



Monster Mender Journal

Monster Menders Journal

by
Babbling Vagabonds

Dear Trainee,

Welcome to your *Monster Mender Journal*.

Babbling Vagabonds warmly invite you to create, imagine and seek out the wonderfully weird and woolly, the slimiest and smelliest and those shy secretive creatures that sliver and wobble about our wonderful world.

This journal will help you on your journey to discover and learn all about the monsters that most people don't see like the famous five-headed *Hottle-Spottle* or the *Big Bottomed Banghanger*.

You will learn how to become a *Monster Mender* and how to keep notes of your discoveries.

Thank you for caring,

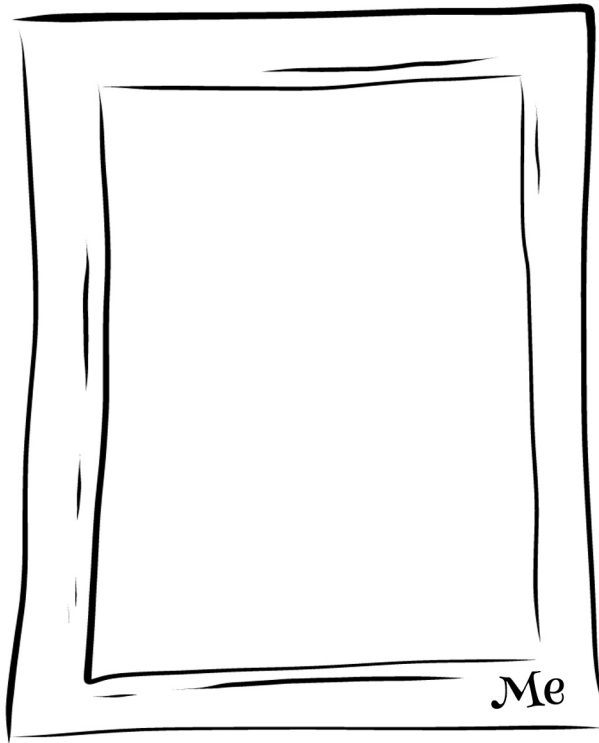
Yours

Markius & Philius

(original *Monster Menders* inc.)

All About Me

Add words or drawings
to this page



My best
friend

Favourite Monster

What I'm good at...

