

WET BREAK · GRADES 2–6

Wet Break Story Starters

25 prompts to spark a story

How to use

Children pick a prompt and either write a paragraph or tell the story aloud to a partner. No marking, no pressure — just creative play. Some prompts can become whole stories children write across several wet breaks.

Mystery (1–5)

<p>1. The locked classroom</p> <p>You arrive at school early. Your classroom is locked from the inside — but the key is in the staffroom. What's going on?</p>	<p>2. The shoe in the playground</p> <p>There's a single shoe in the middle of the empty playground. It's not muddy. It's brand new. Whose is it?</p>
<p>3. The notebook that wasn't yours</p> <p>You open your bag and find a notebook that isn't yours. Inside, the pages glow gently. The first page says only one word: 'BEGIN'.</p>	<p>4. The portrait that smiled</p> <p>The painting in the school corridor — that you've walked past a hundred times — smiles at you when no one else is looking.</p>
<p>5. The teacher who knew</p> <p>Your new teacher knows things about you they shouldn't. Things you've never told anyone. How? Why?</p>	

Fantasy (6–10)

6. The wardrobe Your wardrobe leads to another world. But this one isn't Narnia. What's in there?	7. The dragon at the bus stop There's a small dragon waiting at the bus stop. Nobody else can see it. It's looking right at you.
8. One wish A dusty old object in your loft grants you exactly one wish. You only have one minute to decide. Go.	9. The map that updates itself You find a map of your town. But the buildings move when you blink. There's one building that wasn't there yesterday.
10. The talking pet Your pet starts talking to you one Wednesday. Just to you. It's been waiting years to tell you something important.	

Sci-fi (11–15)

11. The wrong day You wake up to discover it's Tuesday again. Just like yesterday. Nobody else has noticed.	12. The signal A signal arrives from another galaxy. It's just three words. They are about you.
13. Future pen pal You receive a letter from your future self. It contains one warning.	14. The robot in the playground A robot lands in your playground. It's been sent to help one child solve one problem. It picks you.
15. Time freeze You suddenly have the power to freeze time for ten seconds — once a day, no more. What do you do with it?	

Adventure (16–20)

16. The midnight train There's a train that only runs at midnight from your local station. You're going to ride it tonight.	17. The treasure under the school There's been treasure buried under your school for 200 years. Today, you find the map.
18. The shipwreck You're shipwrecked on an island. There's already a sign saying 'Welcome'. Who put it there?	19. The cave behind the waterfall On a family walk, you find a cave behind a waterfall. The cave has a door. The door is open.



20. The escape

You're locked in a museum after closing time. The exhibits are starting to move.

Slice of life (21–25)**21. The new student**

A new student arrives. They tell you a secret on the first day. You weren't sure you wanted to know it.

22. The phone call

The school phone rings. The receptionist hands it to you. The voice on the other end is your great-grandmother. She passed away ten years ago.

23. The bet

Your friend bets you that you can't go a whole day without saying yes. The day starts now.

24. The lost wallet

You find a wallet on the way home. There's £200 in it, no ID. You have a choice to make.

25. The class pet

Your class pet is a hamster. Today she's typing on a tiny laptop you've never seen before.

