

Good Tidings FALL COLLECTION



Teacher Instructions

- 1 Print the story cards (pages 2-6).
- 2 Cut along the dotted lines.
- 3 Fold the cards and place them in a jar or basket.
- 4 Students choose a card and use it to start a story, write a paragraph, or create an illustrated tale.

Ideas for Use:

- Independent writing
- Partner or small group storytelling
- Writing centers
- Early finisher activity
- Oral storytelling
- Illustrate the story
- Use as a class conversation starter

Fall Story Starter Jar

30 Wonderfully Strange
Writing Prompts

IMAGINE

WRITE

WONDER

CREATE

What
happens
next?

Good Tidings,
Where reading feels like fun.

Unexpected Visitors

Mysterious animals, unusual guests, and surprising arrivals!

1

A squirrel knocks on the classroom window carrying a note. What does it say, and what happens next?



2

A raccoon arrives at school with a tiny backpack. It says it is your new classmate. What does it want to learn?



3

A crow follows you everywhere and will not stop talking. What is it trying to tell you?



4

A friendly fox invites you on a secret mission at recess. Where do you go?



5

A turtle arrives with a suitcase and says it is your new classmate. What is inside the suitcase?



6

A mysterious white bird leaves a small gift on your desk. What is it, and why did it choose you?



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Odd Little Discoveries

Magical objects and hidden secrets.



7

You find a key made of leaves. What does it unlock, and where does it lead?



8

A backpack is hidden beneath a pile of leaves. What is inside, and who does it belong to?



9

You find a book about your life, but its ending is blank. What will you write next?



10

A bottle with a message appears beside a pumpkin patch. Who wrote it, and what does it say?



11

You discover a tiny door in a tree trunk. It is just your size. Who lives beyond it?



12

You find a glowing acorn that hums when you hold it. What power does it have?





When Autumn Misbehaves

Nature doing impossible things!

13

Purple leaves begin falling like snow and will not stop. Where are they coming from?



14

Two trees start whispering to each other overnight. What secret do they need you to hear?



15

All the pumpkins in town move to surprising places. Where have they gone, and why?



16

The wind gives every hat and scarf in town to the animals. How will you get yours back?



17

A lake fills with floating leaf lanterns. Touching one shows someone else's memory. What do you see?



18

Rain starts falling upward. Leaves, acorns, and pumpkins float into the sky. How can you bring them down?



Strange New Rules

Curious mysteries and unexpected challenges.

SAME
PLACE
NEW
RULES?

19

A sign at school announces: "Quiet voices only for one week!" How will everyone communicate?



20

Everyone in town must wear a hat, with no exceptions. What happens when someone forgets?



21

Gravity changes, and backpacks and lunchboxes begin floating. How will your class adapt?



22

For one day, everyone must speak in rhymes. What is the funniest thing that happens?



23

Every door in town leads to a different time of day. Which door will you choose?



24

The animals are in charge of town for a day. What new rules will they make?



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A Twist in the Tale

Surprising situations that invite imaginative endings.

STORIES
IMAGINE
ANYTHING
CAN HAPPEN

25

A pumpkin appears on your doorstep with a tag reading "For You." What happens when you open it?



26

On the last day of autumn, the seasons become mixed up. How will you put things right?



27

A new door appears in a tree along your usual shortcut. Where does it lead?



28

An invitation with no return address asks you to a strange event. Who sent it?



29

You wish for an ordinary day to be different. Your wish comes true in an unexpected way. What happens?



30

Just when your story seems finished, something impossible happens. What is the final twist?



Good tidings, where reading feels like fun.