Annexure- I

Suggestions and Guidelines for Creating Stories

Crafting a compelling story involves understanding and applying several important components, which can be categorized into three main areas:

1. Story Elements- When writing a story, five major elements and although these elements provide a usefulframework, their importance may vary depending on the story being told. What truly matters is recognising which elements are most essential to the specific story and developing them in a way that bestsupports the overall narrative. These elements are:

Let's explore each element in moredetail**, using examples from the famous Harry Potter series**.

a. Characters: These arethepeople,creatures, or objects that play a role in the story. For example, themaincharacter intheseriesis*Harry Potter*. Even objects, such as the Sorting Hat, can be considered charactersinthestory.

A character can:	**A well-sketched character can have the following attributes:**
- be living or non-living - haveanygenderornothaveagenderatall! - propelthestorythroughtheiractions - causeaproblem-solveaproblem - addatwisttothestory - bepositive,negative,orneither	**-** looks and mannerisms - personality - traits - behaviour - attitudes

Charactersinastorycanalsobeclassifiedintodifferent groups based on their roles. Some of the broad categories include:

Primary Characters: Thesearethecharacterswho not only experience the main events of the story but also significantly influenceitsprogression.Forreaders, the story is revealed through their experiences, and their character arcformsacentralpartofthenarrative.

Secondary Characters: Thesecharactersareprimarily defined by their interactions with the main characters. While they mayhavetheirownarcsand influence events in the story, their impact is generally

less prominent than that of the main characters. Secondary characters can serve to develop the main character, provide contrast, or challenge them, among many other possibilities.

Background Characters: These characters play a supporting role in influencing both the main characters and events in the story. They might help establish the story's setting, be affected by an event that triggers further developments, or have a brief interaction with a main character. While they do not need to be as fully developed as primary or secondary characters, they help make the story more believable and immersive**.**

b. Setting: This is the environment or backdrop in which the story takes place. The setting provides insight into the protagonist's world and perspective. For example, in the Harry Potter series, one of the main settings is Hogwarts School of Witchcraft and Wizardry. Other notable settings include Diagon Alley, the Forbidden Forest, and Platform Nine and Three-Quarters**.**

A setting can be:	**A setting can be used to:**
- a specific place, fantastical location, and/ or time-period	- Provide a backdrop for the story and the characters - add more context and details to a story - help the reader imagine the story better

c. Key Events: This is the central sequence of events in a story and can take various forms. The plot may focus on a single moment or a series of moments such as a disruption of a pattern, a turning point, or an action that interrupts the normal flow of events. It can be shaped by a question that needs answering or a conflict (internal or external) that creates dramatic tension and drives the story forward. However, not all stories are conflict-driven; some may be simple, slice of life narratives that describe a day or an event.

For example, in the first book of the Harry Potter series, events such as Harry receiving letters from an unknown source, speaking to a snake at the zoo, and going to Hogwarts disrupt the routine of his life over the past 11 years. The search for the Sorcerer's Stone and the events surrounding it form the main plot of the book, while the confrontation between Harry and Voldemort and Harry's discovery of the stone serve as the resolution, concluding the first book and setting the stage for the second.

A story may also include various subplots that support and enhance the development of the main plot.

For example, while the main plot in the Harry Potter series centers on the conflict between Voldemort and Harry and the ideologies they represent, the series also includes numerous subplots. These subplots contribute to the overall progression of the story, such as relationships between characters, the deaths of key characters, and revelations about certain characters' motivations**.**

The key events of a story could be:
- An action or interaction that differentlyimpacts the protagonist
- An event that impacts those aroundtheprotagonist
- A turning point that gives the storyortheprotagonist a purpose
- A solution or resolution which changesthe story
- A discovery of some kind

d. Problem- Thisreferstoadisruption or challenge in the story that affects the characters or events. How thecharacters respondtoandinteract with the conflict shapes the progression of the story and influences subsequentevents.

