Hobbits

at
Highlands

Report
Linda Walter

Miya Shin

The Hobbit
Or There and Back Again
An adventure week of writing   — *Lenda Walker*

Day 1 Creating and artifact, hero

Day 2 Exploring indoor settings and creating a sidekick

Day 3 Exploring outdoor settings with obstacles for the hero to overcome and creating a foe

Day 4 Lead ins; creating a plot map

Day 5 Revise and complete anthology submission; recap the week's writing; share writing lesson centered around writing a real estate ad for one of the character's homes

Day 1
Introduction of class

Creating an artifact
- Show picture of Bilbo holding RING which allows him to become invisible…*a valuable artifact*
- Artifacts are both rare and extraordinary…it can grant abilities far beyond belief
- Group activity:
- List artifacts from books and movies
- Five *Ring in The Hobbit*
- Excalibur in King Arthur
- Elsa's touch from movie Frozen
- **The emerald atlas from the book The Emerald Atlas** a mysterious green leather book with filled with blank pages. When Michael, who chronicles their lives in his journal, drops a picture onto one of the blank pages,he and his sisters are transported back in time

- Read Pandora's Box retelling updating the story to modern times

Writing: Create an artifact
- Describe the artifact in words and picture
- *Where did it come from*
- How was it made
- What powers does it unleash

Share

Creating a hero

Show picture of Bilbo Now let's return to The Hobbit and take a look at the hero, a hobbit, Bilbo Baggins Hand out character sheet...
Read Tolken's description of a hobbit
Read description of Gandalf

Now it's time for you to create the hero of your story using the back side of character sheet as a guide answer the questions then put your ideas into a paragraph

A Home to begin at the beginning

A hero's needs a home, a place to begin the adventure
Show mock up of hobbit home pass out sketch paper for students to begin to design their homes.

Day 2
Finding indoor surroundings for an adventure, creating a sidekick

Surroundings for an adventure

- *Discuss settings for an adventure/fantasy*
- List sidekicks and how they can help the main character and move the story along
- Visit the parlor, library and dining room and have writers list and share places to hide treasures and artifacts; discuss what types of conversations might the hero and sidekick share

Spiders: Flies and Spiders; Mirkwood Forest
Smaug,The Dragon: Inside Information; The Lonely Mountain

Now it's time to create some obstacles for your story
We'll use a map to help us think of some obstacles that could be faced by a hero
Group Use Redwall map to list obstacles that could be faced at the different areas on the map

Write Create a map for your hero
Start at the hero's home and then plan the obstacles the hero will face at least 3. Draw these places on the map and share with the group a description of the place and what will happen at each place.

Work on House

Day 4
Wizards, Obstacles and Leads

- Writers use the poem *I am Wunk* by Jack Prelutsky as a model for revision

- Handout story plot pictures from The Hobbit and discuss problems implied by the pictures and how they were or can be solved

- Handout Butterfingers...Inside the Dragon's Lair
  What do we know from this intro?
  Ned was adventurous
  Ned had second thoughts about where he was
  Ned was fearful about the return of the dragon
  What do we want to know?

Putting it all together handout:
Write a short lead for an adventure using the plot map

Work on House

Day 5
- Complete anthology pieces
- Writing a real estate ad for a character's home
- Share pieces
- A short adventure inside the ice house and springhouse

List of books shared with writers:

The Marvelous Land of Snergs by E.A. Wyke-Smith
 Tolkien called this a sourcebook for *The Hobbit*
Redwall by Brian Jacques
 Character development
Falling In by Frances O'roark Dowell
 Setting
Inkheart by Cornelia Funke
 Read aloud for the week which showed character, setting and plot
The Books of Elsewhere: The Shadows by Jacqueline West
 Setting and plot obstaclesd
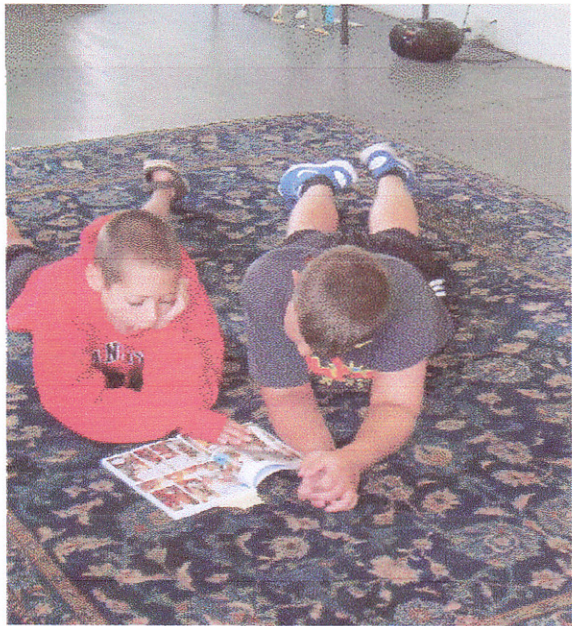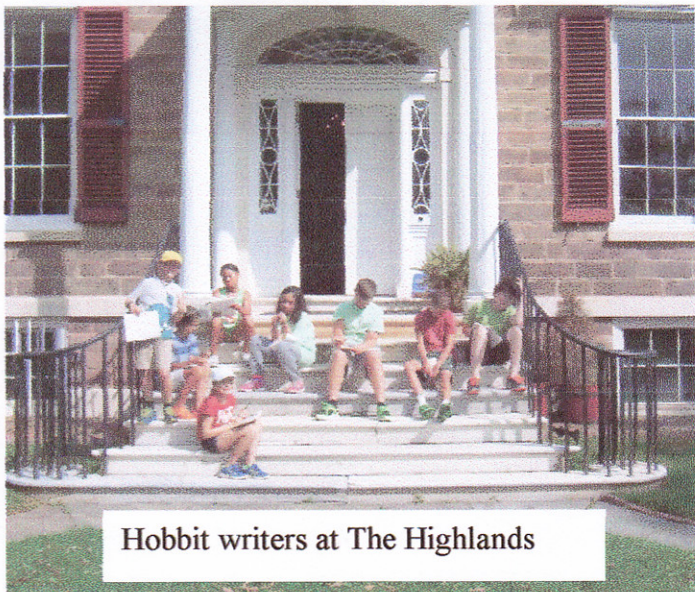*The Fire Within* by Chris D'Lacey
 Not all dragons are bad
The Sorcerer's Stone by J.K. Rowling
 Character
The Hobbit by J.R.R. Tolkien
 Character, setting, plot and writer's inspiration

