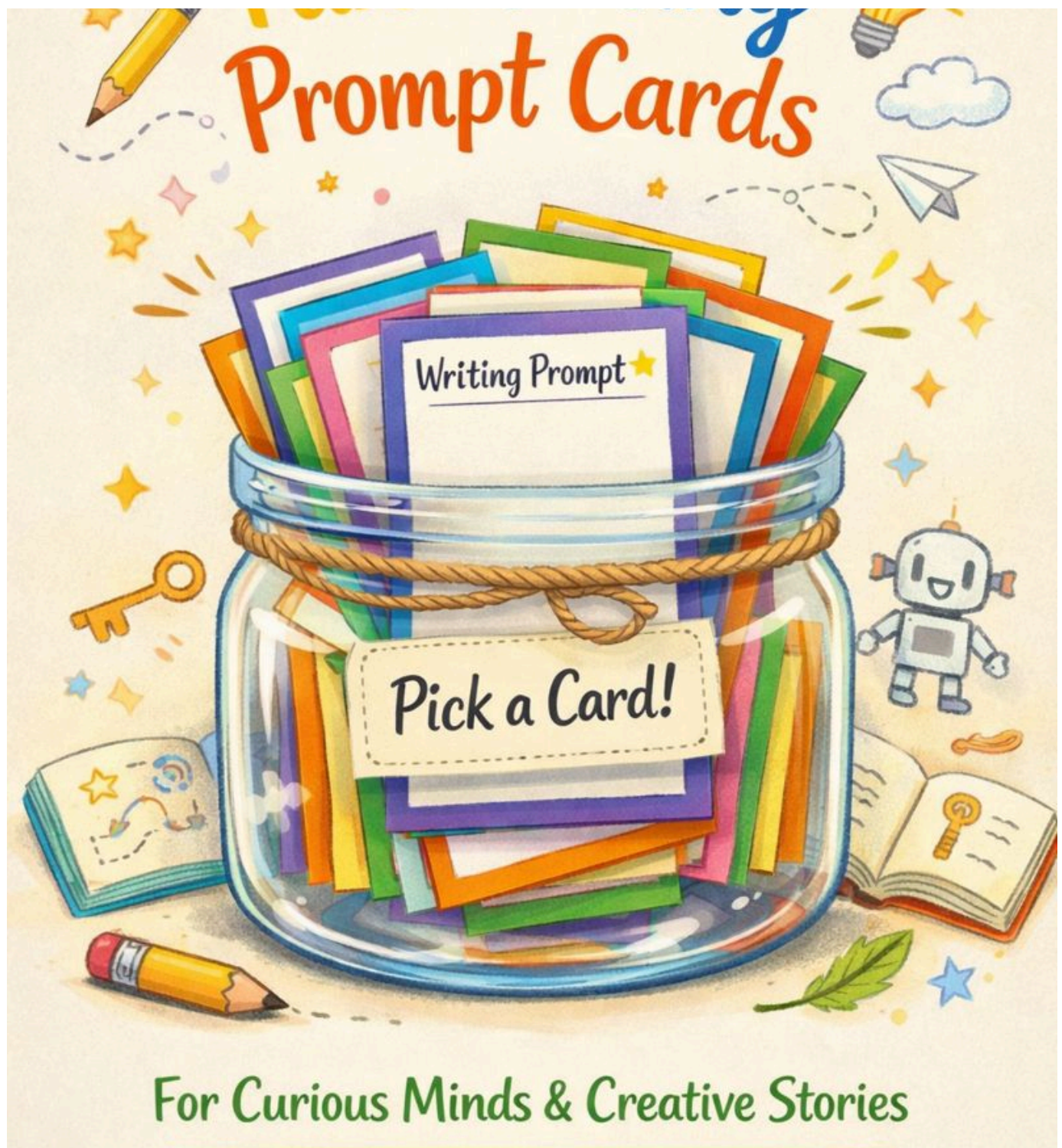


Print what works for you – cut them into cards, keep them as a full page, or read them aloud together. There's no right or wrong way to use these prompts.



For Curious Minds & Creative Stories

genres have flavours, not rules writers can prefer certain genres
some ideas feel safe, others feel exciting
mixing genres is allowed

You might even notice your child reaching for the same colour repeatedly
avoiding certain colours (useful insight!) combining two colours into one story

Adventure and Mystery

Exploring, discovering, solving, journeying

**You find a door that
wasn't there yesterday.**



Where does it lead?
Is it a strange looking door?

**A map falls out of an
old book. It shows a
place close to home...
but something is
different.**



Is it an old map?
What is different about this map?

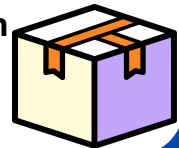
**Your character wakes
up somewhere
unfamiliar and they
hear someone whisper
their name.**



Who is whispering?
How can they find
their way home?

**A package arrives with
no name, no address,
and strange sounds
coming from inside.**

Are you going to open
the box?
How big is the box?

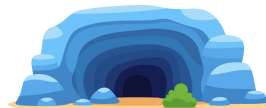


**You are the main
character in your
favourite game.**

Is your character good
or bad?
Does your character
have special powers?



**Your character discovers a
hidden tunnel while
playing outside.**



Do they go in?
Do they tell their friends so
they can go too?

