



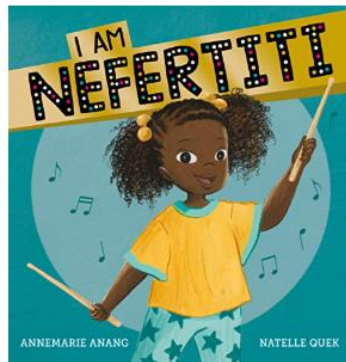
Wednesday 28<sup>th</sup> January 2026

Dear Parents and Carers,

### **Celebrating National Storytelling Week 2026**

We are excited to announce that Park Hill Infant School will be celebrating **National Storytelling Week 2026** from Monday 2<sup>nd</sup> February to Friday 6<sup>th</sup> February. This week is an opportunity to ignite a love of stories and storytelling in our pupils, enriching their imagination and helping them to explore language and the world around them.

Our pupils will engage in a variety of storytelling activities in school throughout the week. Each class will also attend a virtual workshop on Tuesday 3<sup>rd</sup> February with author Annemarie Anang where she will explore her picture book *I Am Nefertiti* and lead a range of musical, interactive activities.



Storytelling doesn't always need to begin with a book, it can grow from a sound, a question or even a walk in the garden. We have attached some resources to this letter that you can use to help your child(ren) to share their own stories from home and play some storytelling games with friends or family. Children can bring in their completed stories to share with their class.

Together, we can inspire our children to develop a lifelong love of reading and storytelling.

Thank you for your continued support.

Yours sincerely,

*Mrs Newell and Mrs Clarkson*

Assistant Headteacher/ Curriculum Co-Leaders and English Co-Leaders

**National  
Literacy  
Trust**

## Soundtrack Your Story

Playful storytelling at home  
(KS1 or 2)

Change your story

**National Storytelling Week**

In partnership with

**GO  
ALL  
IN.**

National  
Year of  
Reading  
2026

Creating stories together can be fun and relaxing. Making up stories using your imagination, things you see around you, and your memories helps develop language skills. Try creating your own sound-story with the activities below - there's no right or wrong way!

### Collecting everyday sounds

When you are next outside, perhaps walking to school or in the park, try noticing (and maybe recording) some of the sounds you hear around you. You might hear dogs barking, a train in the distance or footsteps crunching. Try making the sounds with your own voices too.

When you get home, pick the sounds you like best and imagine what could be happening in a story with those sounds. Who or what is making the noise? Where is it happening?

How does the sound fit into your story world: is it a clue, a warning or part of an adventure? Tell or write your story.

## Storytelling games to play at home

Try out these storytelling games at home with a family member or friend.

### ABC story-making

Create a story together from thin air! You'll need two or more players. One person starts with a sentence beginning with "A," the next continues with a sentence starting with "B," and so on through the alphabet. Take turns adding sentences to see where your story goes.

Now, bring your story to life with sound. Can you add a rhythm, sound effect or background beat to match what is happening? Let the words become the soundtrack to your imagination!

### Storytelling with real stories

Ask a friend or family member to tell you a story about their life. Prompt with questions, e.g., "What was the naughtiest thing you did when you were a child?" or "What is the funniest thing that's happened to you?" Then, tell the story to someone else, adding extra bits to make it more dramatic.

As you retell the story, think about the sounds that would go with it - laughter, footsteps, music from the time or even a dramatic drum roll. Think about the activity where you heard sounds on your walk and collected your own sound library. Use the sounds in your made-up tale to make the memory sing!

### Story-making with objects

Collect 6–8 random small objects in a box or bag. You can use anything - a teddy, a coin or a fork. Take it in turns to pick an object without looking and use it to make up a story together. For example, if you take out a teddy, you could say, "Once upon a time, there was a tiny bear who..." Then, take out another object and decide what happens next: "Once upon a time, there was a tiny bear who found a shiny, gold coin. He picked it up and..." Build a story using all the objects.

As each object appears, think about what it sounds like in real-life, or what it might sound like in your imagination. Could the teddy hum a tune or could you say "mmm" as if you're enjoying food when you pick up your fork? Layer these sounds to create the perfect soundtrack to your story.