Writing about a side- kick character

Hobbit writers at The Highlands

Reading for inspiration

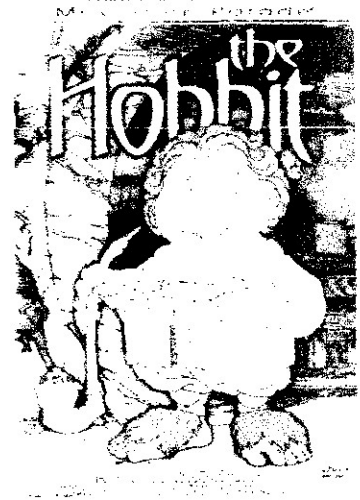Designing a setting for a fantasy write

Clothes pin characters for a fantasy write

Clothes pin characters and setting for
fantasy write

Hobbit Quiz

Question 1:

How many dwarves accompany Bilbo Baggins on his journey?

7   10   13

Question 2:

What is the name of the wizard who helps the dwarves in their quest?

Merlin   Gandalf   Shazaam

Question 3:

How do the dwarves know which hobbit hole Bilbo lives in when they start their journey?

A piece of paper is taped to Bilbo's front door.   There is a trail of popcorn leading to Bilbo's doorstep.   Gandalf carved a marking on Bilbo's front door.

Question 4:

Gandalf tells the dwarves that Bilbo is a _____ and that he will be critical to their mission in this role.

spy   burglar   hunter

Question 5:

What type of animal does Beorn have the ability to change into?

snake   bear   eagle

Question 6:

How does Bilbo try to obtain freedom from Gollum?

He partakes in a contest of answering riddles.   He challenges Gollum to a sword fight.   He partakes in a canoe race against Gollum

Question 7:

The magic ring that Bilbo finds has what special property?

It enables whoever wears it to fly.   It enables whoever wears it to read minds.   It makes whoever wears it invisible.

Question 8:

Which famous dwarven gem does Bilbo take from the treasure that Smaug guards?

the Fortunestone   the Riverstone   the Arkenstone

Question 9:

What is the name of the archer who kills Smaug?

Bard   Elrond   Roac

Question 10:

The arrow that kills Smaug strikes him:

between his eyes   in his foot   in his chest

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Pandora's Box

Once, a long time ago, there was a young woman named Pandora. She was quite happy, having been recently married, but also rather bored. Each day her husband, Epimetheus would go off to the office, and she would stay home to take care of the house. Nothing exciting would happen. She liked cooking, but was REALLY not very interested in cleaning at all.

One day as she was half-heartedly vacuuming, the doorbell rang, "Oh good, a visitor, " she exclaimed.

It wasn't really a visitor. It was the UPS man delivering a package. "Sign here; it's for you, " he said, and then got into his brown truck and left.

"Wahoo! Some excitement at last." She tore open the outside wrapper and there inside was the most beautiful box she had ever seen. It shone. It glittered. It was gorgeous. It also had a note on it that said, "DO NOT OPEN, " Do not open, or what? Do not open?

Pandora had a problem. Should she open it or not?

[Divide the group into two sections. Instruct them that one side would now think of arguments for why she should open it. The other side would then give arguments for why she should not open it.]

She began to think about why she should open it. What do you think she thought of?

[Call on people.]

Example answers:

- If they hadn't wanted me to open it, they wouldn't have sent it to me.
- No one will know.
- It could be a wedding present.
- Maybe it's chocolate.
- I can always close it back up.

But then she started to think about why she shouldn't open it.

[Call on people.]

Example answers:

- It said not to open it.
- It's against the rules.
- You'll get in trouble.
- Something bad might happen.
- Maybe it's nothing that you would want anyway.

She went back and forth Yes-No-Yes-No.

[You can take additional answers here if the group has thought of some.]

Finally, Yes!!! And she opened it.

In a rush, out poured all of the horrible, bad things you can think of into the world.
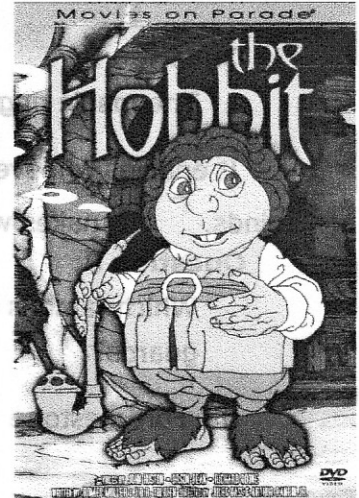
What do you think came out?

[Call on people.]

Example answers:

- War
- Poverty
- Hunger
- Terrorism
- Acne
- Rape
- Runs in your nylons Fear
- Getting pulled over for running a red light Child abuse Running out of gas

[Depending on the group and its issues, you may want to do some prompting about possible answers, or to add your own ideas. It is also okay to assist the group with some answers that are less "heavy," such as runs in your nylons or blind dates.]

The key of Askard

- Made of unbreakable diamond coal
- Where is it hidden in it Birthplace of Askard
- Powers: It can open any door or any lock. It also can make a door out of thin air and its owner can teleport through their door to anywhere. The key also will turn invisible if it senses danger. Who made it? Corde Meck Smith. Why was it made? For the battles that would have destroyed everything in it's path

It also has been "dead" for thousands of years. Until the person that ~~still process~~ is a ~~best~~ in the family of Askard and far enough down the family tree it will be given - passed down, from family until the hero is chosen to defeat the villians that almost wiped out Askard

	Physical	Personality	Action
Diana	thin Brown hair waist Short 4'5 long legged Bright shy Blue eyes natural way high 12 years old	Smart funny kind caring saracastic Shy negative	Has out smarted her mom many times. Her mom is always taken care first. She takes care of 12 unadited creatures that were hurt. Got into trouble sometimes because of her mom. never wanted to go with anybody because the house got raided by bad guys. Doesn't trust anyone she is a person doesn't like her body
Jefferson	tall 6'2 old Gray thin Beard trench coat cold gray eyes Glasses carries hidden weapons 64 years old	Cold but caring Broken hearted	His true love was killed in a war. He could have saved her if he had take his watch.