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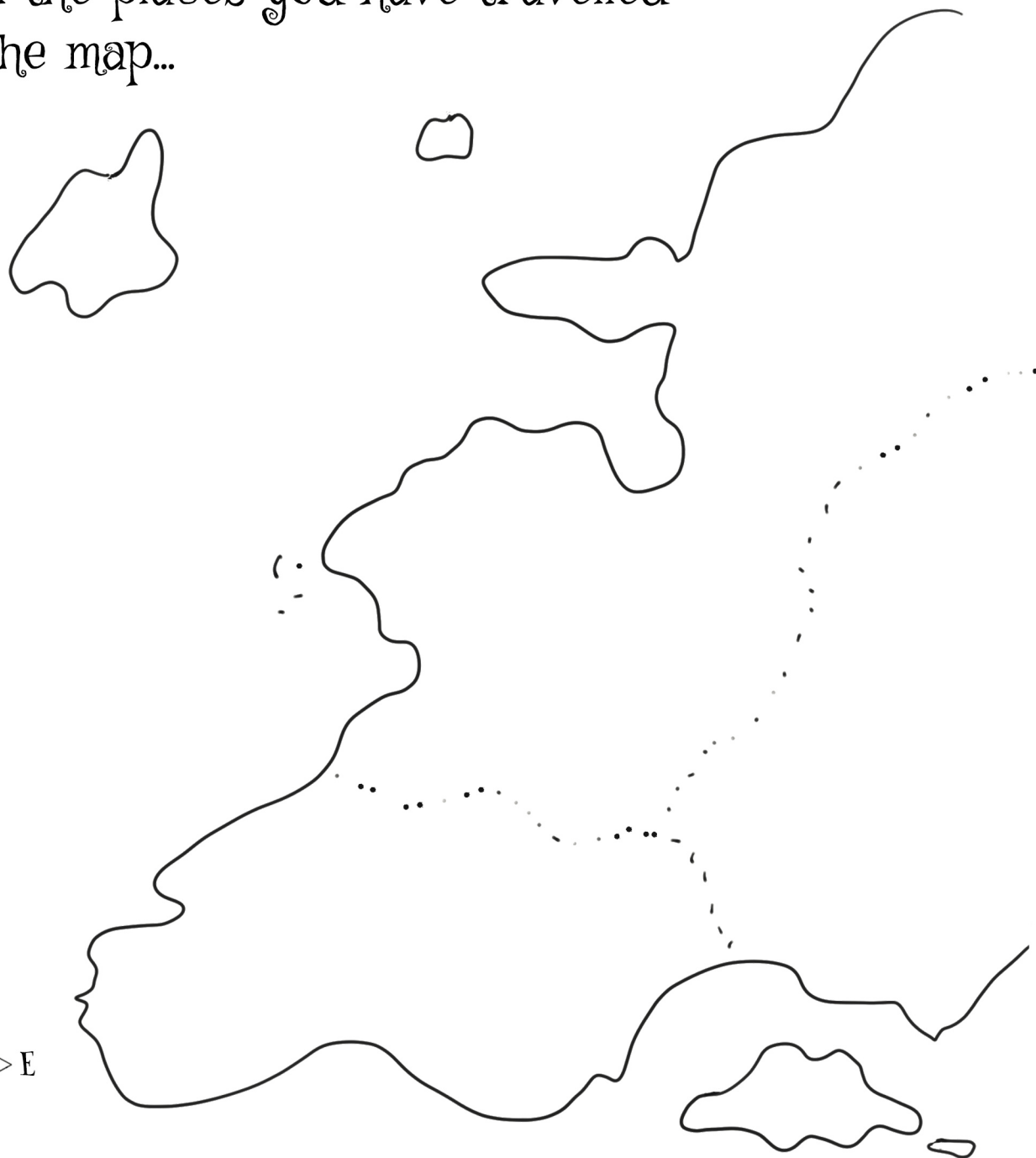
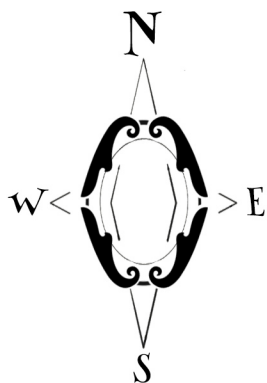


Kit

Every **Monster Mender** needs a bag and supplies.

Draw everything in your bag. Your medicines and remedies, the cures and creams and all the things to help cure a poorly **Monster**.

Add all the places you have travelled
to on the map...



Go for a walk – jot down what you see, hear or touch

Step outside

and

open your eyes

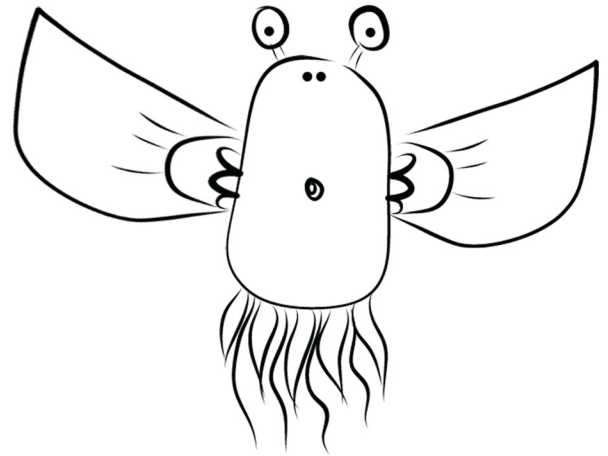
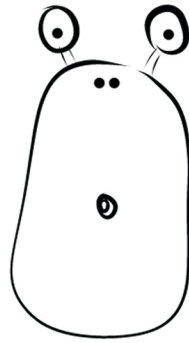
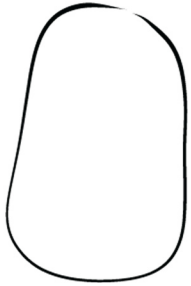
look up and down

and round the corners...

Turn up your listening ears

On every walk there is a secret to be found.

