

Opening

Characters
 Setting – time
 Questions?
 Describe!
 Exciting for reader!

2A

De:De
Description:Details

Some; others

SIMILE ...like a...
...as a...

IMAGINE 3 examples:

Build-up

Journey to get to the problem
 Something in the story starts to develop. (Mission, rescue)
 Pace increase using comparatives (*closer, louder, heart beating faster*)

Verb, person

Emotion word, (comma)

0. (I.)
Outside:Inside

3 ___ ed

The more, the more

Dilemma

Problem!
 Questions?
 Inside the character's head
 Options
 Threats

Emotion word, (comma)

3 ___ ed

0. (I.)
Outside:Inside

3 bad - (dash) question?

Climax

Exciting!
 Action – verbs, adverbs
 Onomatopoeia
 “Interjections!”
 Short, snappy sentences.
 Subordinate clauses, multi-clause sentences commas

Resolution

Happy/sad ending? Emotion word, (comma)
 Birth / death / marriage
 Someone is saved! Some; others
 Things go back to normal
 Characters go home.
 Answer all questions. Finish plot. Pace slow.

Verb, person

3 ___ ed