

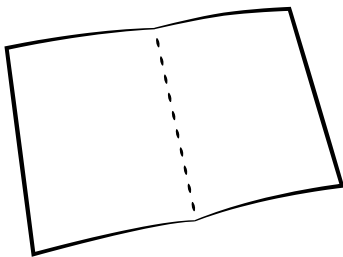


How to start Worldbuilding



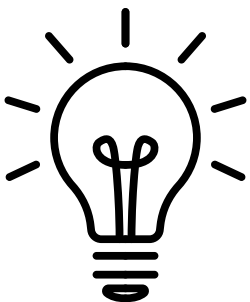
HOW TO MAKE A GUIDE TO YOUR OWN WORLD

BY CLAIRE MABEY



First! Take four pieces of a4 paper and fold them in half. Nestle them together so you have a little book. Ask an adult to help you poke two holes in the folds so you can thread ribbon or string through them so you can tie your pages together. If you need to add pages later you can tie more on.

Now you have lovely blank, fresh pages to start creating your very own guide to your very own world. Building a world is so much fun. You get to design the rules of the world, its environment, who lives there, what kind of troubles they might have, whether there's magic, or machines, or things we've never even heard of yet! It could be a lot like our world but with little differences ... like trees that can talk, or books that write themselves, or ... the possibilities are endless!



You might like to start by gathering **inspiration** from around you. Part 1 of your guide could be images, words, feelings, memories, ideas that make you curious. You could cut out images that intrigue you from magazines and paste them into your guide book, you could draw, you could write down words that you love, you could make up new words ...

(tip! you can mash two words together to make a new one like ... silverleaf, or crosswing, or bubblebot)

Then, in the next part of your guide you might like to have a think about **characters**. What kind of creatures, people, robots ... live in your world? And who is/are your main character/s? Who is telling the story? They could be a young awesome person, like you! It's often great to write a character you're familiar with - they tell the story of this amazing / weird / dangerous / futuristic / historical / wild world that they live in and that you created.



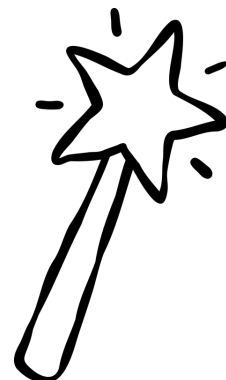
Worlds always have **problems** and so do good stories! What problems exist in your world? What problems are your main characters faced with, or are part of? In this section of your guide you could list a whole load of problems as possibilities... like murderous unicorns, too much work and not enough play, invisible goblins that trip everyone up and steal birthday cakes...

Does your world have particularly interesting **objects**?

As well as the usual knives, forks, spoons, shoes, buttons and tables that we know from our world... does your world have things we might not know about yet?

Lots of worlds in books have magical objects like wands and enchanted wardrobes and talking animals.

What does your world have?



By now, your guide book will be full of fascinating ideas ... words, images, characters, problems, objects. You could even make another book and start writing a story about life in this whacky, wondrous world! What happens there? What does your main character/s want and need? How will they get it? What obstacles do they have to jump through to get there?

I hope you've had fun creating a guide book to your very own world and that your brain is fizzing with excitement!

For info about my worlds, and for contact info, visit clairemabey.com

