Year 6 story starter cards

KS2 · age 10–11

Cut out the cards. Pick one, then say, draw or write what happens next.



Were it not for the robin on the windowsill, nobody would ever have found the hidden room.

Year 6 · ages 10–11



Three things were certain: the lighthouse keeper had gone, the lamp was still lit and the logbook ended in the middle of a word.

Year 6 · ages 10–11



The message was short, formal and unsigned: “Your presence is requested at the clock tower at noon.”

Year 6 · ages 10–11



The ship was spotted at dawn; by noon, the whole harbour was talking about the girl who had been found on board.

Year 6 · ages 10–11



The robot had been designed to obey; nobody had expected it to ask why.

Year 6 · ages 10–11



The map was found inside a wall during the renovation of the old school, and it was immediately clear that it had been hidden on purpose.

Year 6 · ages 10–11



If you were to ask anyone in Saltmarsh about the summer of the comet, they would tell you it was the summer the children took charge.

Year 6 · ages 10–11



When the power cut came, the whole city went dark – everywhere, that is, except Imogen’s attic.

Year 6 · ages 10–11