

**Have your** hero try these new suggestions and have them not work either. Now here comes the hard part. You have to think of something your hero can do for himself that will solve his problem.

Let him try to solve it once and fail.

He tries to solve it once more and — whoops! He's got a solution. The problem is solved.

1) **BUT HE'S GOT TO SOLVE IT HIMSELF.** No fair getting help. No fair having a hand reach out of the clouds and pull his tail free. No fair having a hand come out of the ceiling and point out where the cat has put her kittens. No fair having the Lord answer a prayer. He does that all the time, we know. But in stories, the hero has to solve his own problems.

**Now this** isn't the only kind of story you can write. You can tell about a trip you went on with your family. You can make up a story where a skunk or rabbit goes on the same trip as you with his family. Tell where you went (give the towns animal names) and where you stayed and what you saw.

Or tell about something that happened in your home—a special party for someone to celebrate something wonderful.

Maybe have two brothers who have a fight.

**Maybe you** could have a mother who is sick and the family has to pitch in and do the cooking, the laundry and the housework.

Maybe there's a new baby in the house and your animal hero has to give up his room.

Maybe your animal's family took some friends and their kids on an outing and all

the kids ran off to play and left your animal alone to find some way to amuse himself. As you write your story, describe inside a parenthesis what picture should go with the text.

I used this idea in this story I wrote when we took friends to the Pacific Ocean (it's only 90 miles away from our town) for a picnic and all the kids but one ran away to play. I wondered what the one boy would do to amuse himself, so I followed him and watched from a distance.

I called this story:

### **What Does a Lonely Boy Do By the Sea?**

By Dick Bohrer

**Page 1. He's a lion tamer. (The picture shows him walking along the water's edge, using a tail of seaweed for a whip.)**

**2. He's a logger. (And we see him walking carefully along a log that has washed ashore.)**

**3. He's a sluice-digger. (We see him building a canal in the sand at the surf's edge.)**

**4. He's a coastguardsman as he stands along the shore looking out to sea. (His hand shades his eyes.)**

**5. He's a builder-engineer. (He knows how to build castles out of sand. He's already got the wall up and now he's working on a tower.)**

**6. He's a fisherman. (He holds a stick out over the water, pretending he has a line.)**

**7. He's a clam digger.**

**8. He's a lighthouse keeper. (He stands on a rock ever so straight. Is his face lighted by a smile?)**