For example, in thesecondbook of the Harry Potter series, the petrification of students creates a serious problem thatnearlyleads to Hogwarts being closed. Different characters respond in various ways: the professorsworktoensure students' safety, some students prepare to go home, while Harry and Ron set out to findtheBasilisk and save Ginny. Although all face the same problem, their reactions shape their individualexperiences of it. As readers, experiencing the story through Harry's perspective allows us to understandhisresponse to the conflict and how it drives the events of the story.

The problem must:	**The function of the problem is to:**
- bepresentedsuchthatitmakes sense in the context of the story. - Well set up and backedbythe develop further key events. It musthaveanimpact.	- Move the story forward,actinglikea crossroads which allows fortheelementsinthe story to develop further.

e. Resolution

The finalelement of a story answers the questions raised and resolves the problem/ issue that was faced by thecharacters thus far. In cases where the stories don't have a well-defined plot or conflict, the resolutionis the conclusion or the logical end of the story.

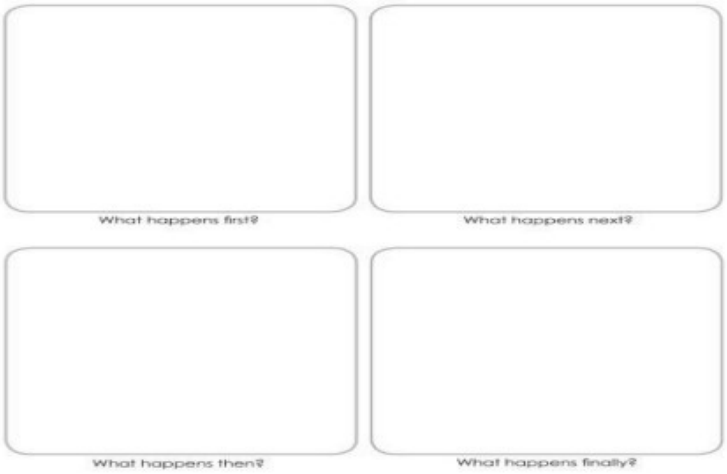
i. Story Structure

Allstorieshave abeginning, middle, and end, composed of the key events that drive the plot. Each section emphasizes an important part of the narrative. However, writers are not bound to a strict chronological order; some may choose to start from the end or begin in the middle. Planning the story structure in advance helps ensure that its various components are presented clearly and cohesively.

Experiment with different story structures to find the one that best suits the narrative you want to tell.
Here is a short exercise on story structuring**:**

1. Create a story in which the narrative is organized around the time of day

2. Graphic organisers are also a good way to plan a story. See this example



Incorporate the diagram's prompts into your story by clearly identifying the action, climax, and resolution of the central conflict. Ensure that each part of the narrative reflects these key moments to give your story structure and coherence.

3. From ideation to writing - the process

Every story begins with an idea, or sometimes several ideas that eventually merge into one. The first step in writing is to choose a core idea from which the story can develop. For example, if you want to write a story about the Indian cricket team winning the World Cup, you can jot down all your ideas using a graphic organizer, such as the one below:

Once you have a core idea, you can expand it with details, incorporating the story elements discussed earlier. With your idea in place, you can start structuring the story and creating a draft**.**

It is important to remember that writers often need to move back and forth between ideas and structure, revising continuously, and making decisions about what fits the story and what should be removed. While the step-by-step approach can serve as a checkpoint for progress or goal-setting, a writer should never hesitate to return to the drawing board and make significant changes if it improves the story.

Suggestive Cues - Createatheme-basedstoryline based on these cues or your own ideas.

Classes 5-6 (Word Limit: 500-600 words)

