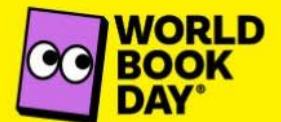



# LADDOREI

at The Alnwick Garden



**World Book Day 2026**  
**Love of Reading Resources**



<b>Myth</b> 	<ul style="list-style-type: none"> <li>• Story that usually explains something about the world</li> <li>• Old, magical story</li> <li>• Myths tell of gods, heroes, and events that a group believes, or at one time believed to be real</li> </ul>	<b>Fairy tale</b> 	<ul style="list-style-type: none"> <li>• Starts with 'Once upon a time' and ends with 'they lived happily ever after'</li> <li>• Set somewhere far away</li> <li>• Good and evil characters</li> <li>• Rich and poor characters</li> <li>• Magic and talking animals/ objects</li> <li>• Sometimes follows the rule of 3</li> </ul>
<b>Legend</b> 	<ul style="list-style-type: none"> <li>• A story from the past; regarded as historical although not verifiable</li> <li>• Legends are stories that are handed down through generations</li> <li>• They can be partly true</li> <li>• A traditional story or group of stories told about a particular person or place</li> </ul>	<b>Folk</b> 	<ul style="list-style-type: none"> <li>• A story with good and evil characters</li> <li>• Heroes/ Heroines are often humans</li> <li>• Has magic/ trickery/ wishes</li> <li>• Passed from generation to generation</li> <li>• Origins are unknown</li> </ul>
<b>Fable</b> 	<ul style="list-style-type: none"> <li>• Story that teaches a moral or a practical lesson about life</li> <li>• Short story with few characters</li> <li>• Mostly animal characters (acting like humans)</li> </ul>	<b>Quest</b> 	<ul style="list-style-type: none"> <li>• Beginning: a problem needs fixing</li> <li>• This is the main character's goal</li> <li>• Build-up: urgency/ gather companions</li> <li>• Challenges</li> <li>• Can follow rule of 3</li> </ul>
<b>Fantasy</b> 	<ul style="list-style-type: none"> <li>• Set in imagined worlds featuring magic, supernatural elements, and mythical creatures.</li> <li>• Frequently involve epic journeys, found families, or a chosen one navigating extraordinary circumstances.</li> <li>• Common themes include the battle between good and evil, the discovery of hidden magical realms, and the triumph of unlikely heroes.</li> </ul>		

## Vocabulary

**Fiction Stories** – stories that have been made up from a writer's imagination.

**Genre** - The **type** or **kind** of book. There are lots of different genres. In fiction texts you might find genres such as science fiction ('sci-fi'), fairy stories, adventure stories, mysteries, mythical or comedy.

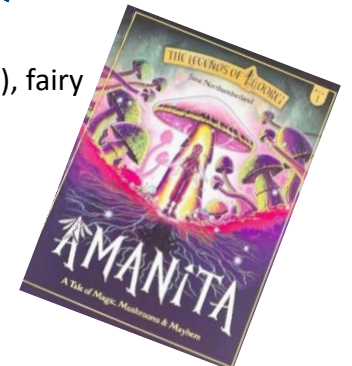
**Riddle** – question, statement, or word puzzle that needs careful thought to work out the correct answer or meaning.

**Protagonist** - the main character in a story and the person that the story is written about.

**Antagonist** - a person that opposes or fights against another character (usually the protagonist).

**Convention** – custom or a way of acting or doing things that is widely accepted and followed.

**Rule of 3** - a writing technique that sticks in people minds – 3 wishes. 3 characters or 3 challenges.



## FOLKTALE

### The Joyful Journey of Little Willow and the Wishing Stone

Once upon a time in the heart of Northumberland, nestled between rolling hills and babbling brooks, there lived a little girl named Willow. Willow was known for her bright blue eyes, a mop of unruly curls, and an infectious laughter that echoed through the village.

One sunny morning, as Willow played by the riverbank, she discovered a smooth, shimmering stone. It was no ordinary stone; it was the Wishing Stone.

Excited, Willow held the stone close and whispered her dearest wish, "I wish for joy to fill the hearts of everyone in our village."

To her amazement, the Wishing Stone sparkled with enchantment, and a warm breeze whispered through the trees, carrying with it the promise of something wonderful.

From that day on, Willow noticed a change in the air. The village seemed brighter, and smiles adorned the faces of young and old alike. Joyful laughter became the soundtrack of everyday life.