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○ spy ○ burglar ○ hunter

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○ between his eyes   ○ in his foot   ○ in his chest

http://www.factmonster.com/

What is a Hobbit?
Description from The Hobbit by J.R.R. Tolkien

They are (or were) little people, about half our height, and smaller than bearded dwarves. Hobbits have no beards. There is little or no magic about them, except the ordinary everyday sort which helps them disappear quietly and quickly when large stupid folk like you and me come blundering along, making a noise like elephants which they can hear a mile off. They are inclined to be fat in the stomach; they dress in bright colors (chiefly green and yellow); wear no shoes, because their feet grow natural leathery soles and thick brown hair like the stuff on their heads (which is curly); have long clever brown fingers, good-natured faces, and laugh deep fruity laughs (especially after dinner, which they have twice a day when they can get it).

Main character

Who
- Name
- Personality characteristics
- Physical characteristics

Where
- Name of place
- Description of place
- Special characteristics of the place

What is it the main character wants?

How does the main character go about achieving his/her goal?

What problems/dangers does the character meet as he/ she go about achieving their goal?

Who will help the main character?

Does the main character achieve his/her goal and how do they accomplish it?

Creating a sidekick

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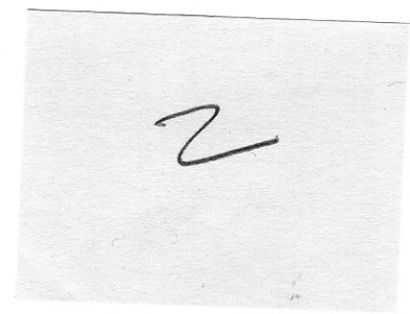
A sidekick can help your main character in times of need, argue and have some fun times together

What do you like? If you could have your own sidekick, what would you want them to be like? This can be anything from the way they look, all the way down to their personality characteristics! Here are some questions to ask yourself that will make it easier when creating a sidekick for your character.

1. What personality traits would I want my sidekick to have?
2. Would I want this sidekick to have any superpowers? What powers would your sidekick have?
3. What makes the sidekick different from you?

Best Friends are Alike but also Different If you look at your own friend group you may discover that you all have similar traits or hobbies. The same goes for when you are creating your sidekick. Why are these two characters friends and what brings them together? How did he become friends with your character? What makes the sidekick different from you?

Bring your sidekick to life. Talk, Talk, Talk. Let the sidekick talk your character through the problems and obstacles in their quest, and offer advice from his/her own point of view Although your hero doesn't need to always take the advice, this will show that the sidekick has some part in the actions of the story.

Dwarves
- Nonmagical but fierce in battle
- Exceptional strength against poisons (internal or external) and heat and cold
- Speak Goblin and human
- Able to see infrared spectrum so see well in dark by sensing heat radiation
- Great metal workers
- Suspicious of elves but like Hobbits

Elves
- Speak elvish, orc, dwarf and human
- Able to see infrared spectrum
- Can detect secret or concealed doors
- Elves are ambidextrous
- Elves can use mind-reading to communicate
- Elves are very curious
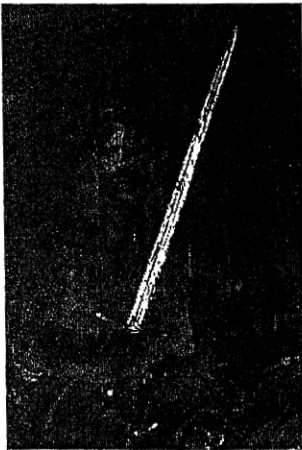
Rangers
- Usually wear a grey or dark green cloak with a 6 pointed star clasp
- Very secretive
- Mighty warrior and skilled healer
- Excellent swordsman

Wizard
- Immortal yet capable of mortal feelings
- Wise and mysterious; friend to Hobbits, elves and men
- Seeks to help a character complete a quest
- Uses magic items like swords, rings, wands, robes, staves
- Is able to speak and understand all languages

Hobbit Food Poetry

In chapter 1, An Unexpected Party, Bifur, Bofur, and Bombur arrive late, Gandalf hopes there's something for them.

Raspberry jam and apple tart said Bifur
Mince-pies and cheese said Bofur
Pork-pie and salad said Bombur
And more cakes---and ale---and coffee, if you don't mind,
called the dwarves through the door.
Put on a few eggs, there's a good fellow! Gandalf called after
him ... and just bring out the cold chicken and pickles

Bilbo had to rush to his store rooms to bring all the items for the dwarves for High-Tea. High-Tea was a working man's hearty tea and supper after a long day's work. It was a combination of afternoon tea and the evening meal, of various foods eaten on a high table. Bilbo's high-tea included: **pork-pie, raspberry jam, buttered scones, seed cakes, apple tart and more cakes, cold chicken, bread, mince-pies, biscuit, cheese, salad, pickles, ham, eggs, beer , coffee and tea.**

Use the foods above to write a poem entitled *What's that? Tea!*
Expand the framework poem by adding description and action verbs.

Day 2

The Hobbit writers visited 3 rooms at The Highlands. In each room they recorded places an artifact, treasure or secret might be hidden. After each room visit a discussion followed with the Hobbit writers sharing their written thoughts: secret passages and doors, objects hidden behind pictures and shutters, fireplaces revealing hidden doors, sliding mirrors and magic books were just a few. A visit to the basement provided a problem for the Hobbit writers...a spider's nest (constructed of black and white crepe paper complete with model spiders). Now the Hobbit writers were faced with a dilemma...how to get to the treasure the spiders were guarding. A discussion of solutions followed, stepping through, secret words, but finally just slashing the web to shred provided the best solution.

After returning to the Hobbits writing space, each chose a setting or action and wrote a short piece which could be fleshed out at a later time

Indoor setting student write sample:

Flameon and Millie hurries through the forest. The trees cast shadows that looked like people.
"We'll never get out of here!" said Flameon.
"Squeak, squeak!" said Millie. "Of course we can!"
Suddenly Flameon ran into something sticky. A black animal crawled past him. "What was that?"
A spider came out of nowhere and grabbed them. The spider was dark, scarred and ugly. Flameon took out his axe and smashed the spider. More came in its place. Flameon grabbed Millie and ran. They sprinted, not knowing where they were going. They suddenly hit something. It was a small man in a cloak and cap holding a staff.
"Who are you?" asked Flameon.
"I am Radagast, the Brown." The stranger said.