Theme	Story cues	Hero Story Element
Adventure	An alienshiplandsinschoolduringmathsperiod	Plot
	The schoolgardenisbeingraidedbysomeonewholeaves behind square footprints. Investigate.	Characters and Problem
	On a trek,amysterioussoundleadsoneofyouaway.What do youdonext	Plot and Setting
Love (for pets, for nature, for your school, for yourself)	Monkeys appear in the lockdown in a building society.	Problem
	Someoneisregularlybullyinganimalsinschool.Agangofkids stand uptothem.	Problem, Character
	A baby getsstuckinalockedhouse.Designarescuescenario	Problem, Setting
Heroes around us	A quarrellingfamilymeetsaKargilwarheorintheirbuilding society.	Characters
	A child usuallyscaredofthedarkovercomestheirfearin a crisis situation.	Characters, Setting, Solution
	A policewomanhelpspeopleinanewcitywhoareunable to speak the language.	Problem, Solution
Science	A failed inventionsuddenlyfindsnewuse.	Plot
	Two magnetsaresuckinguptheworld'senergies.Onlyone child can savetheplanetusingscience.	Character, Problem, Solution
	It's 2025 andtheworldhasnoelectricity.Whatwilllifebelike?	Character, Problem, Solution
	Your friend makesarobotthatdoeswhateveryouneed.What do you makehimdo?	Character, Plot

Classes 7-8 (Word Limit: 600-900words)

Theme	Story cues	Hero Story Element
When I… (A theme that makes you fantasize or imagine about a certain point in time)	WhenIfound ancient treasure buried in my schoolplayground.	Plot, Problem, Solution
	WhenIdialed 100 by mistake and the police camerushing to my house	Plot
When I… (A theme that makes you fantasize or imagine about a certain point in time)	WhenIgotto be the Prime Minister of India for a day.	
When I… (A theme that makes you fantasize or imagine about a certain point in time)	WhenIhadto host a foreign exchange student fromSpainat my house.	Problem, Solution
When I… (A theme that makes you fantasize or imagine about a certain point in time)	Astrangeisland forms in your bathroom. What canbedone?	Characters
Weird and Whacky (All things out of the ordinary)		Character, Problem, Solution

Weird and Whacky (All things out of the ordinary) Weird and	My upside-down day, when I went to work and my mom went to school (in my classroom.)	Plot
Whacky (All things out of the ordinary) Weird and Whacky (All things out of the ordinary)	Zombies take over your school while you are playing a game of zombies.	Character, Plot, Problem, Solution
Kindness	You are in the forest when you come face to face with the snow dragon: an adorable, furry, and surprisingly tiny creature who breathes fire.	Plot
Kindness	A poacher who has a change of heart and devotes their life to helping animals.	Character
	A friend forgives another who makes a rash mistake, and what happens when the tables are turned.	Characters, Problem, Solution
Kindness Self-confidence	Being kind is hard, but worth it.	Problem, Solution
Self-confidence	Someone who always loses races but participates in them again and again.	Character (traits)
	I was terrified. Butterflies filled my stomach. But I took a deep breath and finally stepped out onto the stage	Character (traits/actions), problem, solution
Self-confidence	When I say it, I do it	Character, Problem, Solution
Self-confidence	One day a 14-year-old teenager wakes up and realizes that they are 22. Plot	

Classes 9-10 (Word Limit: 1000-1500 words)

Theme War and	**Story cues**	**Hero Story Element**
Peace	How a townrebuilds itself after war	Characters, Plot, Problem, Solution
War and Peace	There are two major groups of people who live on a mythical planet, the water people and the land people. Can they learn to co-exist peacefully when the lines start blurring?	Plot, Problem, Solution
War and Peace	Write a story about a child your age, and their contribution to an important event in India's struggle for independence.	Character, Plot
Fantasy(All things out of the ordinary)	You are at a Coin Show when you meet a coin dealer who specialize	Character (appearance, traits, attitudes)
Fantasy(All things out of the ordinary)	Ghostly creatures have taken over a school.	Plot, Character
Fantasy (All things out of the ordinary)	The world has turned upside down, bats are sitting and humans are hanging by their toes. Mice are going to the office and cats are hiding in holes. How would a human being live in this world?	Plot, Problem, Solution
The (not so distant) Future	A typical day in 2030.	Problem, Solution
The (not so distant) Future	You see a cake in a photo, and can suddenly taste it. Is this a dream, or technology?	Plot
The (not so distant) Future	The adventures of my 3D printed car.	Character, Plot

