

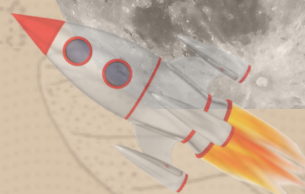
[www.kingsleyandco.org/competition](http://www.kingsleyandco.org/competition)



## Short Story / Cartoon Script Competition

£50  
Prize

Aged between 7 and 17 years.  
Write a story about Mary, and  
her friends, on an adventure  
and you could be a winner.  
[www.kingsleyandco.org/competition](http://www.kingsleyandco.org/competition)







Start  
planning  
your story  
today!

You are invited to enter our Story/Cartoon Script competition!

**Write a short story about Mary Kingsley and her friends who have discovered a Time Machine during lockdown and can escape the house to go on adventures.**

Have your story turned into an animated cartoon and feature in a special 'Time Machine' as part of the Bootle Children's Literary Festival in 2021, and have it published on YouTube!



Mary and her crew can travel in time, visit famous people or places, and discover strange new worlds, invent things, escape disasters or ride unicorns. Let your imagination run wild!

### The past, The present, The future

You can set your stories in the past, present or the future – the choice is yours. There will be **two winners** in each category.

We would like you to get to know Mary and her friends and place their characters in a new situation. What would they do, what would they say, how would they react? Keep your story short, and keep in mind that it will become an animated cartoon. You can write it as a story or as a play script.

We will choose 6 winners 2 from each theme.

Start to write your story now. Get an adult to fill in the application form and attach your story and email it back to the address on the form.

It is as easy as that, and you could be a winner!



# Mary's top tips to help you write your story

## How to write your story.

### Think of an idea

Think about the characters and where you think they may explore. It may be somewhere you know or a place that is only in your imagination. It may be a place in history, it may be in your town, it may be in a galaxy faraway.

Who do Mary and her friends meet? What do they do.? Talk about your ideas with someone and encourage them to ask questions to help build your idea. Read other stories or watch other cartoons to see how they tell the story.

### The beginning

How does the story start? Set the scene. Build a picture of the location and why the characters are there. What do they hope to discover?

### Build Up

Start to tell us what is happening. Who are the other characters in the story?

### The challenge/conflict

A story without a challenge or conflict can be very dull. What challenges do Mary and her friends face? How do they respond to the challenge?

### The turning point or problem solved

As we reach the middle of your story how do the characters tackle the problem? Who is the hero that helps or rescues them? Is there a twist? Does it go as expected?

### The resolution

Success. How do the characters resolve the problem and what does success look like for them? Do they work together or does one person save the day?

### The end

Endings are important. How does your story end? Is your ending funny, happy, serious or have a special message?

**The most important thing is to enjoy telling your story. If you enjoy telling it then people will enjoy hearing it.**





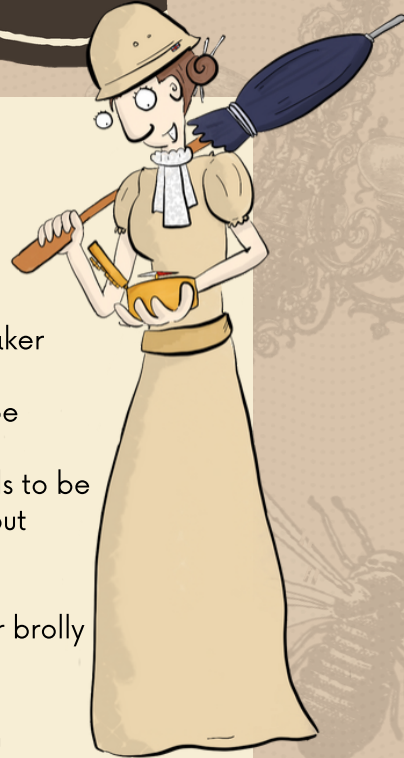
# Meet the Characters

## Mary Kingsley

### Cyril D Explorery

Ms Mary Kingsley (Explorer)  
Age 35

- Intelligent
- Bossy
- Great at navigation
- Driven, quick decision maker
- Nosy / inquisitive
- Feminist but still likes to be treated as a Lady
- Charming when she needs to be but sometimes rude without meaning to be
- Has lots of money
- Great at fencing with her broly
- Favourite colour Green
- Drinks lots of tea
- Favourite biscuit bourbon
- Has the ability to read animal's body language and know exactly what they are thinking but finds empathising with people more difficult



