

STORY WRITING



WRITING A STORY

S	S is for the setting, It tells us when and where.
T	T is for talking characters, The whom which we compare.
O	O is for "Oops! A Problem!" The conflict which evolves.
R	R is for resolution, The steps for us to solve.
Y	Y is for "Yes! Woohoo!" The solution has been found!

Observe the sequence in the **plot**,
And the **elements** all around!

Writing Rules



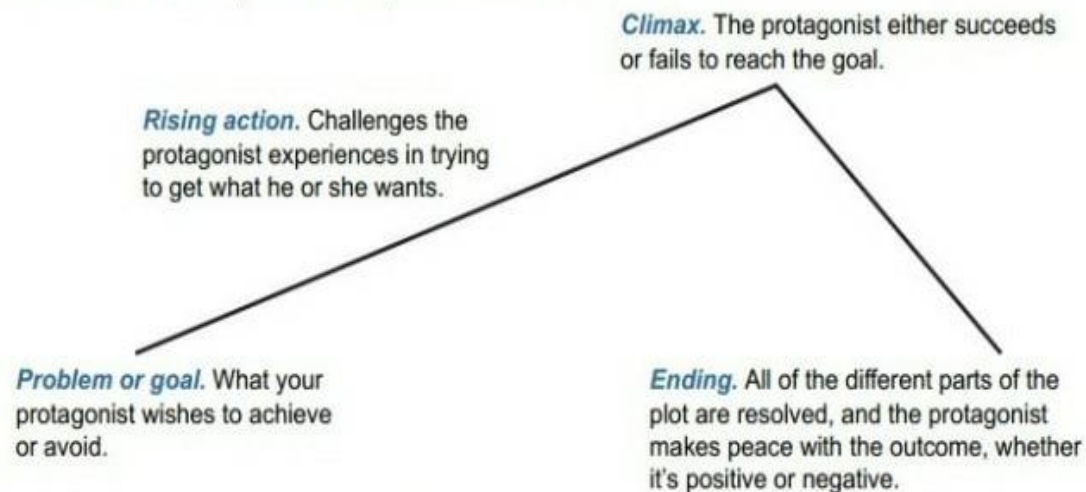
1. You need a main character. . .
2. You need to hatch a plot.
3. Give your main character a problem.
4. Develop your plot by asking "what if"
5. Write what you know. . .
6. Build suspense.
7. Make sure your story comes alive by using all 5 senses
8. The main character must solve his/her own problem.

How to Outline a short story

Turn your short story idea into a real work of fiction! Follow the guide below to plan your short story.

- Step 1.** Decide on a *protagonist*. The protagonist is your main character, and the person all the interesting stuff happens to.
- Step 2.** Decide on a *setting*. The setting is the place where your story happens.
- Step 3.** Decide on a *goal or problem*. This is what motivates your protagonist and creates the conflict that makes your story interesting.

You can think of a plot as an upside-down checkmark:



Your protagonist's name and description: _____

What he or she wants to achieve/avoid: _____

What happens at the climax (the most interesting part of the story): _____

What happens at the end: _____



Remember:

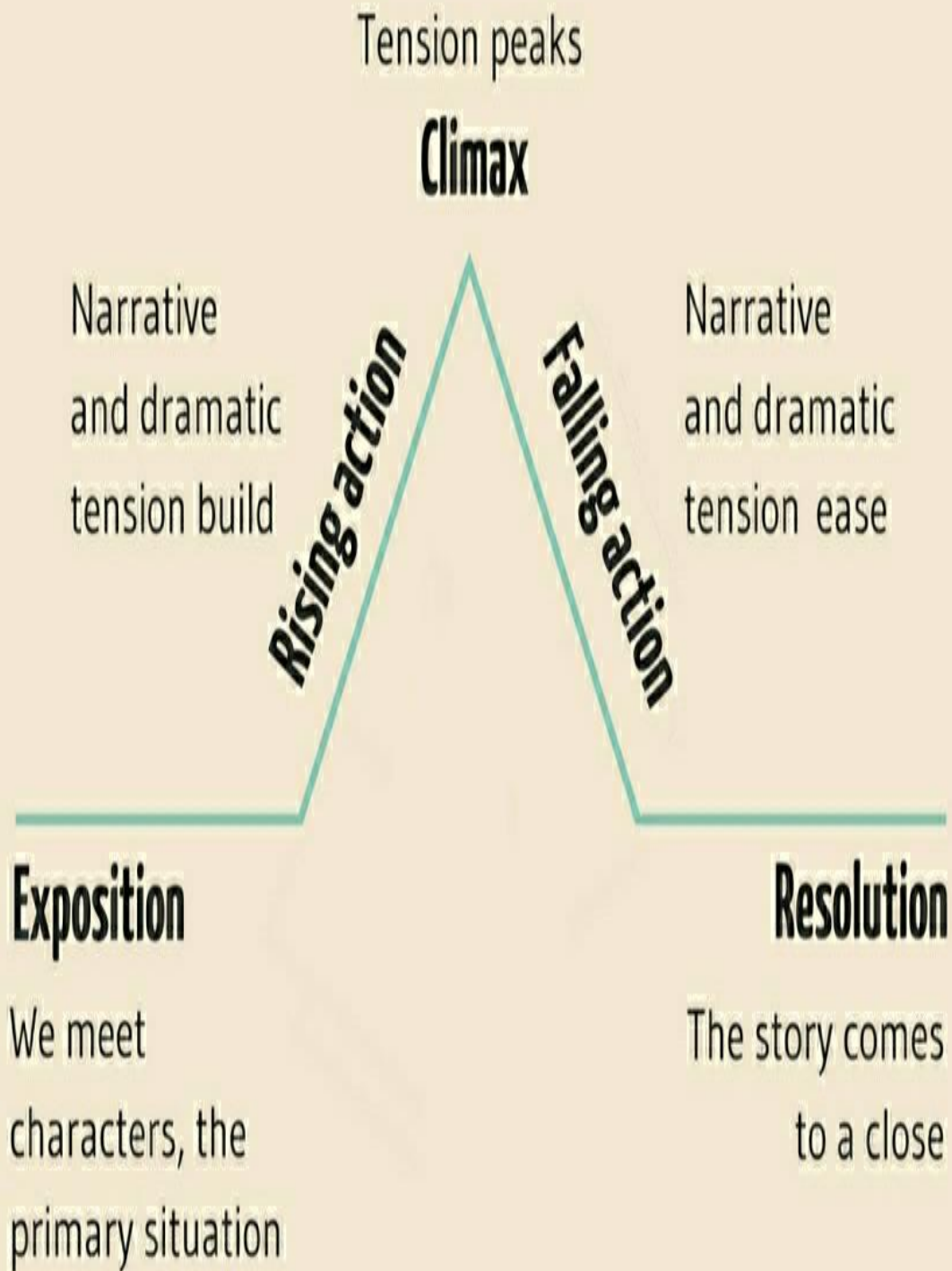
1. **The beginning** where you introduce the characters, set the scene and set up the problem.
2. **The middle** in which the hero has to deal with the problem.
3. **The end** where the characters sort out the problem (or not!) and the story finishes.



INCREASE YOUR STORY'S **TENSION**

Tension: The anticipation of what will happen next in a story.

- 1.** Don't let your characters have what they want.
- 2.** Ask how you can make your character's situation worse.
- 3.** Build flaws and conflict into your setting/story world.
- 4.** Create conflict between your characters.
- 5.** Increase the consequences of failure for the hero.



Rising Action

Falling Action

CLIMAX: Wolf decides to sneak down the chimney to get the pigs.

Event #5
The Big Bad Wolf tries several times, but he can't blow down brick house.

Wolf falls into boiling pot of soup.

Event #4
Big Bad Wolf blows the stick house down and Pig #1 and #2 escape to Pig #3's house.



RESOLUTION: The Big Bad Wolf is so scared of the 3 Pigs that he runs off in the woods never to be seen again. The 3 little pigs live happily ever after.

Event #3
Big Bad Wolf blows the straw house down and pig #1 escapes to Pig #2's house.

Event #2
Pig #1 builds a house of straw, Pig #2 builds a house of sticks, and Pig #3 builds a house of bricks.



Event #1
The pigs come across a beautiful clearing they think will be a perfect spot to build their homes.



The Three Little Pigs

EXPOSITION: Three little pigs leave home to find adventure in the big world.



Q. Develop the following outlines into a readable story and suggest a suitable title and a moral also:

Outlines: Holding a piece of meat in his mouth a dog wanted to eat it in a quiet place----- he had to cross a stream-----he saw his own reflection----- he saw another dog with the same piece of meat----- he wanted to get it----- he barked----- the piece of meat fell into the water.

Title--- THE DOG AND THE SHADOW \ THE GREEDY DOG

Once upon a time there was a greedy dog. One day he stole a piece of meat out of a butcher's shop. He wanted to eat it in a quiet and safe place without interruption.

Holding the piece of meat in his mouth, he began to run. He was looking for a safe place and finally came to a clear stream. There was a narrow wooden bridge over the stream. The dog had to cross the stream to go over to the other side. While crossing the stream across the bridge, he looked below and saw his own reflection in the water. He misunderstood it for another dog with a piece of meat in its mouth. "Ha! that fellow has a piece of meat in his mouth too," he said to himself.

Being a greedy dog, he made up his mind to get that piece too. He opened his mouth to snarl and made a grasp for the other dog's meat. So finally, his own piece of meat fell down into the water and was lost.

Moral: Grasp at the shadow and loose the substance or Try to be content with what you have or Grasp all, loose all or Excessive greed brings one to grief.

Q. Develop the following outlines into a readable story and suggest a suitable title and a moral also:

OUTLINES: King Bruce of Scotland had been defeated in several battles----- he sought refuge in a cave and thought of giving up his attempt----- suddenly he saw a spider trying to reach the ceiling by climbing up a thin thread of cobweb ----- the spider went up a few yards and then fell down----- this happened nine times-----at the tenth attempt the spider succeeded-----the spider's example encouraged the king----- he tried again and won the war.

