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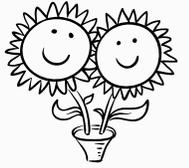
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10-Sentence Story Challenge: Personification Edition



Write a story consisting of 10 sentences. You must use **personification** (giving human qualities to non-human things) **at least three times** in your story.



Follow the sentence guidelines below:

Sentence 1: Begin with a **time reference**.

Example: "One stormy evening..."

Sentence 2: Introduce a **non-human main character**.

Example: "A lonely umbrella lay forgotten on the porch."



Sentence 3: Use **personification** to show **how the setting behaves or feels**.

Example: "The wind howled in frustration and slammed against the door."

Sentence 4: Present a **challenge or goal for the character**.

Example: "The umbrella longed to be useful again."



Sentence 5: Include **dialogue or inner thoughts**—real or imagined.

Example: "'I won't let the rain win today,' the umbrella whispered."

Sentence 6: Show the **character taking action**.

Example: "With a gust of courage, it tumbled down the steps."



Sentence 7: Introduce **another object or element with human traits**.

Example: "A grumpy old boot scoffed from under the bench."

Sentence 8: Show **how the two interact**.

Example: "They argued, then agreed to work together and wait for someone to need them."

Sentence 9: **Resolve the story's conflict**.

Example: "Soon, a little girl grabbed them both and dashed into the rain."



Sentence 10: End with a **closing thought or lesson**.

Example: "Even forgotten things have a purpose when the storm arrives."