Prof Cyril D. Explorer (Scientist)  
Age 52 but looks older

- Very intelligent
- Scientist, can be so focused he ignores others
- Poor at navigation, happily follows the others
- Forgetful, has to keep asking what the plan is
- Vegetarian, tries complicated recipes which sometimes actually taste good!
- Loves exotic plants, always wants to study them
- Concerned about the planet
- Favourite colour Red
- Always broke and because he has no money is great at repurposing things and keeps things beyond their usefulness, Hoarder

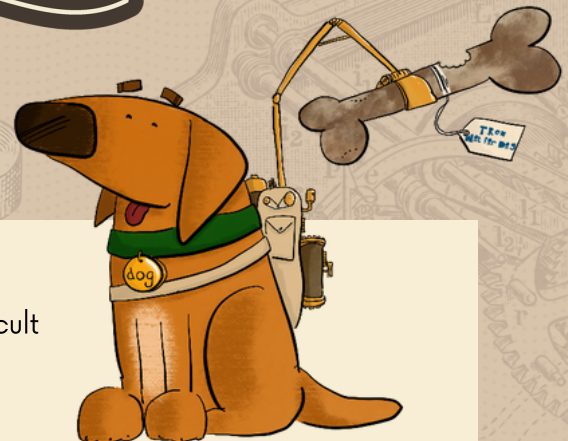
- Allergy to chewing gum it gives him wind strong enough to lift him off the floor
- Has a gadget for every occasion in his home-made steam powered rucksack.



## DOG

Dog (a Dog)

- Most intelligent of the team although he finds communicating difficult
- Loves bones older the better
- Great sense of smell
- Great sense of direction
- Loves to play fetch and chases butterflies but is very sensible at other times
- Has a favourite orange ball which Trunk looks after for him
- A bit wary of Cyril's inventions, but tolerates the backpack made especially for him, just wishes his ball would fit inside! (He has tried)
- Thinks everyone else is stupid and has a responsibility to protect them
- Allergic to cheese, makes him fall asleep
- He does not know why he tags around with Mary. Maybe because she feeds him and pats him patronisingly on the head when he sorts things out as if it were an accident

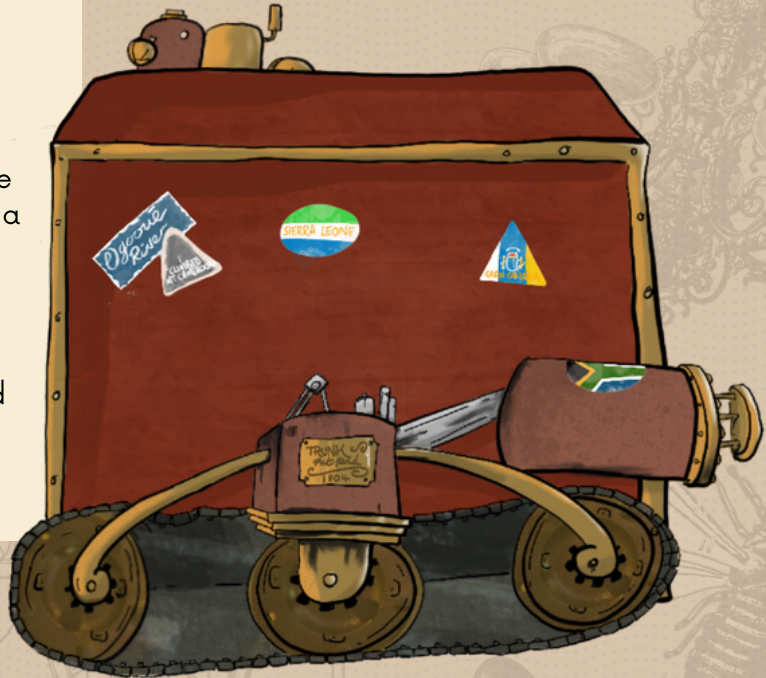




## Trunk

Trunk (a steam powered travel trunk)

- Can only see in black and white
- Favourite colour Pure Black
- Eats anything flammable (coal, oil ) to keep his engine going
- Can breathe fire, sometimes has accidental burps of fire
- Can run, fly, swim at great speed, though always makes a noise a bit like a steam train chugging along!
- Never gets full. Like a time tunnel to another storage space / universe. Often produces the right item at the right time, holding it up until noticed
- Tracks make it so he can travel over all terrain at speed
- Totally loyal to Mary
- Followed Mary out of a strange shop one day when she was young and has been everywhere with her since



## Camila



Camila (Camel)

- Loves a party
- Favourite colour Pink
- Can walk nonstop
- Loves cough sweets
- Sometimes stubborn and sulky always won around with a sweet
- Loves Cyril and will do anything he says
- Eats and drinks at every opportunity but can go days without either.
- Very strong, can carry whatever is needed
- Always getting lost due to having no sense of direction
- Gets a bit sniffy when Trunk is asked to carry things, sees that as her job
- Can suddenly swap from grumpy to kind and caring when needed – or from grumpy to party animal!