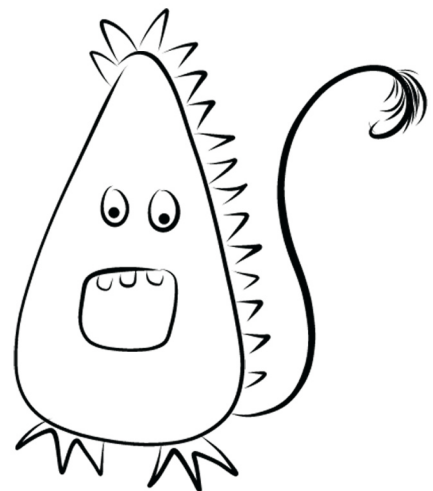
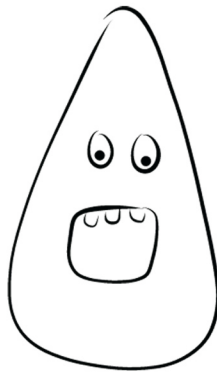
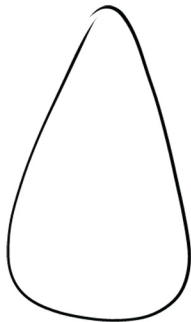
How to draw a Monster...



1. Draw a shape.

2. Add some features,
like eyes, mouth,
teeth, nose or ears.

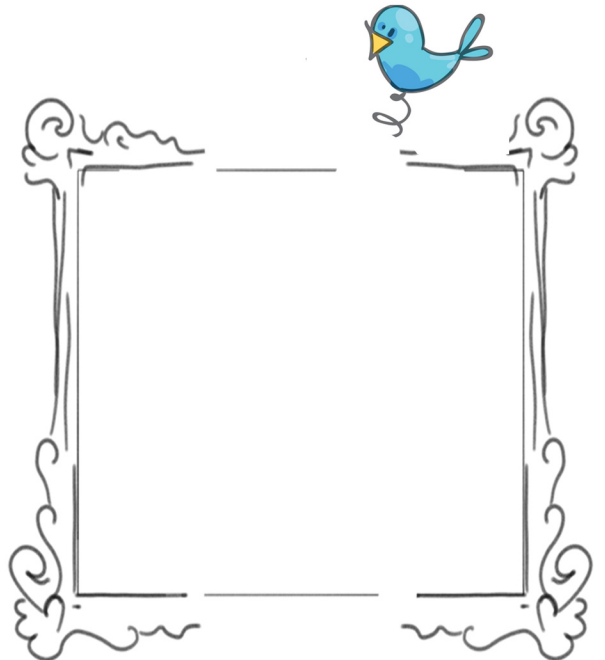
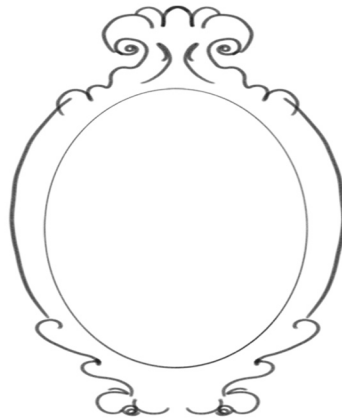
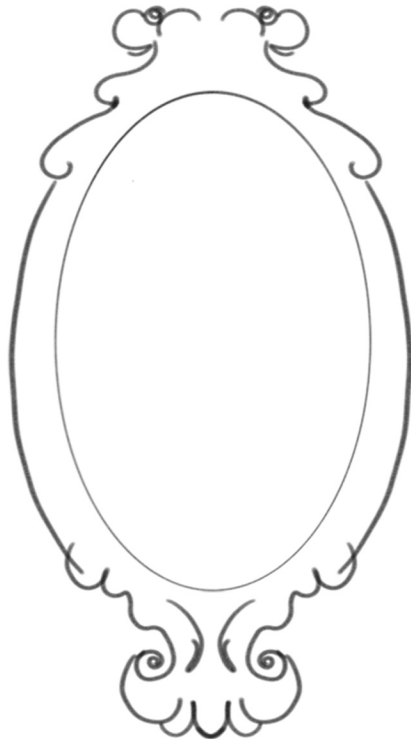
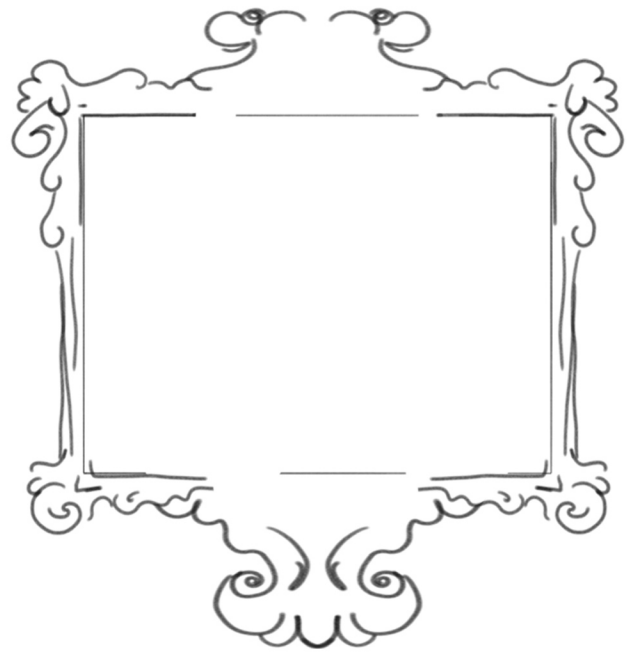
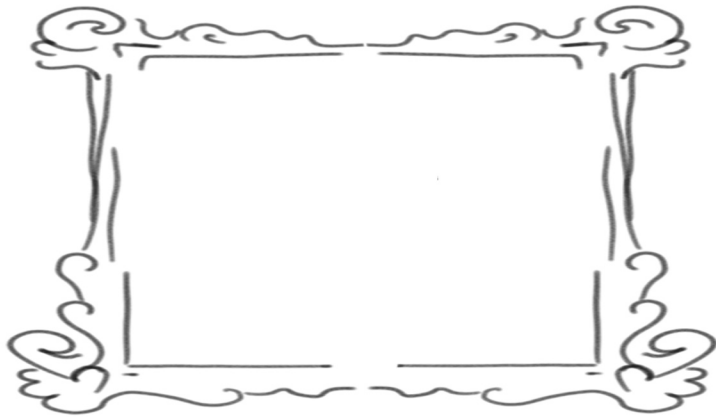
3. Add more details, like
fur, claws, hair or feathers.
You can colour it in too.

