



A FEW THINGS TO THINK ABOUT WHEN WRITING YOUR STORY

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1. STORY COMES FROM CHARACTER

Get to know your characters and they will give you ideas for your story.

For example, what does your main character WANT and WHY?

Perhaps the game is a trial to join the academy of a Premier League club? They desperately WANT to win a place. But WHY is this so important? Maybe the player has always dreamed of becoming a professional footballer. Or perhaps she wants to do it to make her mum happy, or prove something to the kids at school?

2. BE CRUEL TO YOUR CHARACTERS!

If your hero gets what they want too easily it makes for a dull story. **Stories are much more exciting when things go wrong.** Find out your character's weakness and use it against them. This will give your story DRAMA and CONFLICT and make your readers want to read on!

For example: Maybe you have a player who gets so nervous before a big match that they fall to pieces and can't play! Or someone who is too confident and never passes to anyone else, but isn't quite as good as he thinks he is? Perhaps your star player has an injury she hasn't told anyone about because she doesn't want to miss the game? Then just as she's about to shoot ...

3. KNOW THE STAKES!

For readers to care, they need to know why this football match matters in the story.

TIP: PLAY THE WHAT IF? GAME

Write a list of ten reasons this match might matter to your main character.

For example: **What if** it was a big cup game or a relegation battle? **What if** there was special rivalry between these two teams? **What if** it's a trial at a Premier League club academy?

See how many ideas you can think of in five minutes! Don't judge or worry if they seem daft! Just write down whatever comes into your head. Afterwards, read through your list and pick the best ones. You might be surprised what you come up with!

4. POINT OF VIEW

It might help to pick a main character and tell the story from their point of view. It could be one of the players, or the coach, or maybe someone in the crowd (perhaps they are related to one of the players on the pitch or a watching scout?)

In the *Charlie Merrick's Misfits* stories, Charlie is the main character and he tells us the story. (This is called a **first person narrative**. He writes "I took the free-kick" rather than "Charlie took the free-kick.")

Writing a story like this means the character can tell readers what it feels like to be IN the story. **This helps to bring the reader closer to the action** (see also *USE THE FIVE SENSES* below).

5. USE THE FIVE SENSES

Another good way to help the reader feel like they are right in the middle of the action alongside the characters, is to start a scene by having the main character **tell us what they can SEE, HEAR, SMELL, TASTE and most importantly, how they FEEL!**

For example, you could write something like:

We line up in the tunnel. I can see the pitch up ahead glowing green under the floodlights. The noise of the crowd sounds like distant thunder above our heads. The smell of fried onions wafting in from the hot-dog stand is making my stomach churn, or maybe that's the nerves? My mouth is dry with fear, my legs like jelly. I'm not sure I can even walk out there, let alone kick a football!