Annexure- II

CBSE Budding Author's Programme: Evaluation Rubrics

Classes 5-6

Sr.No.	Area of Assessment	4	3	2	1
1	Originality of expression and creativity	Demonstrates imaginative ideas with a clarity	Shows creativity in most parts of the writing	Shows some imagination; ideas are simple	Limited creativity; ideas are common
2	Story Structure (Beginning–Middle–End)	Organises ideas clearly with a problem and solution	Story is clear but some parts need more detail	Basic sequence is present but idea is sometimes difficult to follow	Story is confusing or incomplete
3	Characterisation	Characterisation are clear, interesting, and characters show feelings or change	Characterisation is clear but some characters need more detail	Characters are basic	Characters are confusing
4	Expression and Language Accuracy	Used descriptive words and varied sentences. Very few or no errors	Expression is simple and few errors; meaning is clear	Some errors; meaning mostly clear	Ideas do not connect well. Errors are affecting clarity

Classes7-8

Sr.No.	Area of Assessment	4	3	2	1
1	Originality of expression and creativity	Demonstrates strong, original and effective expression	Shows creativity in most parts	Shows basic originality but few ideas are predictable	Limited creativity and minimal originality
2	Narrative Design & Conflict Management	Effectively organises plot with clear conflict and resolution	Clear structure with minor gaps	Basic plot; conflict uneven	Narrative lacks structure
3	Characterisation	Characters are well-developed and show growth	Characters are clear and mostly consistent	Some characterisations need improvement	Characters are flat or inconsistent
4	Expression and Language Accuracy	Ideas are logically connected, effective and descriptive language	Good and coherent with minor errors	Adequate expression with some errors	Weak organization and expression and persistent errors

Classes 9-10

Sr.No.	Area of Assessment	4	3	2	1
1	Creative& Critical Thinking	Fresh distinctive approach. It is highly imaginative or creative	Conveys some creative, imaginative, or insightful ideas beyond the commonplace	Reflects few creative, substantive, or imaginative ideas out of the ordinary Predictable or	Communicates no substantive or imaginative ideas and is unremarkable Poorly structured
2	Narrative Structure & Conflict Characterisation	Constructs coherent plot with integrated conflict and resolution	Logical plot with minor lapses	uneven development Basic character development	narrative
3	& Depth	Characters are complex and show meaningful transformation	Characters are well developed, simple and believable		Characterisation lacksclarity
4	Language, Coherence & Style	Language and expression is highly impressive and the content is very well organised	Effective language and the content is well organised	Message is sometimes difficult to follow and content is fairly well organised	Message cannot be understood and the content is poorly organised

Total Maximum Marks to be given = 16

Annexure - III

Undertaking

(*Please issue this Undertakingon the letterhead of the school*)

This is to certify that the following students have beenselected in the first round of the CBSE Budding Author Programme 2025-26

Srno	Class	Nameof the Student	Medium(Hindi/English)
1.			

Ihereby, certify that the Stories submitted for the second round of the programme are the bonafide work ofthe students mentioned above. I also certify that the content of the stories does not intend to hurt the sentiments of any group of people and are plagiarism free.

(Principal/Head)