Word spread about the magical Wishing Stone and Willow's wish. Children from neighbouring villages came to play with Willow, and together they discovered the wonders of Northumberland. They climbed Cheviot Hills, danced in meadows filled with wildflowers, and listened to tales told by wise old storytellers.

As the children explored the beauty of Northumberland, the Wishing Stone's magic touched every corner of the land. The rivers sparkled with happiness, and even the ancient castles seemed to echo with the laughter of generations past.

One day, as the sun set over Hadrian's Wall, Willow gathered the children by the riverbank and thanked the Wishing Stone. The stone hummed with contentment, and a soft glow enveloped the children as they made their final wishes.

With hearts full of gratitude, the children returned the Wishing Stone to its place by the river. Willow knew that the magic of Northumberland would continue, fuelled by the joy that the Wishing Stone had brought to their village.

And so, in the heart of Northumberland, the laughter of children, the beauty of the landscape, and the magic of the Wishing Stone created a tale that would be told for generations—a tale of happiness, friendship, and the enchanting spirit of a land where wishes really do come true.

**Activity: Listen to the Fantasy Story 'Turn the Lights On', what do you think you could include in a Fantasy Story?**



# FANTASY STORY

## Turn the Lights On!

Glowing lights shone through the darkness of the night sky, stretching for miles beyond. Resembling a rainbow with vibrant stripes featuring the different foliage of the enchanting cascade. Cool, bewitching blue captivating the deciduous leafless tall trees, greeted by the tranquil green of the standing to attention fir trees. The water was surrounded by a deep crimson boarder, which elegantly cascaded through the levels to reach a magnificent fountain at the bottom flushing out water with sophisticated grace. The water sounded like a symphony from the greatest orchestra and smelled like a cocktail too good to drink with mixes of woody pine and petrichor. Standing in the water looking at the sight was Baubles. Baubles was scared – the lights were going to be switched off forever, unless he found the cave where the magic switch was.

Describe the Setting

Baubles is a real star. He is a small creature, the size of a mouse. He has a round, furry body that looks like a Christmas tree bauble with red and green vertical stripes. He has two gigantic multi-coloured hairy feet (think of moon boot wellies) with five sharp red claws on each that looked like they had been painted with crimson nail polish. Like a tree branch covered in leaves, his long bushy bright gold tail wags all the time. Piercing blue on the top of his bauble body are his eyes, decorated with very long eye lashes. Oh, and his two ears that poke out the top of his head shaped like orange flowers hear everything, even a whisper. Baubles is a gentle creature, who has deep empathy hosting the magical power to understand the needs and emotions of those around him. He likes to dig in the soil around his house each day and he can camouflage himself when there. This is how he helps his flowers grow who are often begging for water. Baubles is very scared of hedgehogs and dislikes cheese but adores ice-cream; his staple diet. You always know when Baubles is near as a strong aroma like a perfumery hits you.

Describe the main Character (Protagonist)

Not long after starting his adventure, Baubles heard a voice through a gentle buzzing sound. “Your flowers are very delicious – they will help me make my honey.” Baubles looked up and there flying around in the petals of one of his orange flowers hovered a honey bee.

Joined by a friend to help

“Help yourself,” replied Baubles. “I have enough – you can take it all if you help me on my quest.”

The honey bee (called Honey) was so excited about the thought of the wonderful pollen she could collect, she replied, “I’m with you all the way, my friend!”

Baubles knew that together they had a big journey in front of them – he had to find and switch the magic switch before the lights disappeared for ever. They embarked on their adventure by entering the river. Bauble knew if he stayed in the water for as long as he could there was less chance of meeting a hedgehog. With Honey safely resting in his flowers, after only a small-time swimming, they met a huge rock that was impossible to pass. However, engraved on the rock was a riddle to solve that would release a map showing the way to the cave housing the magic switch.

Challenges to overcome

Solve the riddle to get the map to the Magic Switch.

Where is the only place in the world where today comes before yesterday?

Riddles to Solve



"I know this! I know this!" squealed Baubles excitedly, jumping up and down. "It is...it is a **DICTIONARY!**" he boomed. Straight away, the rock smashed into small pieces releasing the map; enabling Baubles and Honey to continue their journey.