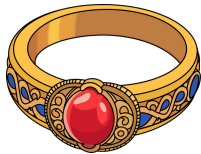
Magic and Fantasy

Spells, magical objects, talking creatures, other worlds

You find a magical ring that can grant just 1 thing

What do you use it for?

How do you feel when you get what you wish for?



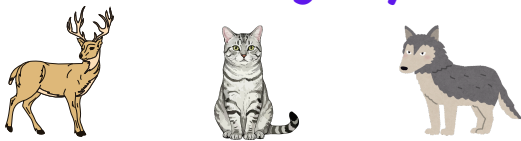
Deep in the heart of the mountain lived an evil giant apple!



What magic could be used to defeat the apple?

What type of characters would you send to defeat it?

An animal suddenly starts talking to you.



What does he want to tell you?

Is the animal magical?

Does the animal want your help?

You wake up to find that magic has leaked into the real world overnight.

What is your character going to do?

Can they use the magic?

Do they find a magic wand, or do they find something else that helps them?



A spell goes wrong and changes something unexpected.

What changes?

Does your character wake up in a new house or do they have a different look?



You are invited to train for a special role in a magical world.



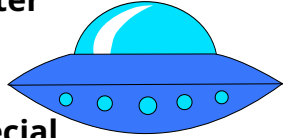
How do you train? Do you have to go to a special place to train like a cottage in the middle of the forest?

Science Fiction and Future

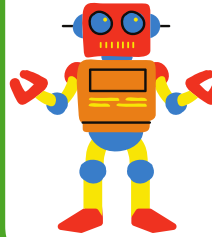
Technology, robots, inventions, future worlds

Waking up on a Spaceship

Is your character
an alien?
Do they have
something special
to do?
Has he or she been
captured by
aliens?



Robots suddenly appear all over the place



What do the robots
want?
Are they friendly?
Can you talk to
them?
Are they here to
help?

You invent something amazing ... but it doesn't quite work as planned

What goes wrong
with your
invention?
How can you fix it?
Can you invent
something else?



Your character finds a time machine and travels 100 years in the future



What do they find
that surprises
them?
What do they think
is better in the
future?

The computer starts acting like it has feelings



Does the computer
want to be your
friend?
What feeling does
the computer show?
Does he understand
jokes?

Your character builds a rocket ship to fly into space



Where are they going to go?
What will they need to take
with them?

Silly, Strange and Imaginative

Playful Ideas, humour, exaggeration, nonsense

**You shrink so small, you
could live in a shoebox**



What is your life like now?
Do your parents still make
dinner for you?
Can anyone hear you?

**An object in the house
comes to life when no-
one is looking**



What is it that comes to life?
Can your character and the
object go on adventure
together?

**Your character invents
the most useless gadget
ever**



What does the
character invent?
Maybe someone
else will use their
invention, what will
they do with it?

**You have a special box
and every time you pick it
up it tells you a joke**



The only way you can get the
box to stop is by telling it a
better joke.

Write down some of the jokes
that you both share

**One day gravity stops
working for five minutes.**



What happens to the
characters in your story?

**The characters in your
story are sad until one of
them invents a giggle
machine**



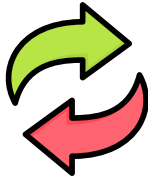
Does this help your characters
or does it make the situation
worse?

Everyday with a Twist

Real life, but something changes

A completely normal day suddenly takes a turn

What happens to change everything?
Is it a good change or bad?
How can you get things back to normal?



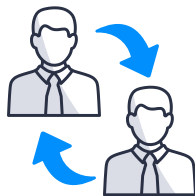
Your character leaves the house to go to the shops, but outside the door is a forest.



Do they go and explore the forest, or do they quickly shut the door?

Your character changes places with another person for the day

Who is your character going to change places with?
Is it going to be an older person or a younger person?



Your character finds out a secret about a place they go to often

How did they find out about the secret?
Will it lead to an adventure?
Is it a secret portal into another world?



Your character overhears a conversation about them



Is your character shocked?
Was it about something nice that they are planning?
Is it about a secret?

When your character wakes all the clocks have stopped

How is your character going to find out what time it is?
Will looking out of the window help?



Reflective and Thoughtful

Feelings, memory, identity, quiet moments

**Write about a moment
when something small
felt important**

IMPORTANT

What happened today that
was really important to you?

**Imagine you are much
older.**

What advice
would you give
to your
younger self?



**Describe a place where
you feel calm or safe**



This place could be
real or in your
imagination.

Describe what that
place looks like and
how does it feel?

**Write about a time when
you felt brave**

How did it feel
inside?
Did it make you feel
like a superhero?



**You can change one thing
in the world**

**IT'S COOL
TO BE KIND**

What would you change to
make the world a kinder
place?

**What happens when you
feel sad or angry**



Write about how
negative
feelings make
you feel.
What colour are
negative
feelings?

These prompts can be revisited again and again as children grow — stories change as imaginations deepen.

Fun Writing Prompt Cards

For Curious Minds & Creative Stories

A collection of playful writing prompts designed to spark imagination, encourage storytelling, and help children explore different genres in a relaxed, pressure-free way.

Pull a card from the jar, follow your curiosity, and see where your ideas take you.



Draw it



Tell it



Write a little or a lot

There is no right or wrong way to begin.

Created by Why Play Learning

Learning through curiosity, creativity, and play