WordKLIX Story Book

Story 1 - Oscar Can't Tell Which One

Oscar the otter sat on the floor, looking at two balls. He frowned.
"Mum, I don't know which one to pick!"

Mum smiled and placed the WordKLIX pieces beside him.
"Let's build something so I can understand. Start with your words."

Oscar picked up **[this]** and looked at the balls.

Mum prompted gently, "Now add a describing word."

Oscar chose **[red]**, then added **[ball]**.
"This red ball."

Mum nodded. "Good—you told me which one. That works."

Oscar looked again. "But what if there are two red balls?"

Mum leaned in. "Can you make it clearer using your pieces?"

Oscar added another describing word:
[this] + [big] + [red] + [ball]
"This big red ball."

Mum smiled. "Excellent! Now I know even more clearly."

Oscar pointed again and rebuilt:
"This small blue ball!"

Mum nodded. "Perfect—you're choosing exactly the right one."

Oscar grinned. "I didn't need lots of words!"

"That's right," Mum said. "With just a few KLIX, you can still be very clear."

Review how sentences must start begin with the first letter of the first word capitalised and they must end with a punctuation symbol, in this case a fullstop.

➔ See how many new sentences you can make in 10 minutes

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Story 2 - Where Did the Apple Go?

Oscar the otter looked at the table. His apple was gone.

“Mum… my apple is missing!”

Mum smiled. “Let’s figure it out using your WordKLIX. But maybe you don’t have to do it alone…”

Just then, Possum padded in. “What’s wrong, Oscar?”

“My apple is gone!” Oscar said.

Possum grinned. “Let’s solve it together.”

Mum placed the WordKLIX pieces in front of them.
“Start with what you know.”

Oscar picked **[the]** and **[apple]**.
“The apple…”

Possum added **[red]**.
“The red apple.”

Mum nodded. “Good teamwork. Now—what can the apple *do*? Use one of your action phrases.”

Oscar found **[sat on the]**, and Possum added **[table]**.
The red apple sat on the table

Mum smiled. “That’s where it was before.”

Oscar frowned. “But it’s not there now…”

Possum looked around. “Let’s try another idea.”

They rebuilt together:
The red apple sat on the ball

Oscar laughed. “That’s silly!”

Mum nodded. “Silly ideas still help us think.”

Possum pointed. “Look near the mouse!”

They quickly rebuilt:
[the] + [red] + [apple] + [sat on the] + [mouse]
“The red apple sat on the mouse.”

Oscar crouched down… and there it was—next to the toy mouse!

“I found it!” he said, picking it up.

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Mum smiled. “You worked together and used your sentences to explore where it could be.”

Possum grinned. “We made lots of ideas—and one helped us find it!”

Oscar nodded proudly.
“WordKLIX is even better with a friend!”

➔ See how many new sentences you can make in 10 minutes

➔ Work with a friend taking turns to ask questions and answer them.

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Story 3 - Baxter's Very Silly Sentence

Baxter the dog sat proudly beside Oscar.
"I made a sentence!" he said.

Oscar leaned in. "Let's hear it."

Baxter snapped his WordKLIX together and read it out loud:

[the] + [table] + [jumped over the] + [cow]
"The table jumped over the cow!"

Oscar blinked… then smiled.
"That sounds funny."

Baxter wagged his tail. "It does!"

Oscar tilted his head. "Can a table really *jump*?"

Baxter paused. "Hmm… no."

Oscar nodded. "Let's fix it using your KLIX. Keep the pattern, but change the parts."

Baxter started rebuilding.

He swapped the subject:

[the] + [cow] + [jumped over the] + [fence]
"The cow jumped over the fence."

Oscar smiled. "That sounds like something that could really happen."

Baxter tried another:

[the] + [dog] + [ran to the] + [table]
"The dog ran to the table."

Oscar nodded. "Yes—that makes sense too."

Baxter grinned. "So the sentence has to *make sense*, not just fit the pattern?"

"Exactly," Oscar said. "WordKLIX helps you build sentences—but you decide if they are real or silly."

Baxter laughed. "I like silly… but I can fix it too!"