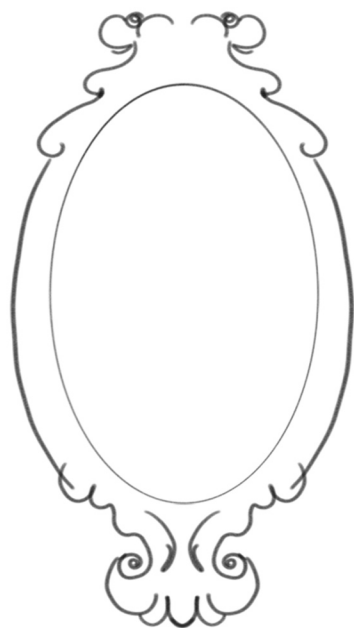
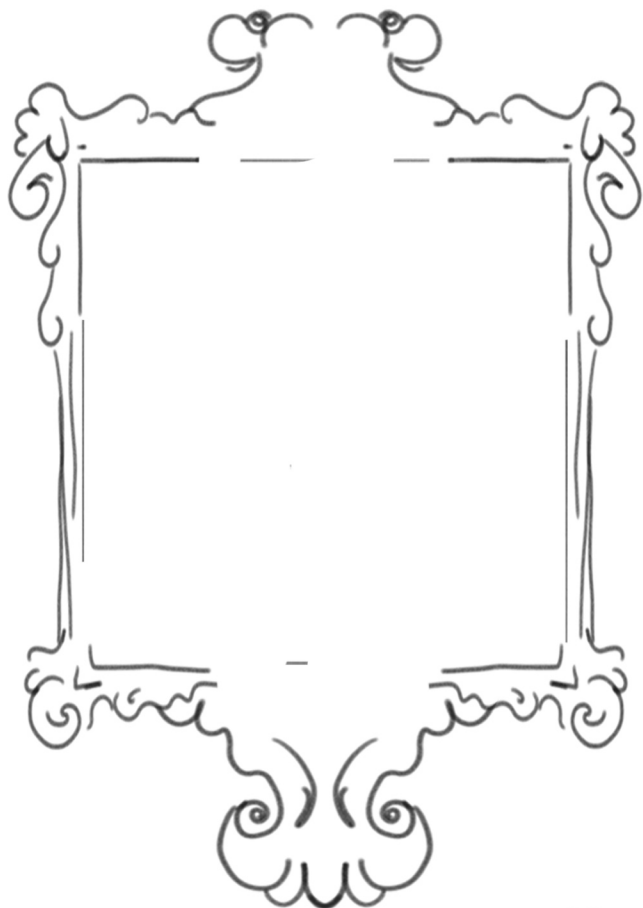
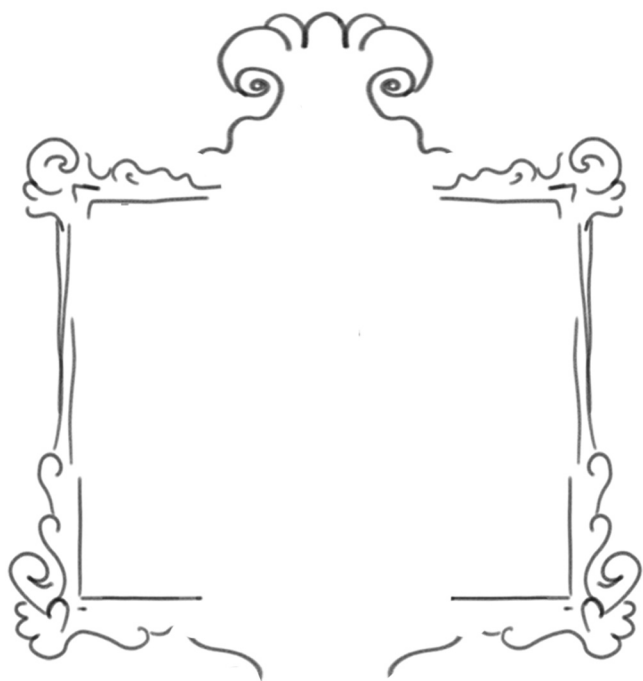


