

Short Story Ideas

- The family are sprawled out, not talking, just watching the TV.
- Then meerkats start to come out of the TV.
- They take over the sitting room.
- Then they open the fridge, drink the orange juice and the milk, then play cards, board games, Monopoly, Lego.
- The family just watch in amazement.
- Afterwards the meerkats leave by the front door, waving goodbye.
- The family turn to the television and see that it is off.
- They find the cards, the games and the Lego left on the floor.

- A man goes to do his late night shopping in a supermarket.
- He gets out his list to check what he needs to buy.
- As he says the items, they come alive in the store and dance to their own theme tune all the way to his trolley.
- He looks in awe at what is happening before his eyes, but nobody else seems to notice.
- They jump in and make themselves comfortable, loving the speed of the trolley and shouting 'weeeeeeeeeee' every time he goes around a corner.
- Once all the items are checked off his list, he heads towards the checkout, worried what the cashier will say.
- As he enters the checkout he turns around and the items are back to normal.
- He packs the bags and pays for his shopping, then goes home.

- Gradually all homes are issued with a windmill that will be used to generate power/electricity one day that is placed in their gardens.
- The windmills come with a list of instructions describing how they should be looked after.
- Eventually all the windmills will be connected to the national power grid & people will be able to sell electricity to the state.
- Each year tins of lubricant & paint appear outside people's homes for them to keep the windmills in good condition.
- People also have to manually turn them on a regular basis to ensure they still move freely.
- After a few years have passed and nothing further has been heard about the windmills people start using them for other things, e.g. hanging out their washing, displaying some hanging baskets, making climbing frames or windmill rides for their children, etc.
- People decorate their windmills.
- People start having windmill parties for the day when the manual turning occurs – competitions to see who can turn the sails the quickest, or for the longest time, etc. while enjoying a picnic meal.

- A cat is taken to the vets by his owner and her daughter.
- The vet calls the family into his surgery and entices the cat from its basket.
- The vet gets the injections ready to give to the cat.
- The cat suddenly replies 'No Thank-you, how dare you assume that it is me that needs to be seen! I have bought these two humans here to get their fleas sorted!'
- The vet apologises and administers the flea treatment to the girl and her mother.
- The cat jumps back in the basket and they go home.

- Mum is tired.
- She is washing up, the dishes start to mutate into birds; different dishes turn into different birds...
- They fly out of the sink and through the open window
- They fly higher and higher and vanish into the sky.
- Mum stumbles into the living room and falls asleep on the settee.
- Birds are seen flying down to the kitchen window.
- When mum wakes up she remembers the washing up, but finds it has all been done.
- Also the kitchen is clean and there is a feeling of great comfort.

- The children had never taken much notice of the slightly damaged statue at the bottom of their garden.
- They had found it when they moved to the house the year before, but soon lost interest.
- One day the youngest brother was convinced the statue's arms had moved.
- His older brother and sister didn't believe him.
- A week later and the boy was certain the statue had moved.
- The next particularly sunny day when they were all in the garden they heard a strange voice asking what he had to do to get their attention.
- It was the statue talking.
- They cleaned it up and became great friends.
- The statue told them about the families who had lived in the house before.
- They checked with the online census records – it was all accurate information.