



# Hunting for Inspiration

Teacher Resources





# Collect all the items below before the workshop!



Something you can wear on your head



Something from the kitchen with a label on it



Something round



A picture of someone or something you love



An item you can see your reflection in



2 toy animals



A photo of a family holiday or a picture of a place you would like to go



**X**



An A4 piece of paper with your name on it - BIG letters, bright and colourful!

(Don't worry if you're missing some items just do the best you can!)

# Hunting for Inspiration

## On Demand Resources

These worksheets have been designed to go along with the on demand recording of the Hunting for Inspiration workshop and directly reference this recording.

You may chose you use them as additional resources for continued learning after a live and interactive Hunting for Inspiration workshop as well however please note there are slight differences between the two iterations of the workshop

# WORKSHEET 1

## ORIENTATION

The start of a story is called the orientation. This is where we focus on our characters and setting.

Let's start with WHERE.

### SETTING

To inspire your setting, you should have Something from the kitchen with a label on it (but really anything could do!)

Describe the object as best you can.

Colour: \_\_\_\_\_

Shape: \_\_\_\_\_

Contents: \_\_\_\_\_

Any interesting information on the Label: \_\_\_\_\_

\_\_\_\_\_

Take one idea and list three options of a setting that this could inspire (i.e. a yellow label might inspire the yellow sand of a beach, the bright feathers of a bird in rainforest, or a great big earthmover at a construction site.)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Choose one of those that you think might be a great place to start the story. Your story might move to all sorts of places but this is just where it starts.

The location where my story begins is \_\_\_\_\_

### OPTIONAL

My second location is \_\_\_\_\_

### MAIN CHARACTER

To inspire your main character, find a photo of someone or something you love.

List at least three things about them. (i.e Funny, sporty, brave, supportive)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Choose one of these traits that you think would make an interesting character

My character is

---

---

Now let's give your character a quirk, what is something that is really different or unique about your character that makes them stand out?

My character is

---

---

Let's give your character a name. Maybe you might be inspired by their real name or you might think of something totally new.

My character is named

---

## **SUPPORTING CHARACTER / SIDEKICK**

To inspire your supporting character, find something you can wear on your head.

List at least three things about the item (i.e shape, style, colour, any words)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Choose one of these ideas that might help inspire our sidekick.

My sidekick character is

---

---

Let's give your character a name.

My sidekick character is named

---

### **VILLAIN / RIVAL (OPTIONAL)**

Does your story need a villain or rival?

Villains or rivals often want to stop the hero from achieving their goal.  
Not every story needs one but it might work well for your story.

My villain character is named

---

Why does your villain want to stop the hero achieving their goal?

