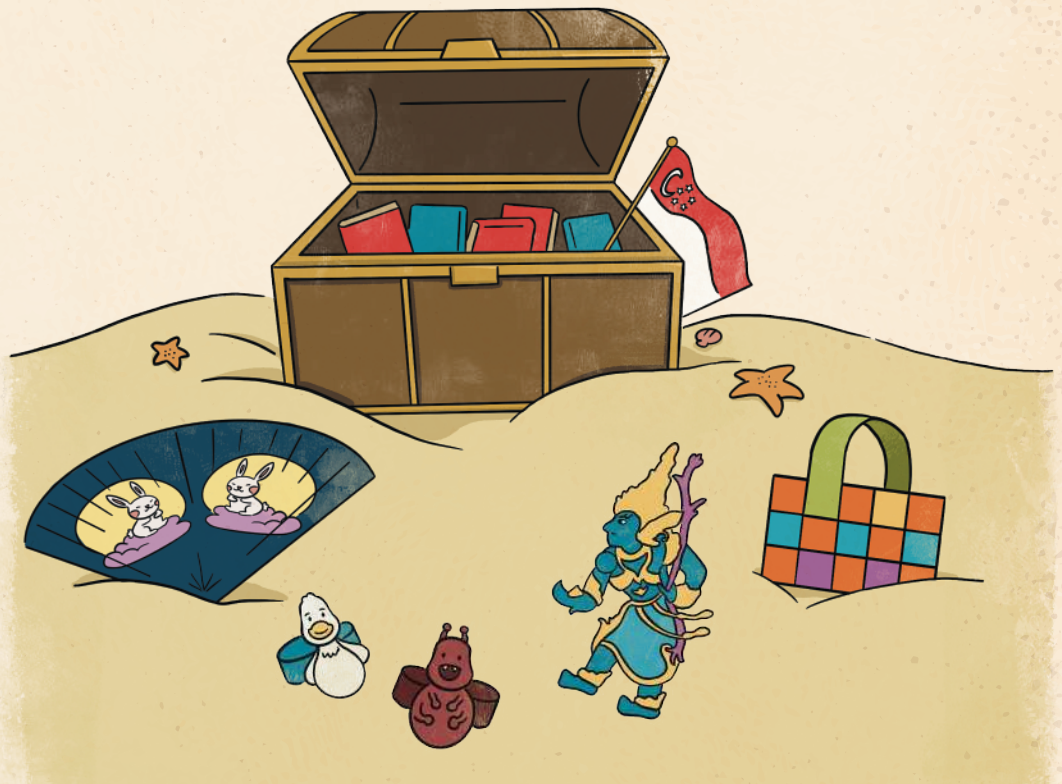
In the public libraries, the first three letters of an author's last name can be found on the spine label.

From left to right:
1. Blurb 2. Spine 3. Cover 4. Author/Illustrator



# Island of Tales

Most Adventurers' final destination in Storyteller Cove is the sunny, sandy Island of Tales. Get crafty with the activity sheets found in this area and create your own storytelling props!



Check out the World and Us Zone just around the corner for more books, or scan this QR code for more good reads!

https://go.gov.sg/worldandusreads



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