

Setting













jungle

ocean

Australia









city/town

snow

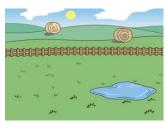
beach

space









zoo

forest

holiday

farm









market

pirate ship

lake/pond

home







hospital

castle

school



Problem









no one listening



worried



dragon

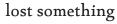














they are lost



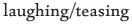
storm/weather













hurt

sad





confused



Events





shopping



see things



learn/study



try something



travel (car, train)



ask someone







work hard





get an idea

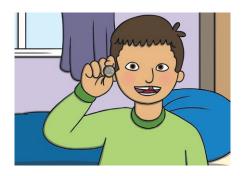




meet others



make a mistake



find something



play



walk



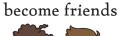
Resolution

how

find the missing...



someone saves the day





the villain runs away

find some friends

find shelter from rain





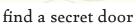


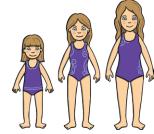
learn a lesson



make it home safe







grow big and tall



escape







work together





become invisible



a fairy godmother fixes it



become friends



the fire is put out