...ea is a drink that's in a cde
...am is a food that fills my tum
= ggs! Eggs! what a delight

Halibot is the fish we eat ton
Orange citrus is picket fro
Bacon meat. yummy! poie!
Beer a drink is my favorite
Ice cream isn't a favorite
That's all we ask for aff
can you get all that please

What's that? Pie!
  That I can't pass on. I won't lie!

Please pass the fresh jam,
  And come, bring some cold ham!

I could eat berries and eggs 'till your
pantry is bare.
  But true, my good fellow that would not
be fair!

5 • your food is so good!
1 • I could eat it all day long!
5 • Will you pass the cakes?

Day 2 Indoor setting Pre-write
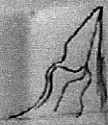
1 Where could be a secret treasure?
2 What is the secret treasure?
3 Who could guard this treasure?

Parlor	Library X
1 There behind the mirror, Fire Place has a trap door underneath something hidden	1 in the chandelier
2 A piece of a puzzles	2 a diamond jewel
3 A siren guards this treasure	3 If you touch the wrong diamond or a fake one a demon will attack you
- tiles in Fireplace is fake -	
Dinning room	Basement
1 The grate cover you back away to find a tunnel to the bottom of the house	1
2 A golden statue	2
3 A dragon with a key to the chest with the statue	3

Day 3

Young writers' examples of beginning of fantasy story inspired by The Highlands outside setting.

The garden wall

Casey's heart raced violently. She dug her nails into the wall, clinging to the many vines. She pushed upwards making her way to the top of the wall. The wind almost knocked Casey to the ground.

The statues in the garden

Annie already felt that they were in the right place. The beautiful old home was so nice and creative. It was old and beautiful…a little too beautiful.

"Connor." Asked Annie, "What are we actually doing here?"

"Ugh, Annie, just enjoy the statues while I figure out this riddle." Called Connor mumbling the riddle again. Annie sighed she nevr got to figure out the clues. They were a team and Annie was pretty sure that had no *I* in it. She looked at the statues and realized they were incredibly detailed, like they could move.

The springhouse

Angelo entered the mountains with Kevin at his side. All of a sudden they hear a roar. They hide behind a boulder. They peer out at an abandoned springhouse. A mountain dragon appears and knocks away the boulder. Kevin makes a move throwing an axe at it.

3

Outside Scene

Matt's eyes shot open! The last
thing he remembered was the haunt,
darker and more dangerous than any
he had been before, advancing
upon him, advancing, advancinguntil
suddenly the creature lunged, and
it was suddenly enveloping him in
the dreadful, unending darkness.
Frantic, Matt had called out to Allie,
but even then he had known
it was to late. With a last desprate
cry, Matt had hopelessy let go
of the only light left, and his
last partical of strengh, finally
giving way to the nasty subconscies
that had just now, mercifully
left him. He stood up wandering
where in the world he could be.
He had explored many places
with his father, but none quite
like this. He was surely outside
but in what place outside he was
he could not tell. In a beautiful
garden, filled with hidden statues, an

*=good idea Spring house
and probably
will be used

* special water

* remember Arc -transport

* underpart -gaurd

use the stones in well

like things live under

* poisonous berries

invisable somthing--

ecrtain oay or light

make see

Tree stump opening

giant fleas

* If you can translatesate
oropen

eat leaves of plant

* passage under rock block

Secret Garden-wall
aka.
Garden wall

enter inui's wall

use fountain

use wall!!

* Staties come alive

* or mean somthing-
host attack!

* fall in fountain do-somthing
gaurd might live in there

* scents mak dull your
senses.

Crenellated Wall

* fairies in westeria

* plant smell make
drowsy

* tire demon or old

castle like house
fireplace

Spring House

why- To keep things cold

- Between the rocks on the wall the treasure is hidden
- push in a rock opening to a treasure
- Dragon in the of House

Outdoor Room

why- To entertain guest

- Under the pot is a keys leading down to another world
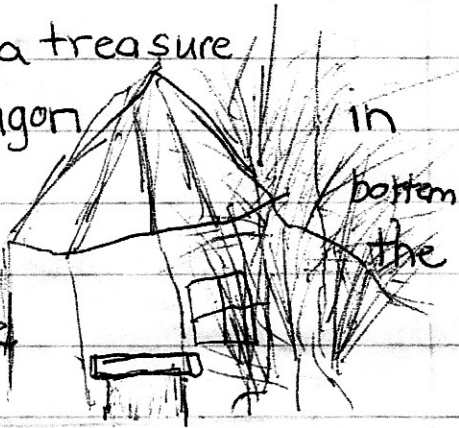
the bottom the

Garden Wall

why- To hide Green

- Behind the door the is a portal but statues attacks
- The stautues talk and give you infomation
- You have to turn the statue in the garden while plants try to stop you