Seal of the school

Annexure - IV

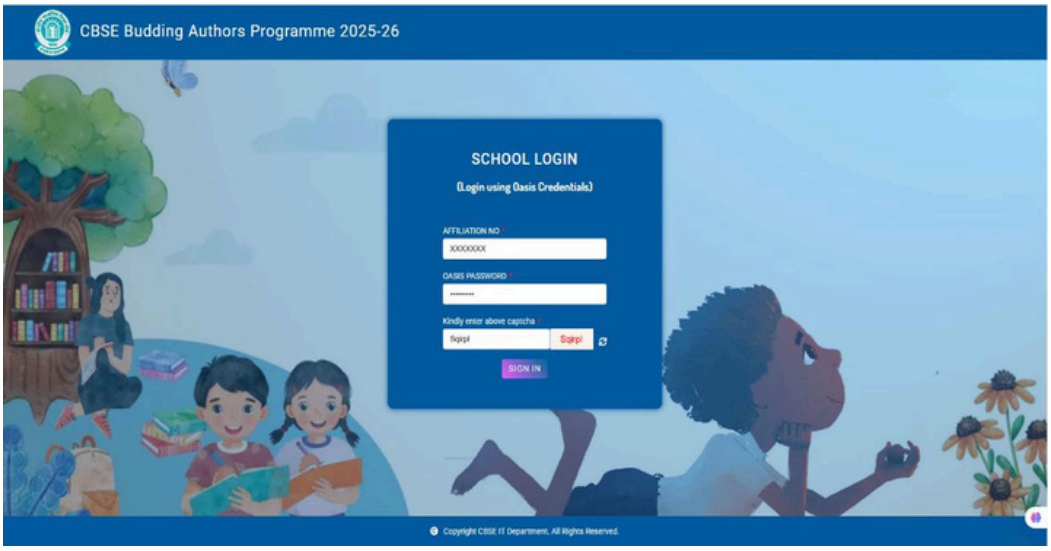
USER MANUAL FOR BUDDING AUTHORS PROGRAMME 2025-2026 PORTAL

Based on the First Round conducted at the school level, each school shall fill the following:

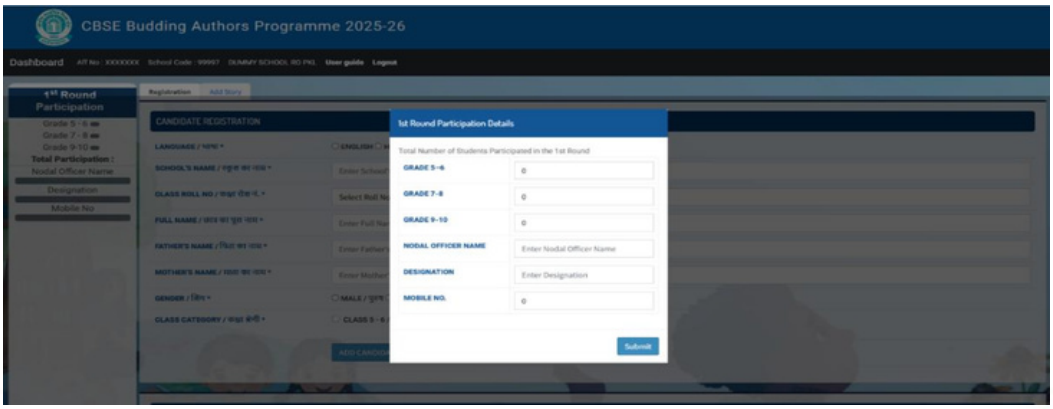
1. Total number of students participated in first round.
2. A total of 12 best stories shortlisted in first round conducted at school- Two stories from each class (One story in Hindi and one in English per class).
3. Details of the 12 students whose stories have been shortlisted.

STEP 1: Open the link given below to login into the Budding Author Portal.

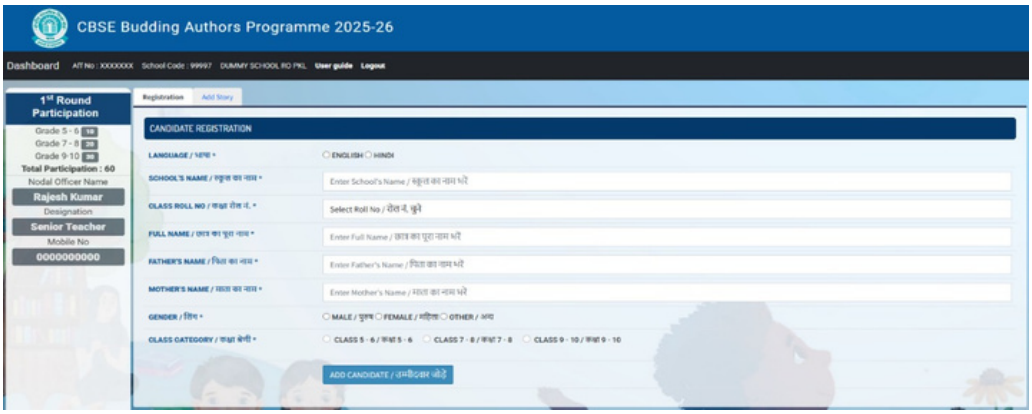
URL: https://cbseit.in/cbse/2025/bauthor