But not for long – as they meandered along in the gentle flow of the river, a horrid stagnant smell engulfed them and hung around the air like thick fog – they could not see. The smell intensified, as did the lack of vision, so Baubles with all his strength pushed out the aroma from his magical flowers to overcome the dreadful hum. It worked, eventually the aroma of the perfumery hit them and allowed them to continue with the fog clearing so they could navigate their way.

Magical Items



Not soon after, they saw the small cave housing the switch. The entrance to the cave was tiny – only small enough for Honey to get through. Honey entered the cave and located the switch – it was too big for him to push. However, a sign next to the switch read:

**'YOU HAVE ONE WISH AND ONE WISH ONLY'**

Make a Wish



Honey thought about all the things he could wish for – a stunning holiday to the beach, a hive as big as a mansion or a field full of wonderful flowers.

After pondering on his thoughts, Honey whispered, "I wish I had the strength to push the switch." With all his might, he pushed the switch, he managed and the dazzling lights of the land were saved.

Find a Solution

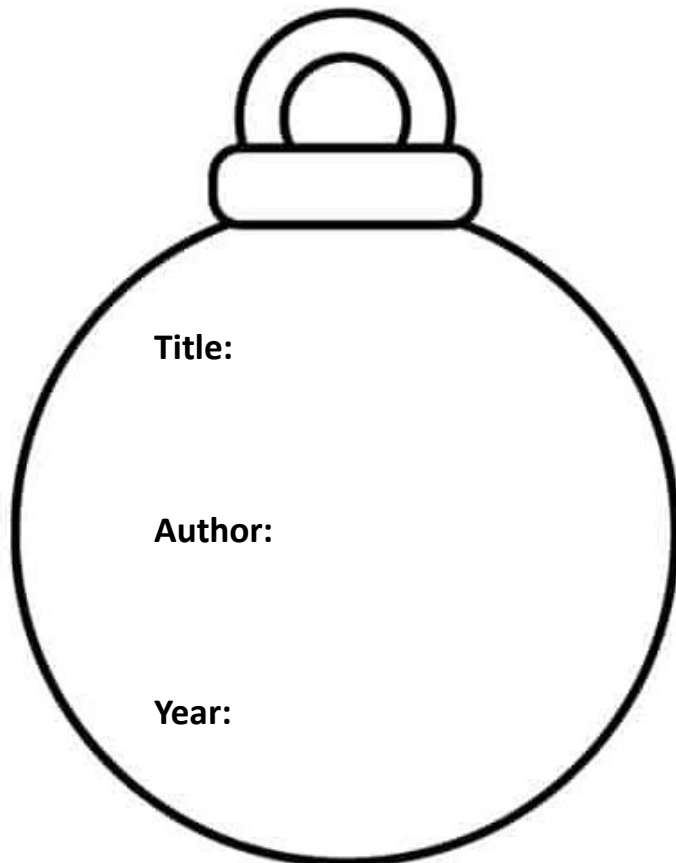


Together, Honey and Baubles cheered as they looked over the now brightly lit land. "Hip hip hooray, we made this happen!" they said together in harmony. Honey and Baubles became the best of friends for evermore.

# Our Christmas Story Tree

Lilidorei is a magical, mysterious village full of play and home to 8 clans and other mythical characters. Lilidorei is all about making magic and stories. You are going to find out about the stories that people have read and loved.