Practice drawing your *Monsters* here.

Monster Gallery

Draw your Monsters in the frames...





Making up a really good story!

Every Monster likes to hear a good story to calm their nerves (and yours if they are scary). This is how to do it

Place

Where does the story start?

Characters

What sort of animals, creatures, humans live there?

Threat/ Problem

What happens to disrupt the routine?
This is where we usually meet the villain.

Our Hero

Who can solve the problem? Doesn't have to be a human.

Useful Stuff

Objects, sometimes magical, sometimes useless, but the Hero takes these objects on their quest.

Journey

The Hero's need to leave. Where do they need to get to? What lands do they pass through on their way?
e.g. spooky forest, wide open sea etc...

The Trial or Test

What tests our Hero?
What obstacles do they face as they travel to the Threat/ Problem?
Are their opportunities to use the Useful Stuff?

Face to Face

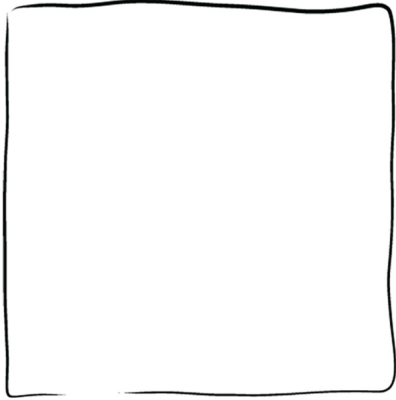
The Hero confronts the Threat/ Problem. They could use an object they found on their way or Useful Stuff.
Or kindness, intelligence or strength to outsmart the villain.

Outcome

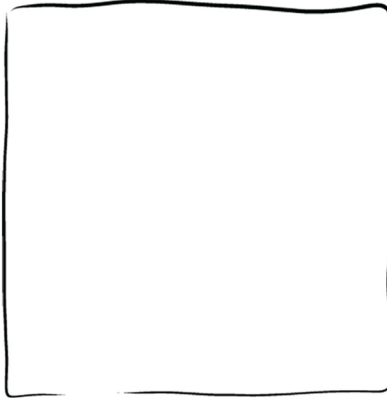
How does it end? What has the hero done to save the day?