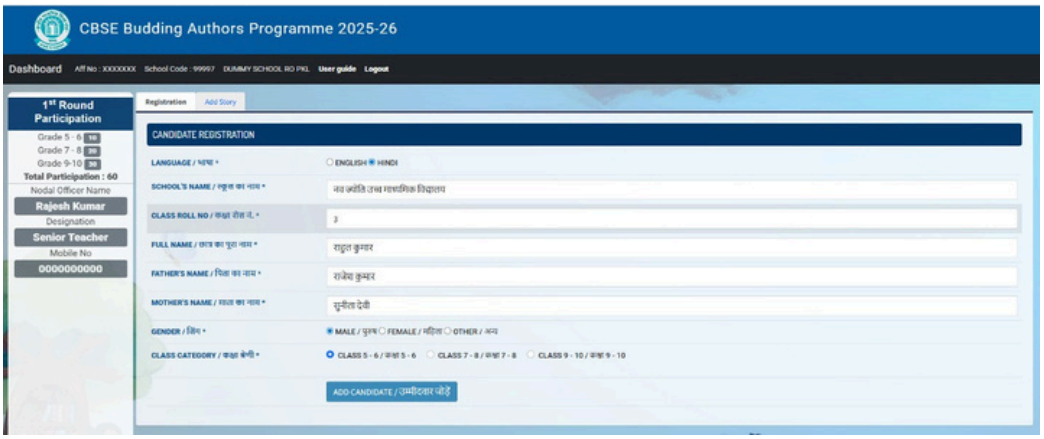
STEP 2: Enter the details of the participants of the 1st Round held in School after successful login.



STEP 3: The screenshot of the dashboard shown in the image given below shows the registration after successful login.



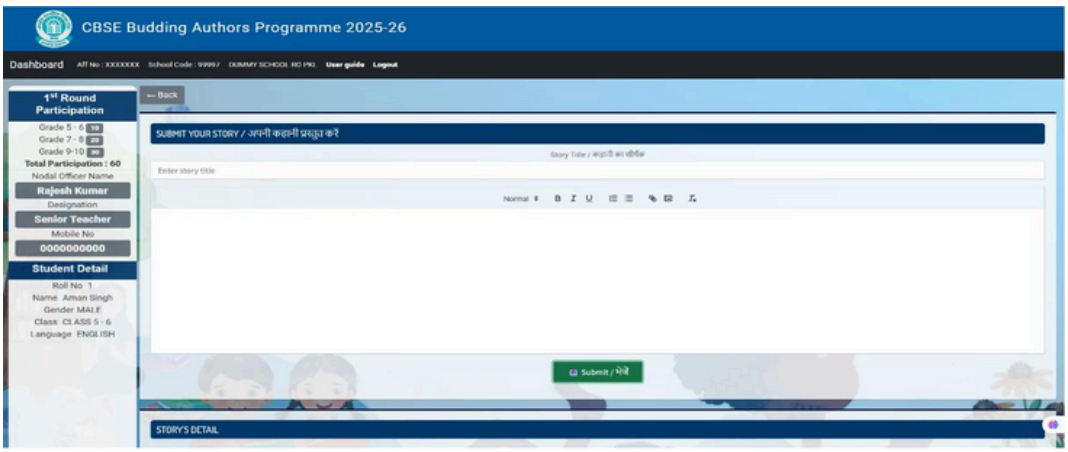
STEP 4: The screenshot given below shows the student registration in Hindi language.

