

Batman

 by Hilton Ayrey

Batman was not happy. He was finding it harder and harder to get out of bed in the morning. His back and his legs were always aching after a busy night leaping and jumping around fighting crime. He was also getting tired of having to eat all that healthy food. Sometimes he just wanted to eat junk food like everyone else.

He was even finding it hard to get excited about going out into the street at night in his Bat Suit. Some nights all he wanted to do was stay at home and watch TV. Tonight he was really looking forward to watching the "The X Factor". He had just got settled in his favourite chair when he saw the bat signal in the sky. He sighed and turned off the TV.

It wasn't so easy getting into his Bat Suit. It didn't feel as comfortable as it used to. When he looked in the mirror he could see that he was putting on some more weight around his tummy ... oh dear! And he was having trouble finding the keys to the Batmobile. His brain was feeling a bit fuzzy lately, not nearly as sharp as it used to be.

He gave up looking for the keys, dusted off the Bat Bicycle, and headed off down the street. It had been a while since he rode a bike and he noticed a few strange looks and some smiles as he wobbled along. By the time he got to City Hall he was puffing. It took a while to get his breath back. He locked the Bat Bike to a bike stand with the Bat Lock. Finally...he was ready for action.

FOLLOW-UP ACTIVITIES

1. Make up your own title for this story.
2. Fill in the flow chart for the story structure.
3. Write the next paragraph to the story - What adventures will Batman have this evening?
4. Story Map - draw a map of the settings in this story showing where the action takes place.
5. Batman wants to spend more time at home at nights. Come up with a solution to his problem. Use diagrams with labels to show your interesting ideas.

STORY STRUCTURE

Setting: Where does the story take place?

Characters: Who are the characters in the story?

Problem: What is the problem in the story?

Feelings: How do the characters feel about the problem?

Action: What actions do the characters take?

Outcome: How did the story end?

Themes: Is there a lesson in the story?