

# G.P.'s Great Adventure by a grade one student

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G.P.'s Great Adventure is a journey circle story pattern with a copycat subplot written from the journey circle story workshop created by JoAnne Moore. This story project involves choosing an animal who is tired of being himself. He sets out to find a new animal family to live with and encounters hardship with three new families. At the end he decides to return home and is happy at last to be himself.

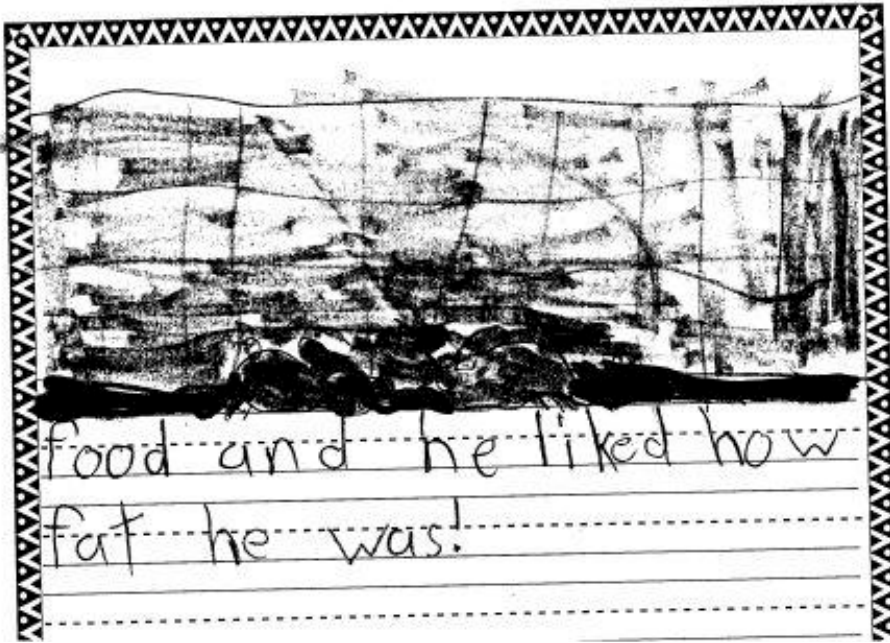
Once there was a farmer and there was a pig named G.P. He hated his life. He was too fat and lumpy and he hated playing in the mud. So he ran away. So G.P. decided to live with the spider. The spider told him to catch some bugs. It was hard

for G.P. All the bugs got away. One bug went in the bucket of water. When G.P. saw the bug he tipped over the water and he got the bug. He brought the bug to the spider and the spider said what this bug is wet. You got a lot to learn! The spider said lay eggs and make webs. He tried to lay eggs. He couldn't lay eggs. He couldn't do it. So he ran away again. So he decided

to live with the chickens.  
One of the chickens said  
take care of my babies.  
Poor G.p. he sat on one of  
the chicks. One of the  
chicks said, Hey that's my  
brother your sitting on. Oop  
s sorry. So G.p. ran away.  
He went to live with the



rat's. G.p. started to like  
it with the rat's until the  
rat's brout the garbage.  
They made G.p. eat sum  
garbage. He was sick for  
a week. So he ran away  
again. So he went back  
home. G.p. rolled and jumped  
in the mud and ate all of his



food and he liked how  
fat he was!