➔ See how many sensible sentences you can make in 10 minutes

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Story 4 - The Long Way Home

Oscar and Possum were walking home as the sun began to set.

They reached a fork in the path.

One way led past the **fence**, another past the **table**, and another down toward the **riverbank**.

Oscar pointed ahead. “Let’s go that way!”

Possum looked confused.
“I don’t know which way you mean.”

Mum’s voice echoed in Oscar’s mind: *Use your WordKLIX to be clear.*

Oscar nodded. “Let’s build it.”

He picked up:
[the] + [dog] + [ran to the] + [fence]
“The dog ran to the fence.”

Possum smiled. “Oh! That way!”

They walked a little further… then stopped again.

Oscar pointed a different direction. “Now let’s go that way!”

Possum tilted his head. “Which way?”

Oscar rebuilt:

[the] + [cat] + [crawled under the] + [table]
“The cat crawled under the table.”

Possum nodded. “Now I know where to go.”

They kept walking, getting closer to home.

Oscar grinned. “WordKLIX helps me show the way!”

Possum laughed. “Yes—now I don’t get lost!”

➔ See how many “direction” sentences you can make in 10 minutes

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Story 5 - Oscar Makes It Better

Oscar sat with his WordKLIX, thinking carefully.
“I’m going to build a sentence,” he said.

Possum leaned in. “Let’s hear it!”

Oscar snapped his pieces together and read:

[the] + [dog] + [is]
“The dog is.”

He paused.

Possum tilted his head. “That sounds… unfinished.”

Oscar nodded slowly.
“It doesn’t tell the whole idea.”

Possum smiled. “Can you make it better?”

Oscar looked through his pieces and added a describing word:

[the] + [dog] + [is] + [fast]
“The dog is fast.”

He smiled. “That sounds better.”

Possum nodded. “Now I know something about the dog!”

Oscar tried again, adding more detail:

[the] + [big] + [dog] + [is] + [slow]
“The big dog is slow.”

Possum laughed. “That’s a full idea!”

Oscar grinned.
“I just needed to finish the sentence.”

➔ See how many rich descriptive sentences you can make in 10 minutes

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Story 6 — Oscar's Big Story Builder

Oscar, Possum, and Baxter sat together with a big pile of WordKLIX.

"Let's make a story," Oscar said.

Baxter wagged his tail. "A funny one?"

Possum grinned. "Or a mystery!"

Oscar nodded. "We can build it one sentence at a time."

Oscar started with a question:

[where] + [is] + [the] + [red] + [ball]
"Where is the red ball?"

Possum added the next part:

[the] + [red] + [ball] + [sat on the] + [table]
"The red ball sat on the table."

Baxter leaned forward. "But then something happened!"

He built:

[the] + [dog] + [ran to the] + [table]
"The dog ran to the table."

Oscar added more detail:

[the] + [small] + [mouse] + [ran to the] + [ball]
"The small mouse ran to the ball."

Possum laughed. "Now it's getting interesting!"

Oscar looked at the group.
"Each sentence adds to the story."

Baxter nodded. "And the question at the start helps us think!"

Possum smiled. "We can keep going… and build a whole story!"

Review how questions must also start begin with the first letter of the first word capitalised and they must end with a punctuation symbol, in this case a question mark.

➔ Identify all the starting WordKLIX which make questions

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Challenge: The Best Story

Oscar says:
“Your story should start with a question, build ideas, and make sense at the end.”

Possum adds:
“Use your KLIX to connect each part!”

Baxter grins:
“And make it fun too!”

Oscar smiles.
“You’re not just building sentences… you’re building a story.”

➔ Create a story using sentences you can make with WordKLIX. Begin with a question and build it from there over the next 10 minutes

Educator Guidance: Sentence Expectations by Level

Level	Suggested Structure	Number of Sentences	Focus
Foundation	1 question + 1–2 statements	2–3 total	Simple identification, single idea
Year 1	1 question + 2–3 statements	3–4 total	Clear sequence, repeated structure
Year 2	1–2 questions + 3–4 statements	4–6 total	Beginning–middle–end, detail building
Year 3	1–2 questions + 4–6 statements	5–8 total	Cohesion, variation, plausibility

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