---

---

---

---

### **ORIENTATION**

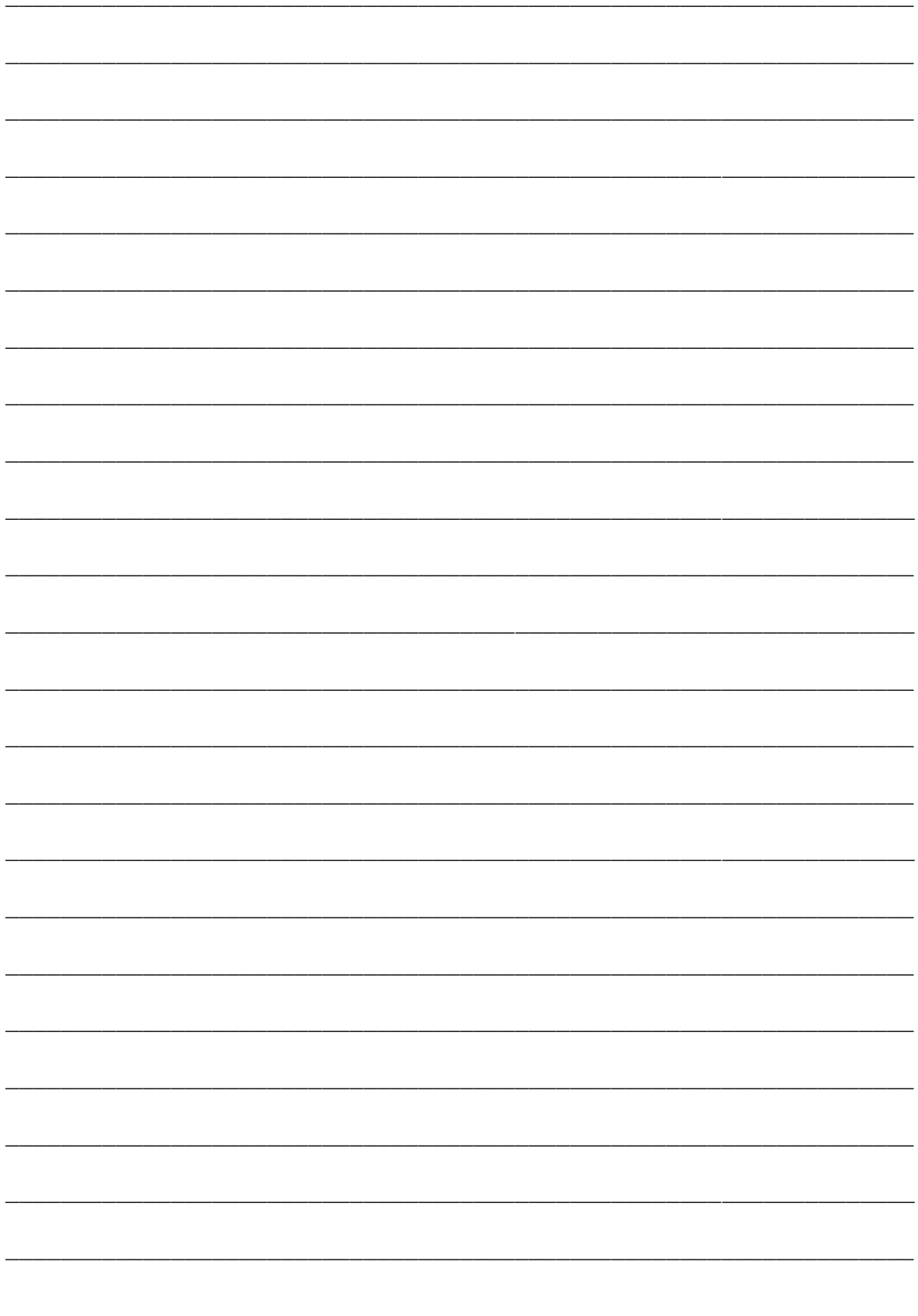
Let's write the start of your story where we learn about the SETTING and the MAIN CHARACTER.

**Remember in the video, Marcel introduced THE BAKERY, ANTON THE BAKER, and his little brother CORNELIUS.**

Remember to include details about what makes your setting and characters distinct.

---

---



## WORKSHEET 2 COMPLICATION

We have our MAIN CHARACTERS and SETTING. Let's explore the CALL TO ADVENTURE and COMPLICATION.

### CALL TO ADVENTURE

The call to adventure is what inspires your character to leave their normal world to achieve a goal.

*Perhaps that goal is to win a dance competition, rescue their friend from a dragon, find the best recipe for scones, or find a lost dog.*

To inspire your call to adventure, find an item you can see your reflection in.

List three things about this object and what ideas these features inspire for you (this can be about how it looks, what it does or what it makes you think of)

DESCRIPTION	INSPIRATION
1.	1.
2.	2.
3.	3.

Choose one of the above that might make for a good Call to adventure in your story.

**Remember in the video, Marcel decided that Anton and Cornelius were going to enter a baking competition**

---

---

---

---

---

---

---



## COMPLICATION

Now that you have decided on your call to adventure, it's time to work out the Complication in your story.

To inspire your Complication, find something round.

List three things about this object and what ideas these features inspire for you (this can be about how it looks, what it does or what it makes you think of)

DESCRIPTION	INSPIRATION
1.	1.
2.	2.
3.	3.

Write the next part of your story. Focus on how the COMPLICATION can move your story forward.

**Remember in the video, Marcel decided that Anton and Cornelius set off to travel the globe to help them find a special ingredient that would help them to win the baking competition**