Crenelated wall

why- To block out the feild

- The pineapple is gold but stone on the outside so you need a hammer to crack the stone but once the stone is cracked a tree grabs you and eats you.
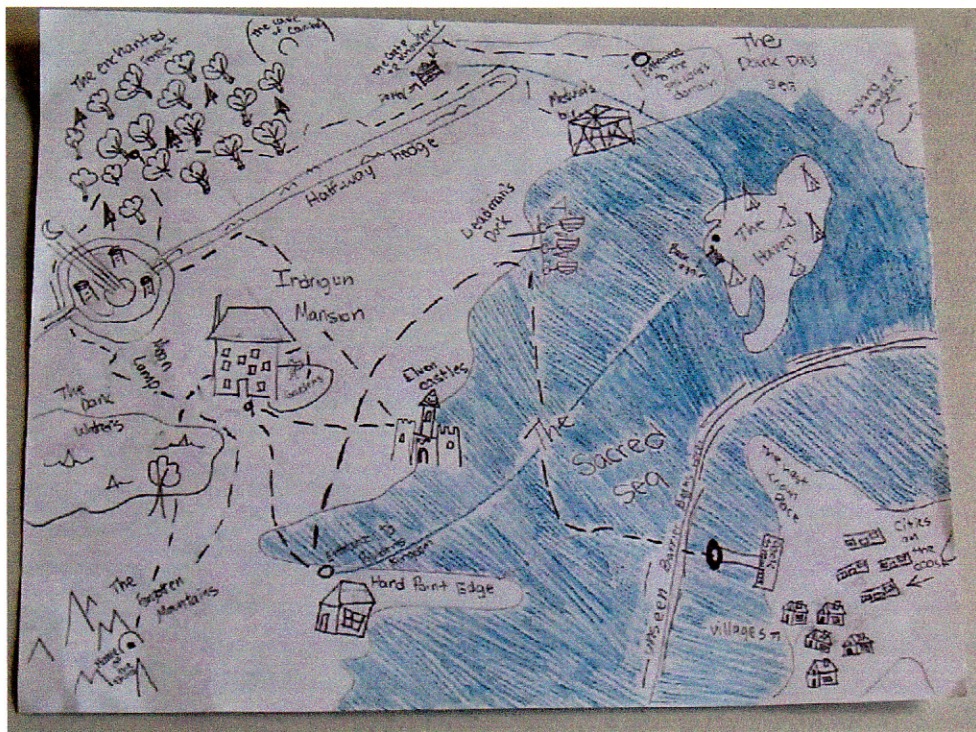
Day 3 Plot maps
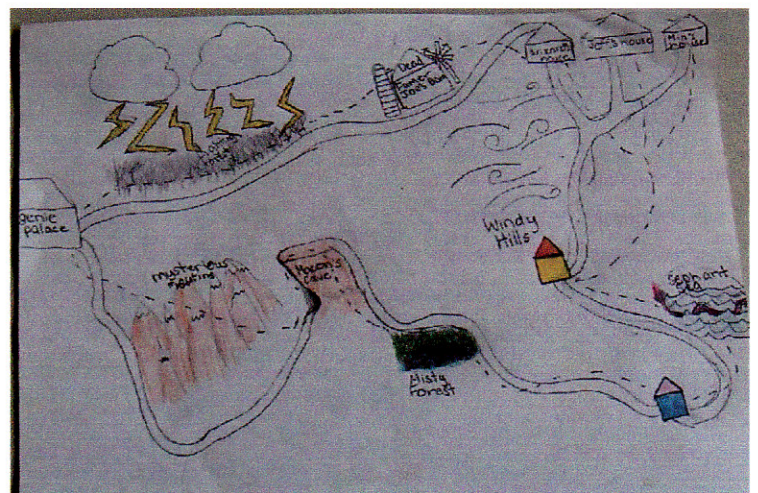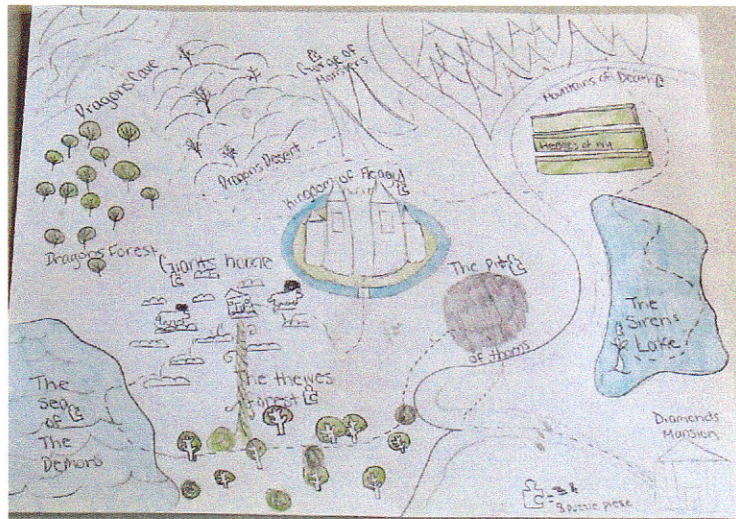
Encountering a foe

When Bilbo Baggins first encounters Smaug he can hear his snoring - "*like the noise of a large pot galloping in the fire, mixed with the rumble of a gigantic tom-cat purring*" - but is most of all struck by the reddish glow and heat that Smaug gives off, both of which travel up the passage-way so Smaug is felt long before he is seen. His flames are green and scarlet.

There he lay, a vast red-golden dragon, fast asleep; thrumming came from his jaws and nostrils, and wisps of smoke, but his fires were low in slumber. Beneath him, under all his limbs and his huge coiled tail, and about him on all sides stretching away across the unseen floors, lay countless piles of precious things, gold wrought and unwrought, gems and jewels,

and silver red-stained in the ruddy light. Smaug lay, with wings folded like an immeasurable bat, turned partly on one side, so that the hobbit could see his underparts and his long pale belly crusted with gems and fragments of gold from his long lying on his costly bed.
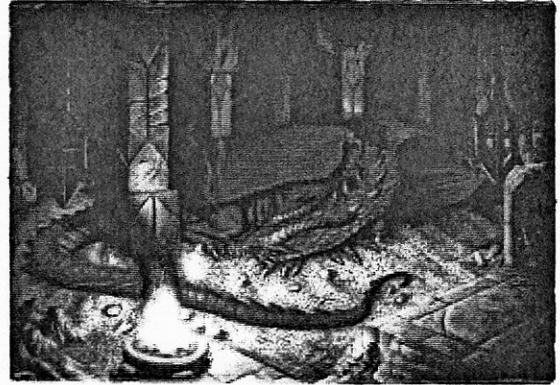
—J.R.R. Tolkien, *The Hobbit*,

Create a foe

Who? Describe the foe using words that appeal to the senses.

Where does it live? You can take inspiration from places at The Highlands.

What does it guard and why?

A Dragon's Lament

I'm tired of being a dragon,
Ferocious and brimming with flame,
The cause of unspeakable terror
When anyone mentions my name.
I'm bored with my bad reputation
For being a miserable brute,
And being routinely expected.
To brazenly pillage and loot.

I wish that I weren't repulsive,
Despicable, ruthless and fierce,
With talons designed to dismember
And fangs finely fashioned to pierce.
I've lost my desire for doing
The deeds any dragon should do,
But since I can't alter my nature,
I guess I'll just terrify you.

~ © Jack Prelutsky

I Am Boom!

