Accidental Adventures.

Aim of the activity:

Create a randomised story using the programming concept of arrays.

What you need to complete the activity:

- 6-sided dice
- Printed versions of the blank story and word arrays

How to tell your story:

- Allocate words to each of the word arrays
- Roll the dice for each gap in the story and write in the word selected, e.g. the first gap is an ADJECTIVE and the number rolled is a 5 which matches with the word pretty in my adjective array so I write pretty in the first gap
- Complete step two for each gap in your story:

Hello, now it's time for me to tell you a story. Once upon a time, a long time ago there was a beautiful princess called Elsa and she had a pet snowman called Olaf. They both had lots of fun. They enjoyed snowboarding , swimming , doing puzzles and ice skating , as well as flying. One day they got lost. They found a map . They used the map to find their way home again. They then lived happily ever after. THE END

- Tell your story!

What is this teaching?

KS3 National Curriculum - Computing.
- Make appropriate use of data structures [for example, lists, tables or arrays]

Arrays are a common structure in programming. They are used to store a set number of items of the same data type under a single identifier or name. The items in the array can then be referenced using a sequential number. One way to conceptualise this is to think of an array as being like a shelf which can store multiple items of the same type. The items are then numbered and can be removed from the shelf by referencing the items number. In programming, elements of an array can also be directly selected by using the position number of the element required, for example adjective[5] would return the word 'pretty'. In the accidental adventures activity the item in the array is being selected at random by rolling the dice.

KS1 National Curriculum - English.
Year 2 Writing – vocabulary, grammar and punctuation
- use and understand the grammatical terminology in English Appendix 2 in discussing their writing

English Appendix 2

Year 2 Text

- Correct choice and consistent use of present tense and past tense throughout writing

Year 2 Terminology for pupils
- noun
- adjective, adverb, verb

The use of the arrays of words gives pupils a good opportunity to demonstrate their understanding of word classification by selecting appropriate words to add to their own arrays. Once these words are added pupils can then check that the story still makes grammatical sense. The text provided in the activity can easily be replaced with something more meaningful for your class e.g. a poem or class text.

Take it further.
The surprise stories workshop digitises this concept using the Python programming language, why not take a look!

Hello, now it's time for me to tell you a story. Once upon a time, a long time ago there was a [ADJECTIVE] princess called [PROPER NOUN] and she had a pet [COMMON NOUN] called [PROPER NOUN]. They both had lots of fun. They enjoyed [VERB], [VERB], doing puzzles and [VERB], as well as flying. One day they got lost. They found a [COMMON NOUN]. They used the [COMMON NOUN] to find their way home again. They then lived [ADVERB] ever after.

THE END

Below are templates for your word arrays. Use the spaces to enter your own arrays of words. Then use your dice to randomly complete the spaces in the story.

Proper Noun Array.

1	
2	
3	
4	
5	
6	

Common Noun Array.

1	
2	
3	
4	
5	
6	

Verb Array.

1	
2	
3	
4	
5	
6	

Adverb Array.

1	
2	
3	
4	
5	
6	

Adjective Array.

1	
2	
3	
4	
5	
6	