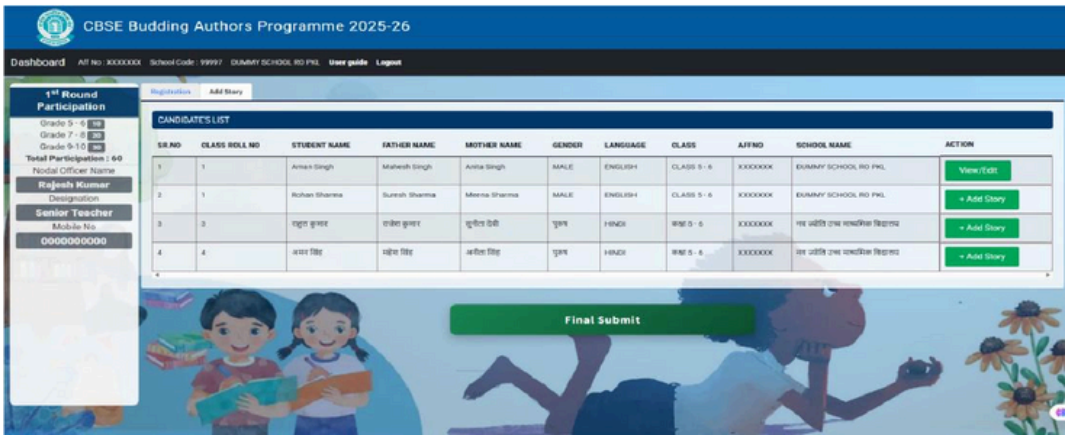


STEP 5: Schools will register 12 students (whose stories have been selected) on the portal.

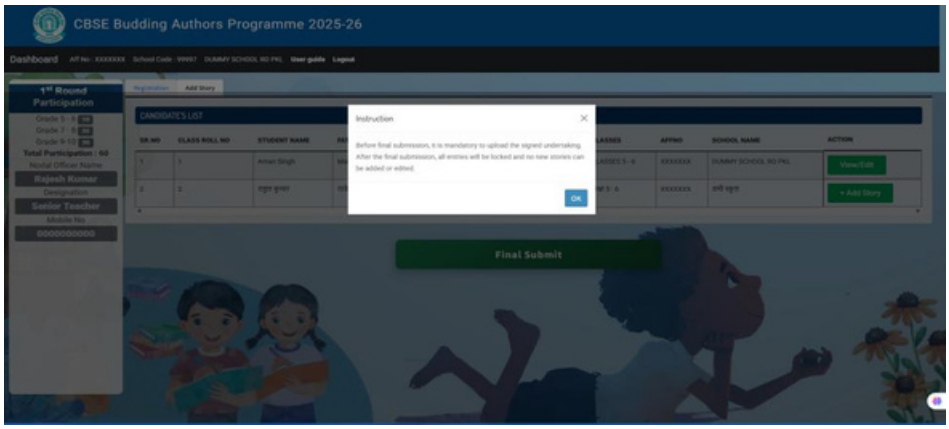
STEP 6: The screenshot given below shows the list of the students after registration is completed.