---

---

---

---

---

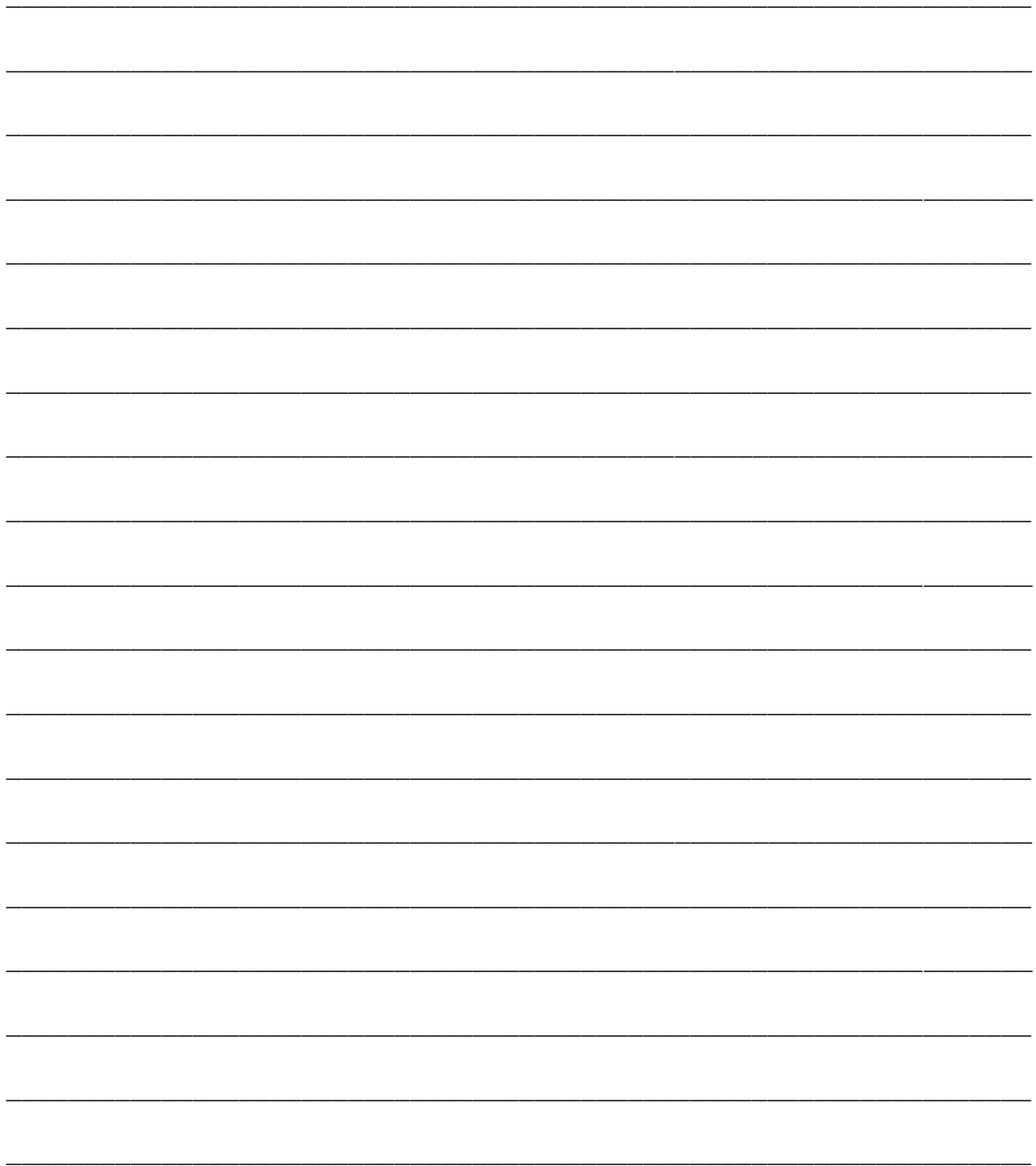
---

---

---

---

---



## WORKSHEET 3 RESOLUTION

We have our ORIENTATION and COMPLICATION, now it's time to develop the RESOLUTION.

You're nearly there!

How can we wrap everything up?

### Solving our complication

To inspire your resolution, find two toy animals.

These are going to help solve your complication.

The toy animals might inspire characters that can help save the day. They don't have to be animals in your story i.e a sloth toy might make you think of a sleepy person or a monkey might make you think of a mischievous child.

You can use one or both of your two toy animals. Whatever helps your story.

List three idea that your toy animals inspire

DESCRIPTION	INSPIRATION
1.	1.
2.	2.
3.	3.

I've decided that my complication will be helped to be solved by

---

---

---

### Where does our story end?

To inspire the ending of your story, find a photo of a family holiday or a picture of a place you would like to go

Do you want your story to end somewhere new or go back to where it began?

If you want it to end somewhere new, use the table below to come up with three ways to describe the image and then three places that makes you think of!

If it suits your story, your characters might go to the exact place in the photo but they don't have to.