Your story... Fill out the boxes, use pictures and words

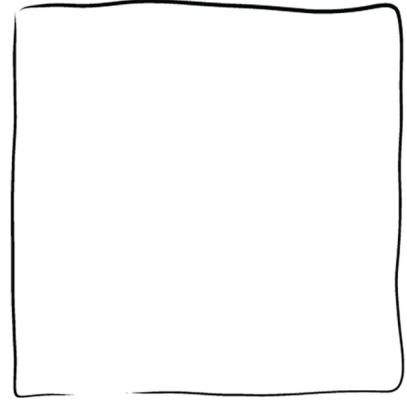
Place



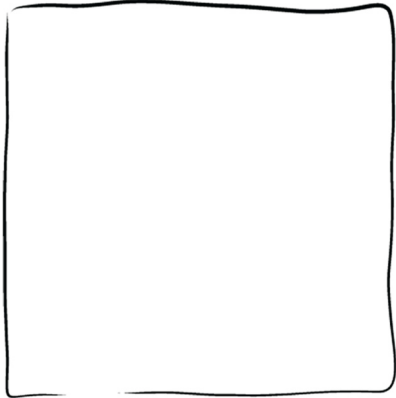
Characters



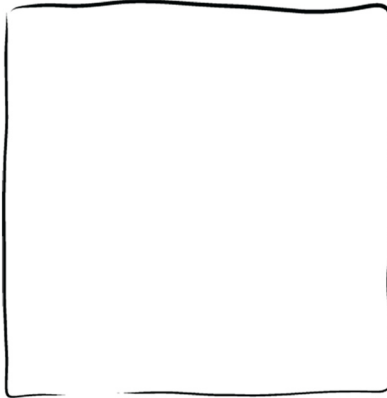
Threat/ Problem



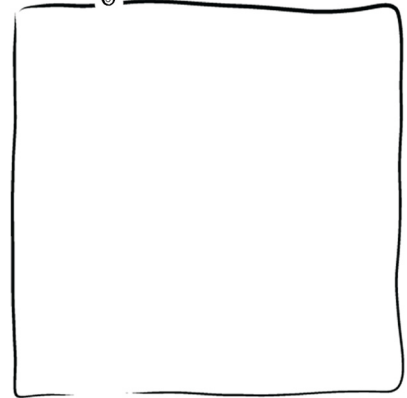
Our Hero



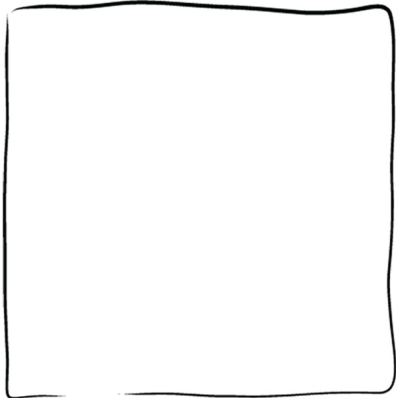
Useful Stuff



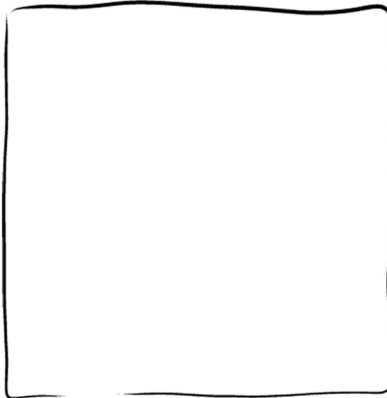