I am Boom, the thunder dragon,
Tallerthan the tallest trees,
I stir whirlwinds when I whisper,
Might cyclones when I sneeze,
Fishes shiver in the ocean
When I tread upon the shore,
I make earthquakes and volcanoes
When I roar **roar roar!**

I am Boom the thunder dragon,
All the earth is my domain,
When I flap my wings in fury,
I create a hurricane,
Lions vanish at my footsteps,
Eagles tremble at my glance,
And the mountains start to rumble
When I dance **dance dance!**

Giants fly into panic
When I rear my massive head,
When I snort my searing fires,
Fearless ogres faint with dread,
If you ever see me coming,
You had better give me room,
I am Boom the thunder dragon,
I am **Boom! Boom! Boom!**

The Dragons are Singing Tonight by Jack Prelutsky

Use the imaginary foe and the above poem as a template to create a new poem.
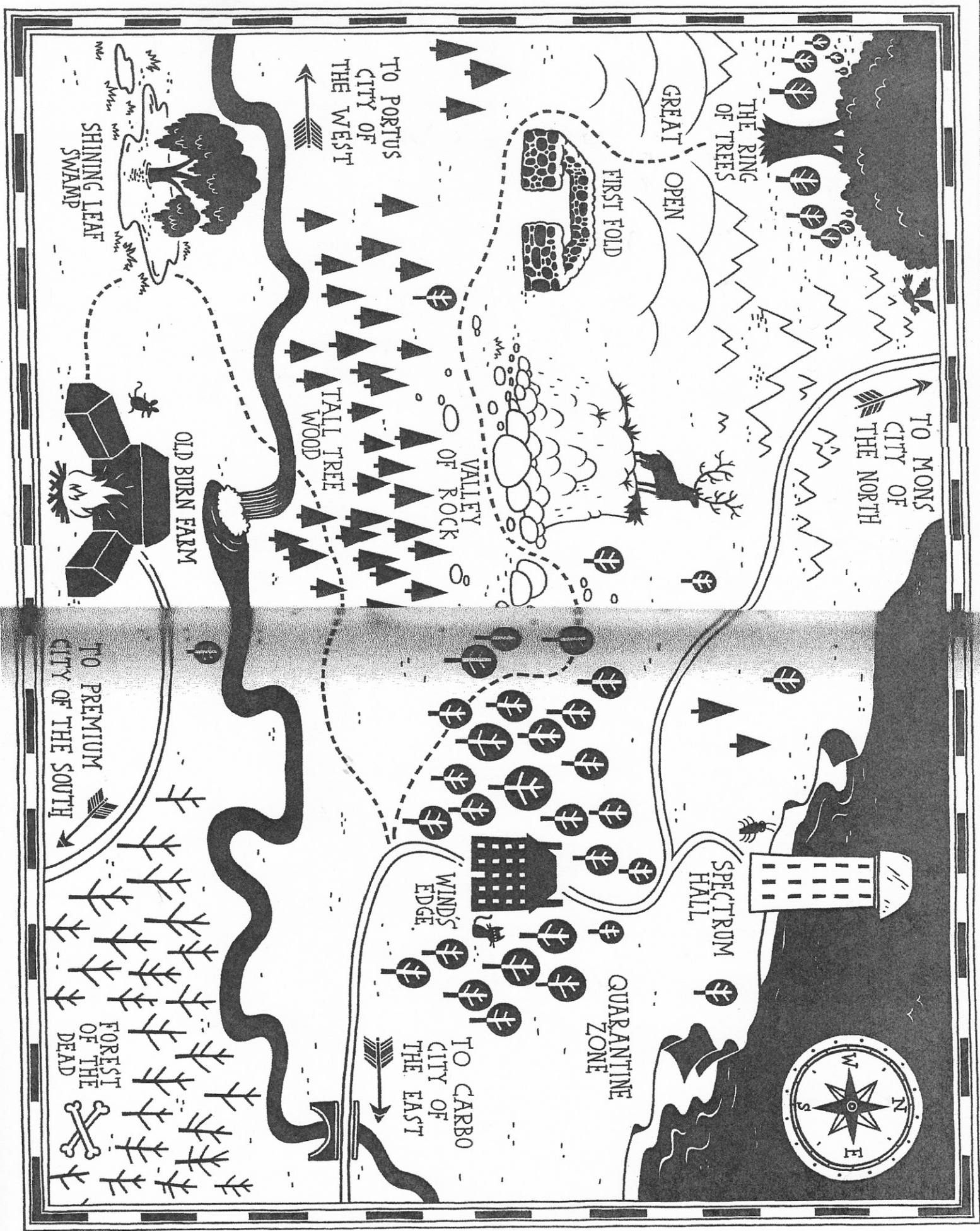
We finally reached Macons cave. The cave was full of darkness, and had a mischef feeling to it "Drip..Drop" the sound of the water leeking through the stone went. It was a raining hard outside the cave. "Well, let's get out as soon as possible" whispered Mia. The moon was full tonight and the gangs eyes were droopy and sagged. "How about we rest a tiny bit" said the wizard. Mia and Jeff nodded. The wizard, Mia, and Jeff soon fell quietly asleep to the sound of water dripping outside. The sun was bright and shining through the cracks in the cave. Mia and Jeff soon awoke faceing a scald, red humongous beating eyed dragon. It was macon. Mia and Jeff turned to face where the wizard was once sleeping. But he had vanished

4

Mayn

I Am Wunk

Mayn witty
I am Wunk, a ~~wacky~~ wizard,
And I wield ~~a willow wand~~ oaken staff
                                    stand
I wave it once, and there you ~~swim,~~
~~A minnow in a pond.~~ uncontrolably urged to laugh!
I wave it twice, and there you ~~sit,~~ cry,
~~A lizard on a log.~~ suddenly very sad.
                    think
I wave it thrice, and there you ~~fly,~~
~~A fly before a frog~~ your whole long day's gone bad!

Mayn   wicked
I am Wunk, a ~~wily~~ wizard
                           magic ring
And I hold a ~~crystal sphere.~~
  put on
I spin it with my fingers,
  feel   wave of
You've a ~~carrot in your head.~~ happieness
              on
I place it ~~on your pillow,~~ back-pack
        're
and You've ~~a lion in your bed.~~ school day's filled with bliss

        Mayn wandering
I am Wunk, a ~~wondrous~~ wizard,
And I wear ~~a woolen hat~~ some orange shoes
  take them out and put them on
I ~~take it off and fold it,~~
       'll
You ~~are smaller than a cat.~~ do anything I choose.
   reach down to tie them,
I ~~put it in my pocket.~~
You ~~are smaller than a mouse.~~ remember everywhere you've been.
Hurry up. ~~Do be quick, your doorbell's ringing.~~ Someones knocking.
~~I am Wunk outside your house.~~
     you'd better let me in.