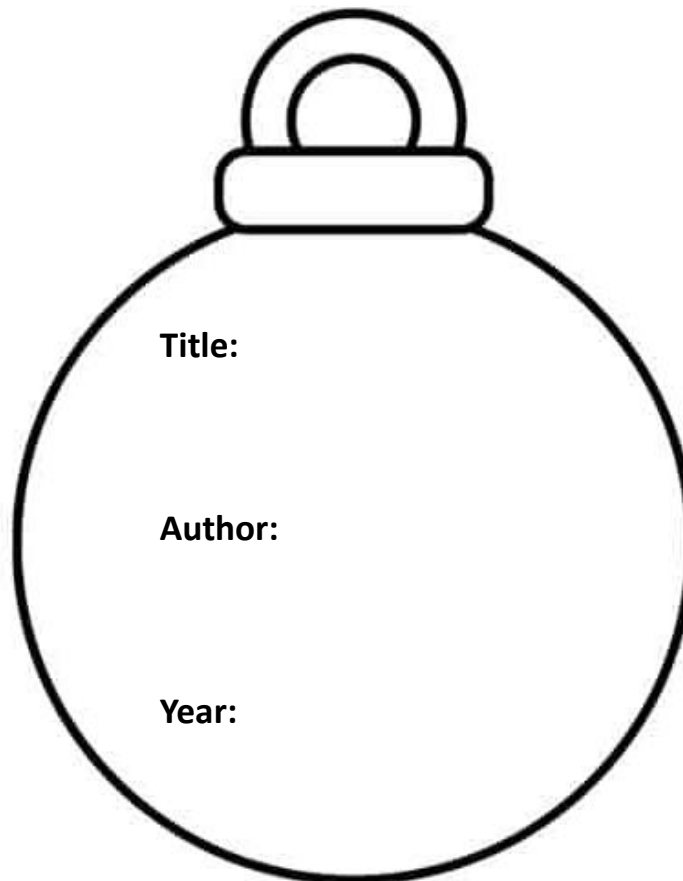
- Interview two family members or friends about what their favourite story is – record the name of the story and author (if possible) in the baubles below. Ask them to tell you what the plot of the story was.
- In the third bauble write down your own favourite story and author.
- Leave the year box in each bauble blank.
- Decorate your baubles.
- Bring this sheet back into school so you can decorate the Christmas story tree with the baubles.



Title:

Author:

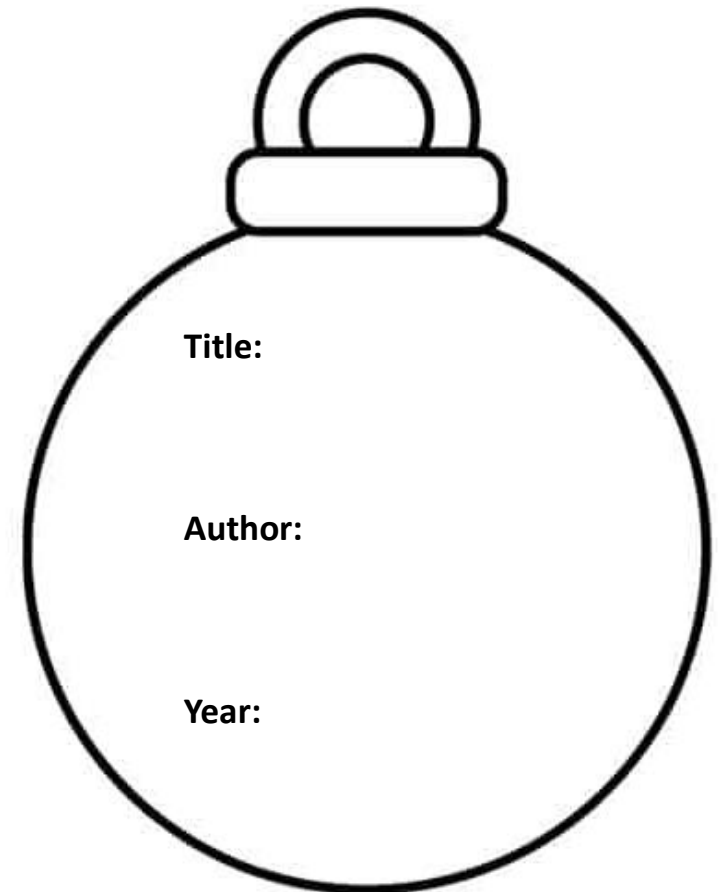
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Title:

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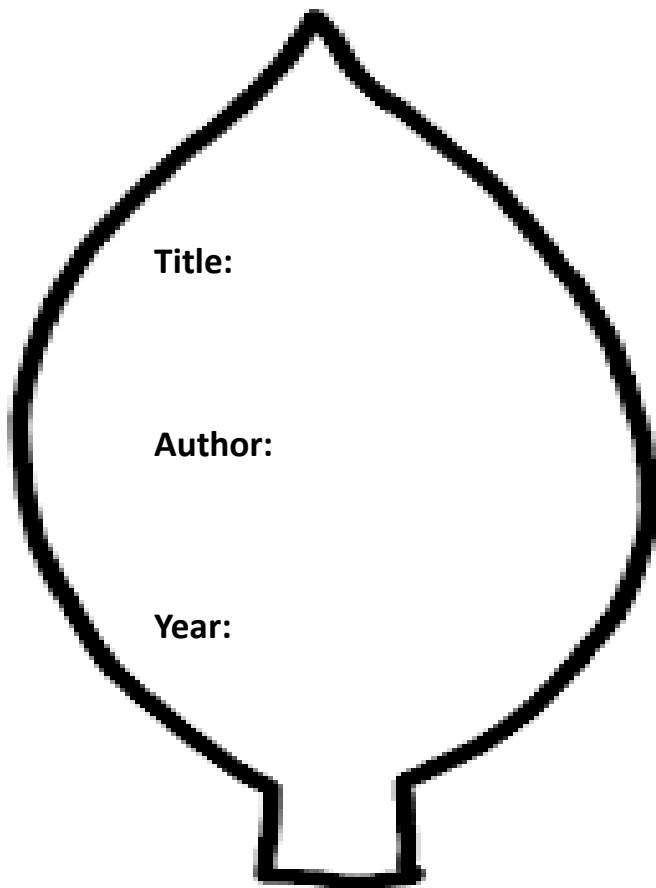
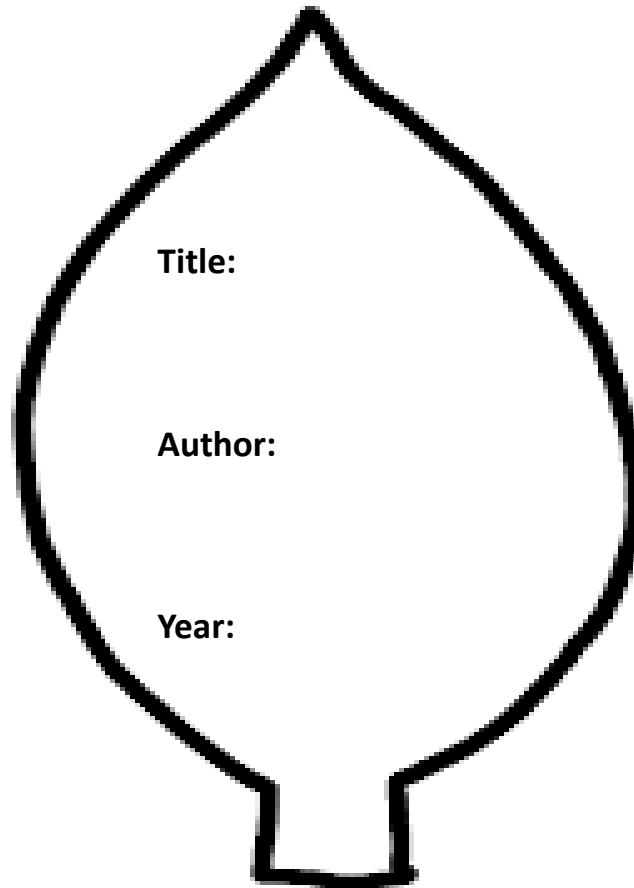
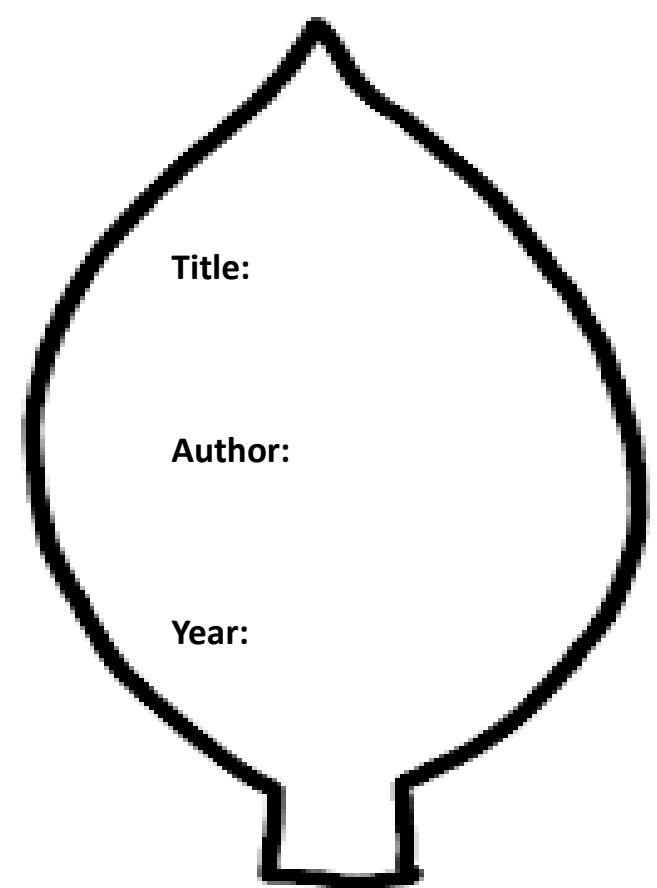
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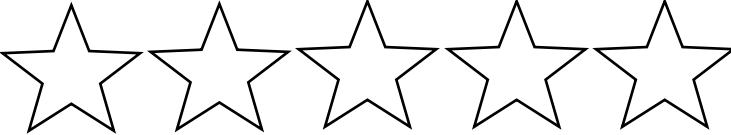
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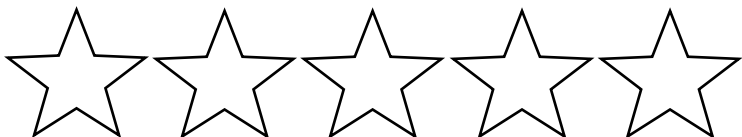
- Interview two family members or friends about what their favourite story is – record the name of the story and author (if possible) in the leaves below. Ask them to tell you what the plot of the story was.
- In the third leaf write down your own favourite story and author.
- Leave the year box in each leaf blank.
- Decorate your leaves.
- Bring this sheet back into school so you can decorate the story tree with your leaves.