DESCRIPTION	INSPIRATION
1.	1.
2.	2.
3.	3.

The **location** I have chosen to end my story in is

---

---

Write the resolution of your story. How does it all wrap up?

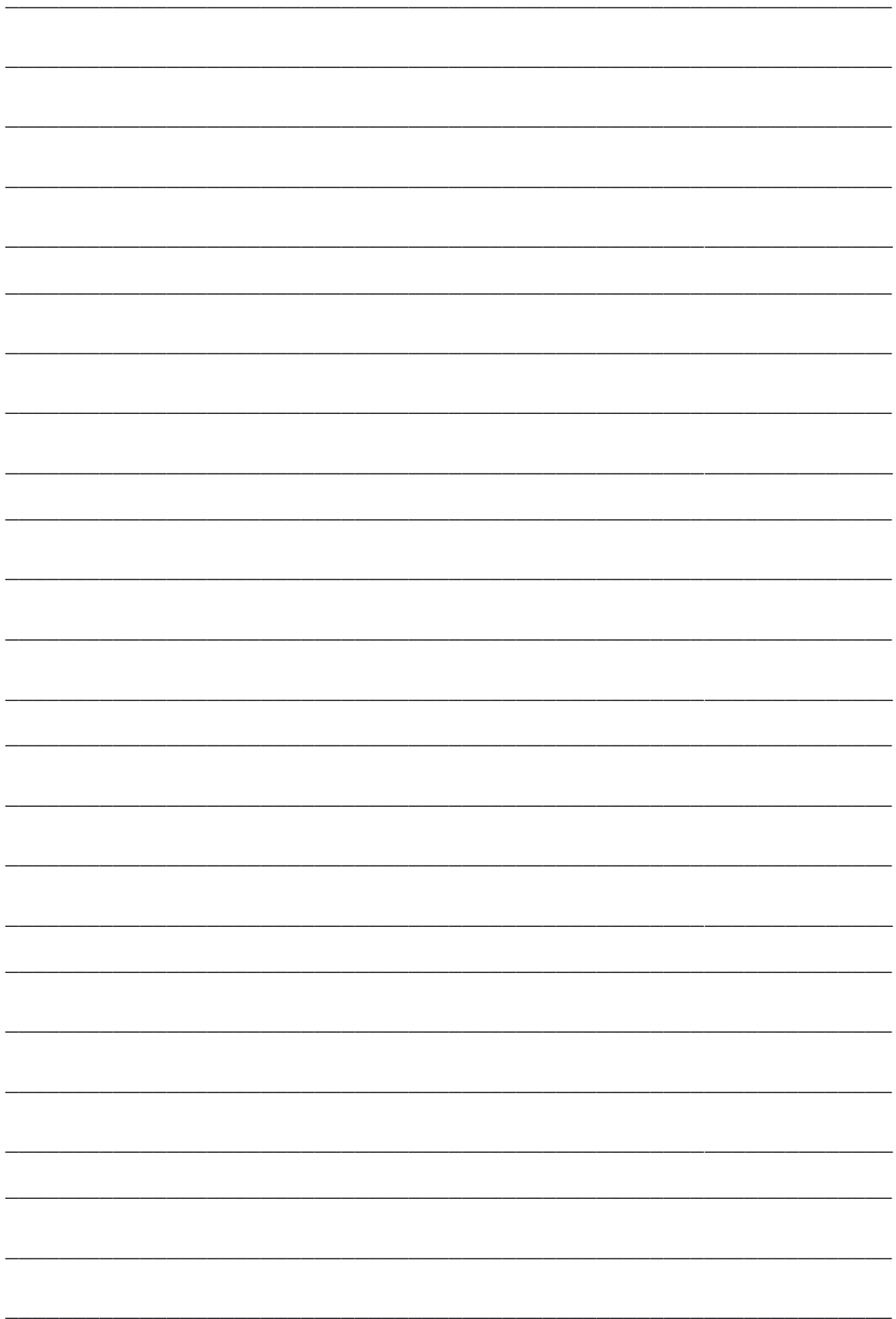
---

---

---

---

---



## Let's keep in touch

Sydney Opera House  
Creative Learning  
Bennelong Point  
Sydney NSW 2000  
Australia

Call us on 02 9250 7770  
or email [creativelearning@sydneyoperahouse.com](mailto:creativelearning@sydneyoperahouse.com)

Join our *Sydney Opera  
House for Teachers and  
Educators Facebook  
Group*