Jack Prelutsky

I Am Wunk

I am Wunk, a wacky wizard,
And I wield a willow wand.
I wave it once, and there you swim,
A minnow in a pond.
I wave it twice, and there you sit,
A lizard on a log.
I wave it thrice, and there you fly,
A fly before a frog

I am Wunk, a wily wizard
And I hold a crystal sphere.
I spin it with my fingers,
You've a carrot in your head.
I place it on your pillow,
You've a lion in your bed.

I am Wunk, a wondrous wizard,
And I wear a woolen hat.
I take it off and fold it,
You are smaller than a cat.
I put it in my pocket,
You are smaller than a mouse.
Do be quick, your doorbell's ringing…
I am Wunk outside your house.

Jack Prelutsky

Putting it all together

All right now we have our artifact, hero, sidekick, villain, and a map of obstacles or troubles. Now it's time to put the story into action.


Ideas for writing the adventure:
1. The Lead in scene….Put the main character and sidekick in a starting setting…hero's home

2. Next, starting the adventure
    How does the hero find out or decide he and his sidekick are going on an adventure. Do they find a map? Get a message? What artifact is they looking for and why?

3. Now get your *obstacle map* and set your hero and his/her sidekick on the path of the adventure describing what happens at each point, who they meet and how they overcome the dangerous obstacles or troubles.

4. Wrap up the story by having the hero and sidekick reach their goal or not.
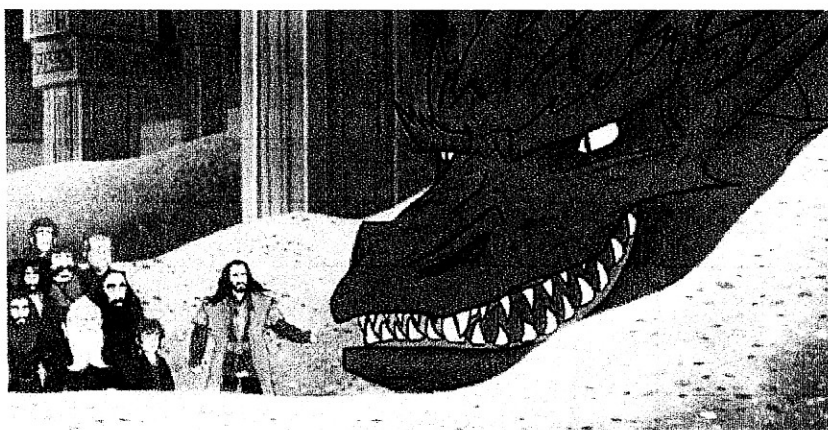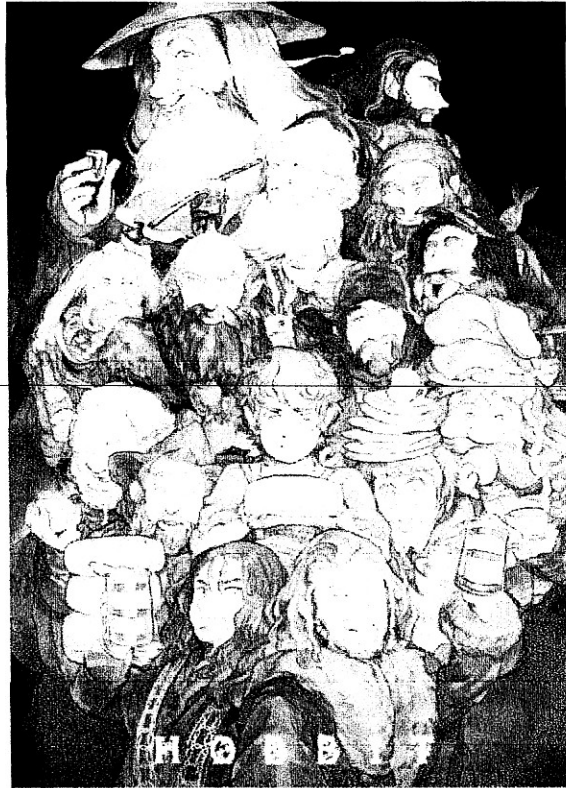
Butterfingers by J. M. Trewellard

Inside the Dragon's Lair

Ned had scaled the mountain and scrambled over the last rock and now he lay down for a moment, breathing heavily. He was on a stony ledge at the entrance to a cave, high up on the mountainside. He glanced down and wished he hadn't. The ground, far below, seemed to tilt and fall away. The shadow-cloud lay around him in strands of black mist, touching him as if with long dark fingers. Ned shut his eyes, feeling dizzy.

Taking a deep breath, he looked into the dark hole of the dragon's cave. He was intensely aware that the dragon could return at any time. He shuddered as he remembered those terrible claws and teeth. Getting to his feet, he crept over to the entrance and tiptoed in.

There was a harsh smell of cinder and something else, something foul.