A large, stylized leaf outline with a stem at the bottom. Inside the leaf, there are three lines of text: "Title:", "Author:", and "Year:", each followed by a blank space for writing.A large, stylized leaf outline with a stem at the bottom. Inside the leaf, there are three lines of text: "Title:", "Author:", and "Year:", each followed by a blank space for writing.A large, stylized leaf outline with a stem at the bottom. Inside the leaf, there are three lines of text: "Title:", "Author:", and "Year:", each followed by a blank space for writing.

# BOOK REVIEW

<b>Book Title:</b>	<b>Describe the setting of your story.</b>
<b>Author:</b>	
<b>Genre:</b>	
<b>First Published:</b>	
<b>Book Rating:</b> 	
<b>What was the opening of the story like?</b>	<b>Choose your favourite character in the book. Write a description of them.</b>
<b>What happened in the story?</b>	
<b>How did the story end?</b>	<b>What age group would you recommend this book to and why?</b>

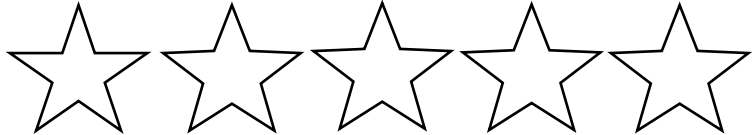
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<b>Book Title:</b> <b>Author:</b> <b>Genre:</b> <b>First Published:</b>	<b>Describe the setting of your story.</b>
<b>Book Rating:</b> 	<b>Choose your favourite character in the book. Give three facts about them.</b> <b>1.</b>
<b>What was the opening of the story like?</b> <b>Exciting    Dramatic    Slow    Thrilling    Gripping</b>	<b>2.</b>
<b>List three things that happened in the story.</b> <b>1.</b>  <b>2.</b>  <b>3.</b>	<b>3.</b>
<b>How did the story end?</b> <b>Sadly    Happily    Cliffhanger    Wanting More    Confused</b>	<b>What age group would you recommend this book to and why?</b>

# BOOK REVIEW

**Book Title:**  
**Author:**  
**Genre:**  
**First Published:**

List some nouns and adjectives to describe your character.

**Book Rating:** 

Choose your favourite character in the book. Draw your character below:

**What was the opening of the story like?**  
Exciting    Dramatic    Slow    Thrilling    Gripping

**What happened in the story?**

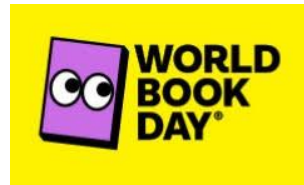
- 1.
- 2.
- 3.

**How did the story end?**  
Sadly    Happily    Cliffhanger    Wanting More    Confused

What age group would you recommend this book to?