Dear Parent,/Guardian,

Kingsley & Co is a magical children's literacy project and bookshop that provides an inspiring space where children's passion for reading and writing can be ignited and nurtured.

Mary Kingsley was a great Victorian explorer and the inspiration for the Kingsley & Co project. We have created friendly and fun characters representing Mary and her friends to promote exploration and literacy. Mary, Cyril, Dog, Trunk and Camila the Camel. They have great adventures in space and time visiting exotic places, historic times, meeting interesting people, and getting into challenging situations. Always coming out of it with a smile on their face and a story to tell.

We invite your young person to take our characters on a journey of exploration in their imagination and then capture it as a story. The story needs to be short and able to translate into a short-animated cartoon. The winners, as well as the £50 prize fund, will have their story animated by professional artists, and used as part of the Bootle Children's Literary Festival 2021 in a 'Time Machine' – a life size interactive artwork which has been commissioned from a local artist for the festival.

To apply for the competition all you need to do is complete an application form attach the story and make sure it gets back to Ykids before the deadline of the 31st October 2020. Details will be on the application form. The themes are for the stories is The Past, The Present, The Future, and we will choose two winners from each theme.

How can you help?

Talk to your child/young person about the characters. Encourage them to imagine the characters' responses in different places and facing different challenges. Give time to listen to their stories and give them plenty of praise and support. The whole process should be fun and inspiring so enjoy the journey with them. Always remembering it is a children's story competition. Thank you for supporting your child/young person to access this competition. We would also like to take this opportunity to thank our supporters.



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**ARTS COUNCIL  
ENGLAND**

the  
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*Stere Morgan*  
FOUNDATION





# TERMS AND CONDITIONS

Kingsley & Co

Entry to the competition is open to all children aged 7 to 17 years.

- The story must be their own work.
- Entries must be an original piece of fiction and not an account of real events although places, characters and historic era may be real the story must be a work of fiction
- The story must be submitted by an adult using an official competition entry form.
- The adult submitting the story will be asked to provide the entrants name, gender, date of birth, and provide contact details including address, phone, and email contacts.
- The adult, by submitting the entry form is agreeing to these rules and conditions of the competition.
- The story can be submitted online and emailed to [marykingsley@ykids.co.uk](mailto:marykingsley@ykids.co.uk) or on paper and posted to Mary Kingsley , C/o Ykids, 98a Linacre Lane, Bootle, L20 6ES
- Additional drawings may be added as separate documents.
- Entries can only be accepted with the official entry form.
- Please keep a copy of your story as stories will not be returned
- All stories must be submitted in English.
- Entries received after the closing date 31st October will not be considered
- By entering the competition, the parent or guardian grants to Ykids the copyright of the story and a perpetual royalty-free license to publish, broadcast (across all media) and post the entry online and on any other platforms yet to be envisaged. This license will be deemed to include all the necessary rights and permissions to enable such use by Ykids, to fulfil the prizes and to complete the administration of this competition.
- Ykids may at its sole discretion edit, adapt, abridge, or translate the entry as it sees fit.
- The competition entries will be judged using the following criteria, use of characters, originality, plot, entertainment, ability to successfully translate the story to a short cartoon.
- The decision of the judges is final and there is no right to review or redress
- Ykids reserves the right to disqualify any entry which breaches any of these Rules, brings Ykids into disrepute or to withhold a prize if in its opinion entries do not reach the required standard
- Ykids reserves the right to amend these Rules or cancel this competition at any stage, if deemed necessary in its opinion, or if circumstances arise outside of its control.





## Short Story / Cartoon Script Competition Entry Form

Parent/Carer's Name:

Child's Name:

Child's Date of Birth:

Email Contact:

Phone Contact:

Postcode:

Theme:

The Past: [ ]    The Present [ ]    The Future [ ]

Story Title:

Write your story here: (You can continue your story on extra paper)