It was hard to see in the darkness, but gradually Ned's eyes made out the shape of the rock; the lair seemed to stretch on and on.
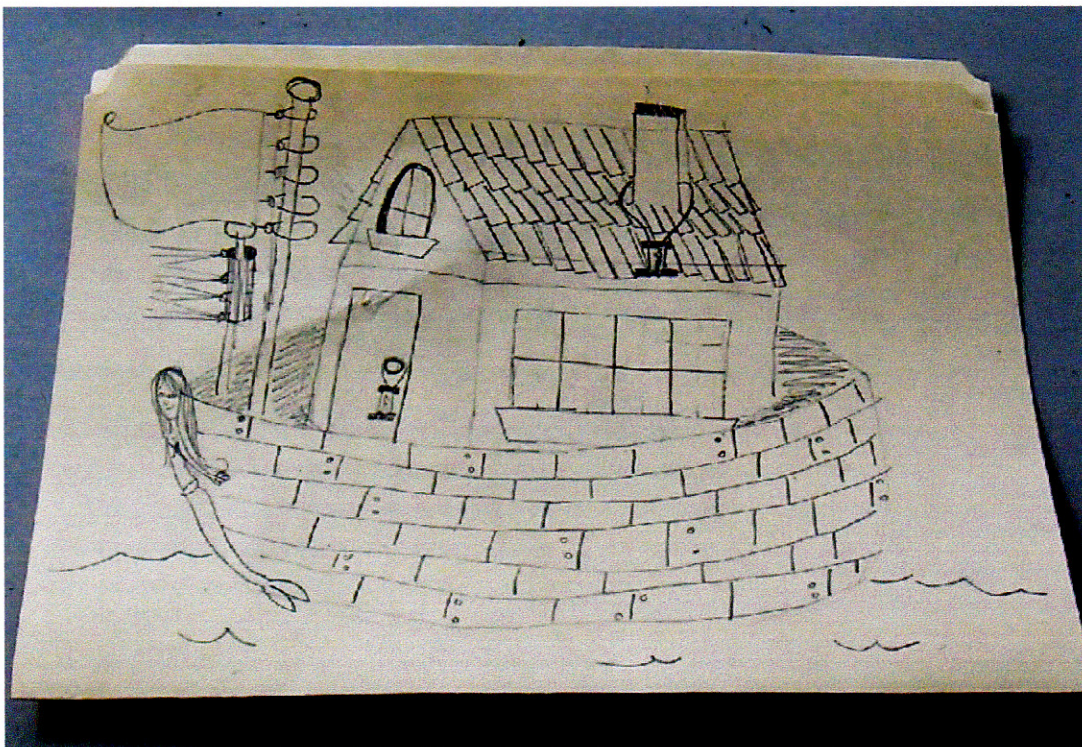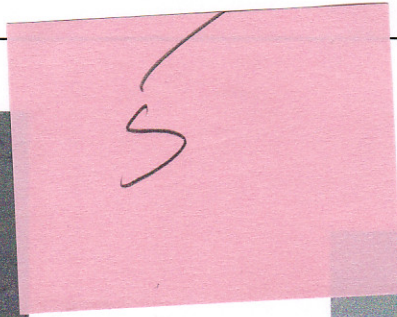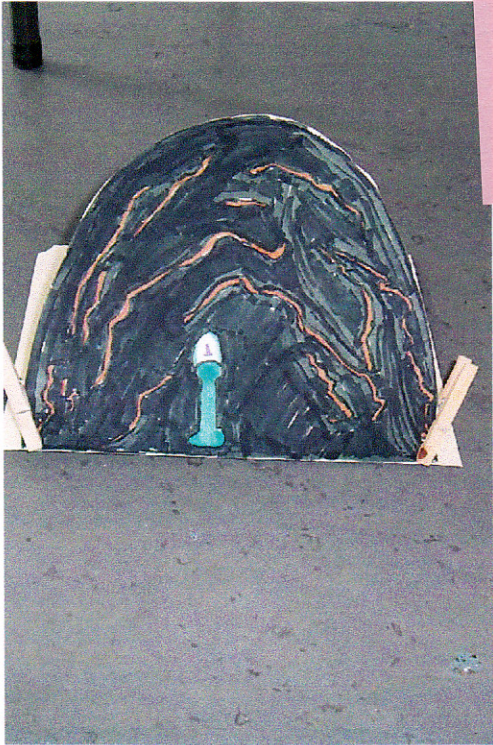
He heard a noise and, startled, pressed himself against the wall.

The Hobbit: An Illustrated Edition of the Fantasy Classic, David Wenzel illustrator
Choose a picture to convert into a short story page include good description and dialogue
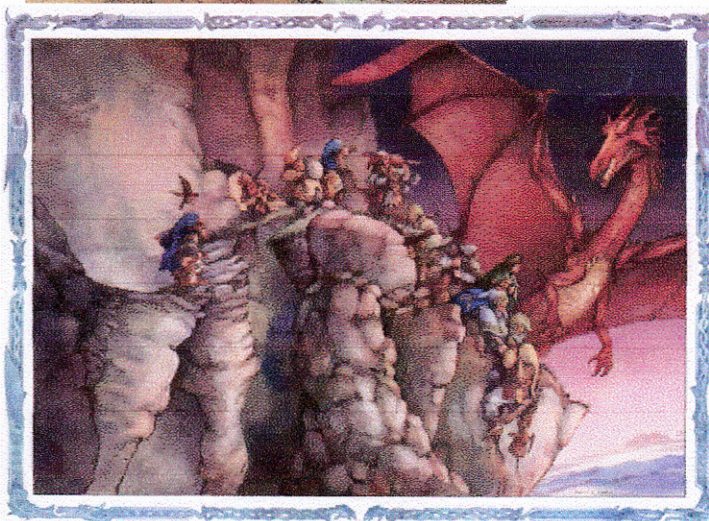
Day 5 Finished product of character home or plot setting

Tips on writing your Hobbit home ad

1. Write a strong opening statement. Something like, "Beautiful home for a refined Hobbit located on a flowered lot."
2. Mention one or two major features or benefits of the property in the first 10 to 15 words of the ad. Include things like "located near a good walking road".
3. List key features of the home. Include items such as:
    o Number of bedrooms
    o Numbers of bathrooms
    o Walk-in closets
    o Patio
    o New kitchen appliances
    o Location/Neighborhood
4. Use descriptive words that will get the reader's attention and increase their desire in touring your house. Example words to use:
    o Appealing
    o Captivating
    o Cherished
    o Classic
    o Delightful
    o Distinctive
    o Exquisite
    o Flawless
    o Impeccable
    o Luxurious
    o Splendid
    o Traditional
    o Unique
    o Unsurpassed
5. Use positive words throughout the ad. "Cozy" instead of "small," "charming" for "old" and "needs TLC" for a home that needs some work are more appealing and can draw more interest.
6. Describe the features of the property.
    o Delightful Hobbit home with updated eat-in kitchen with stainless steel appliances
    o Large home with gorgeous mountain views
7. Include information regarding the price of the home.
8. Don't forget to include contact information. You may want to include several ways to contact you (work number, cell number, email address) to make it easy for potential buyers to get in touch with you.
9. Write a closing statement encouraging buyers to contact you. Something like, "Give us a call to schedule an appointment to view the property.
10. Include a picture