Journey



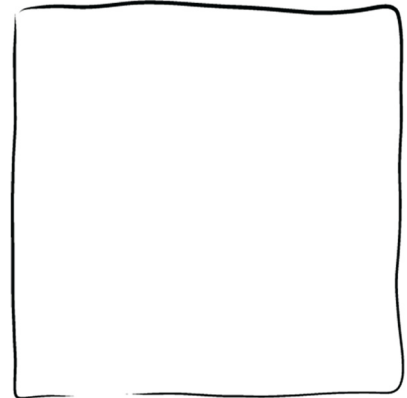
Trial/ Test

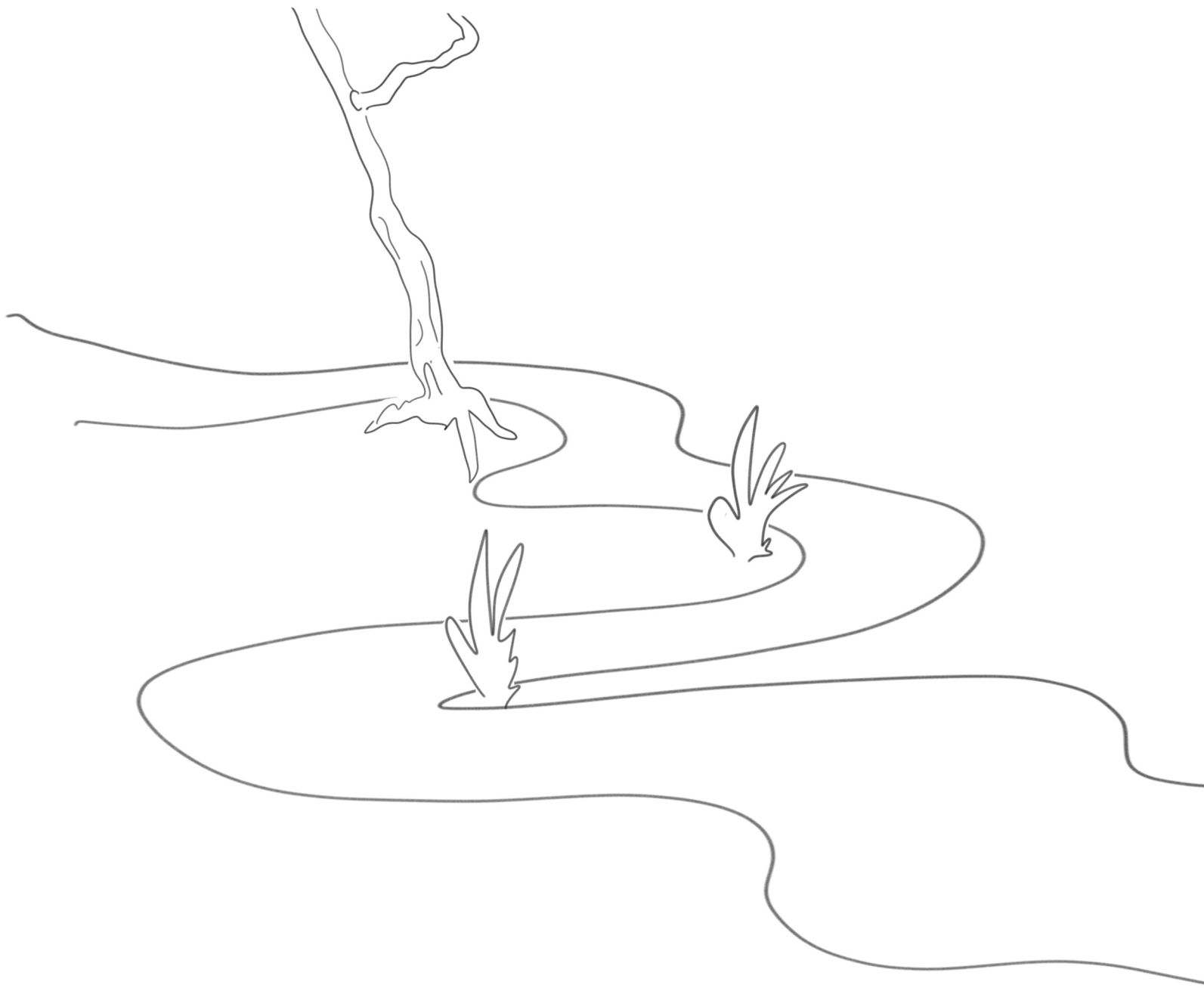


Face to Face



Outcome





Whose following?

Draw your monsters following on the path and colour them in.



www.babblingvagabonds.co.uk



Babbling Vagabonds Storytelling Theatre



Babbling Vagabonds



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