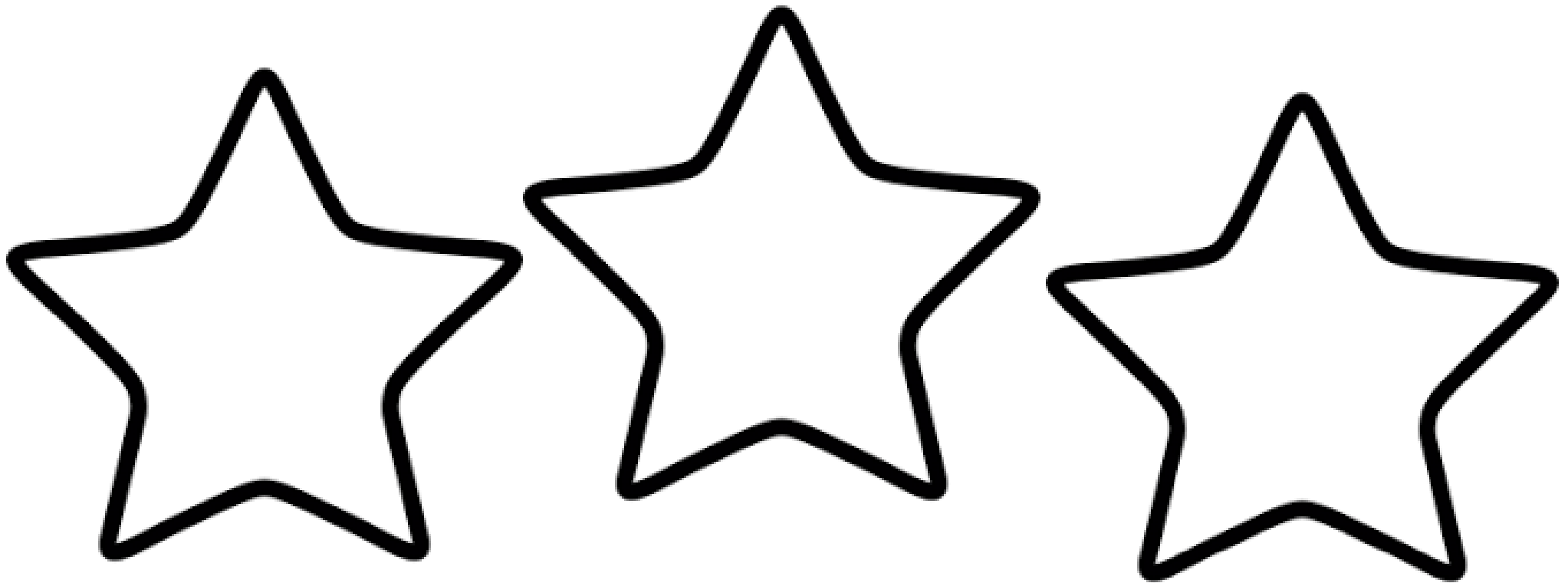


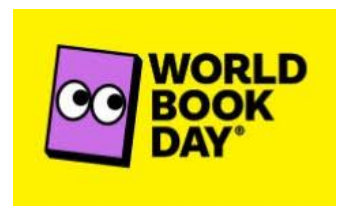
# Making Wishes



Lilidorei is a magical, mysterious village full of play and home to 8 clans and other magical characters. Lilidorei is all about making magic and stories. You are going to find out about the stories that people have read and loved. Lilidorei is all about making magic and stories. In the stars below write a wish. It could be a wish for yourself, one for your family or friends or a bigger one for the world. You could do more than one.

1. Cut your stars out, write your initials on the back and hand them to your teacher.
2. These can be taken to Lilidorei and you can post them in the wishing tree when you are there.





# Magical Items

Lilidorei is a magical, mysterious village full of play and home to 8 clans and other magical characters. Lilidorei is all about making magic and stories. You are going to find out about the stories that people have read and loved. Lilidorei is all about making magic and stories. a magical item could help you in a fantasy story. Here are some examples with some of the table filled in.

Magical item	Its power	Its limit
Book	Makes you run fast.	Must keep the book open or its magic will stop.
Coat	Can be used to make you become invisible.	
Seed/ bean		
Small bottle of water		

## Your turn...

You should complete the rest of the table with your own ideas.

## THEN, in teams...

- You have been given an item.
- You need to think about the item you have been given and decide what magical powers it could have.
- Decide in your team what is the power of your magical item and what are its limits.
- The item and its magical powers could be used in a quest story.
- You must present your magical item to the class, including its magical powers/limits and why it is so important.
- You will vote (as a team) on which magical item you think is the most effective.