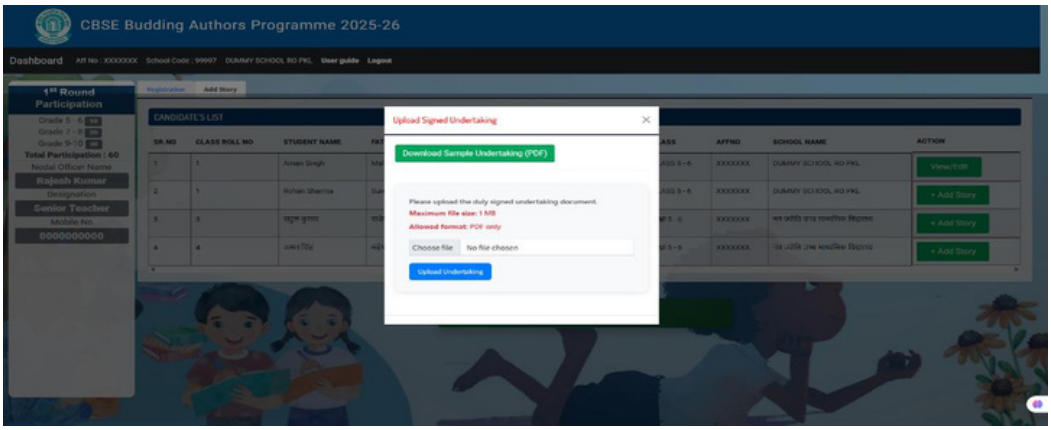
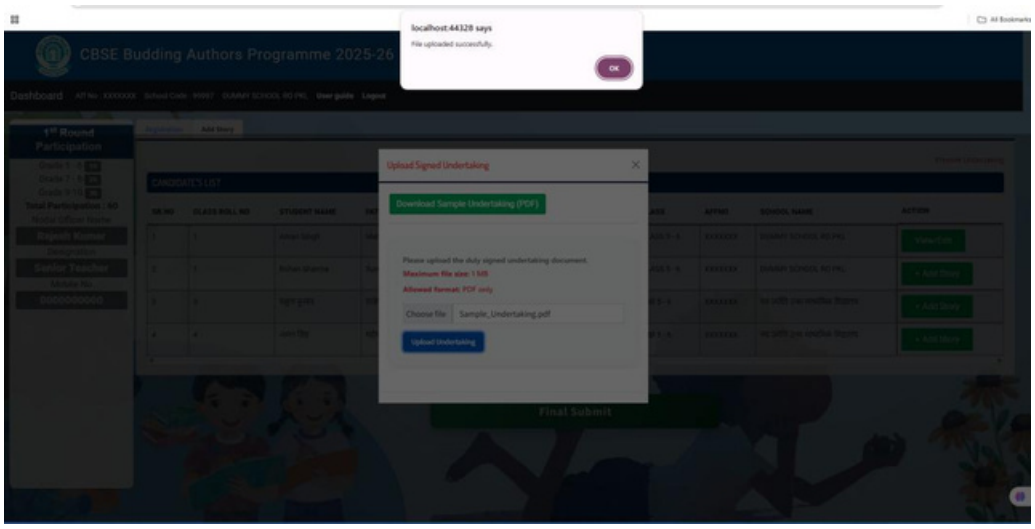
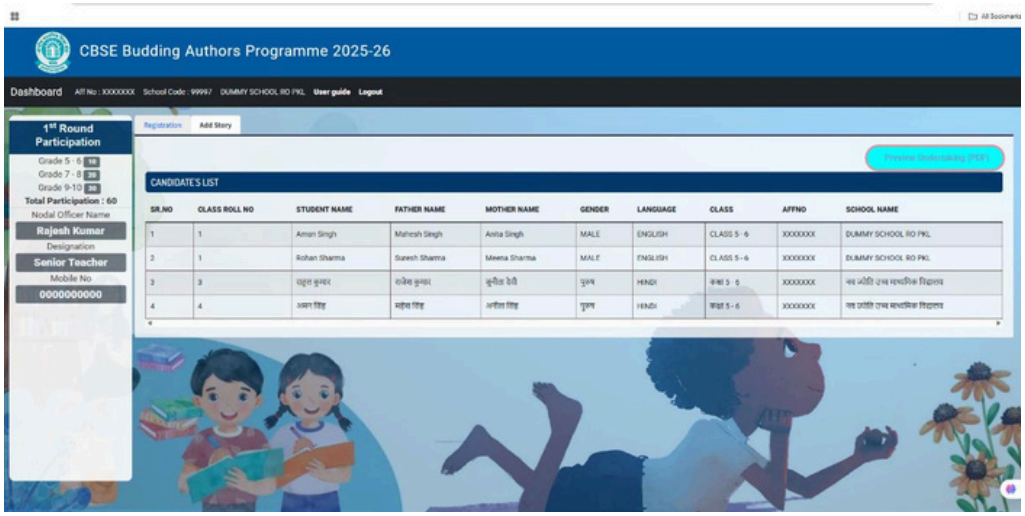
STEP 7: Paste/Type the story in the given space.





STEP 8: Upload the undertaking given in Annexure – III in Circular, with signatures while submitting the stories.





STEP 9: Make sure you submit the stories and see the following message on the screen.