



## Worksheet: Using Descriptions to Build Your World

### Objective:

Develop skills to create vivid, immersive settings and characters by focusing on detailed descriptions, balancing action and dialogue, and using AI as a creative tool.

---

### Part 1: Show, Don't Tell

1. Read the following sentences. Which sentences show, and which tell? Rewrite any sentences that "tell" to make them more vivid.

- "The forest was scary."
- "The character felt happy."
- "The castle loomed over the village, casting long shadows."

Your Rewrite:

---

---

---

---

**2. Practice "showing" descriptions by writing a scene that conveys one of the following emotions without stating it directly:**

Choose one: *Fear, Excitement, Sadness, Surprise*

---

---

---

---

---

**Part 2: Using Sensory Details**

**1. Describe a location you know well (a park, a room, a neighborhood) by including sensory details for all five senses. Be sure to include:**

- **Sight:** What do you see?
- **Sound:** What do you hear?
- **Smell:** What do you smell?
- **Touch:** What textures or temperatures do you feel?
- **Taste** (if applicable): What tastes are in the air, or what would a character taste if they bit into something nearby?

**Example Sentence:**

"Soft whispers of leaves blend with the earthy smell of wet soil, while the cool breeze makes the air taste sharp and fresh."

---

---

---

---

---

**Part 3: Balancing Act – Action and Dialogue**

**1. Write a short dialogue between two characters in an interesting setting. Use sensory details and actions to reveal what is happening around them. Use ChatGPT if you want.**

- **Prompt:** Imagine two characters who are meeting in a bustling marketplace. Include at least one line of dialogue, one action, and one sensory detail.

---

---

---

---

---

### **Part 4: Using AI to Spark Ideas**

**1. Imagine you're creating a fantasy village using an AI assistant to generate ideas. What are three prompts you could ask the AI to help you build this world?**

- **Example:** "Generate sensory details for a small, foggy village by the sea."

**Your Prompts:**

- 1.
- 2.
- 3.

**2. Experiment with one of the prompts to see what setting details, character traits, or atmospheric elements the AI suggests. Share the results below and highlight any ideas you would use or adapt.**

---

---

---

---

---

### **Reflection**

**How did using detailed descriptions change the way you imagined or connected to the scene? What did you learn about creating immersive worlds?**

---

---

---

---

---

---

---

---

---