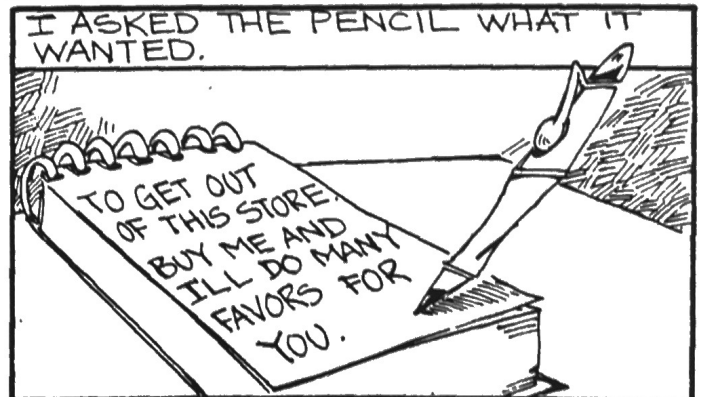
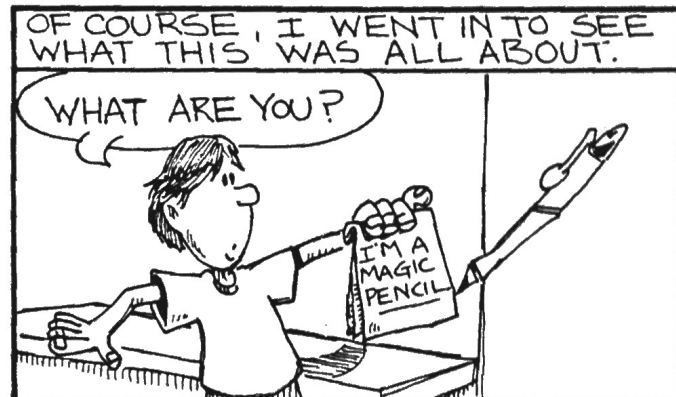
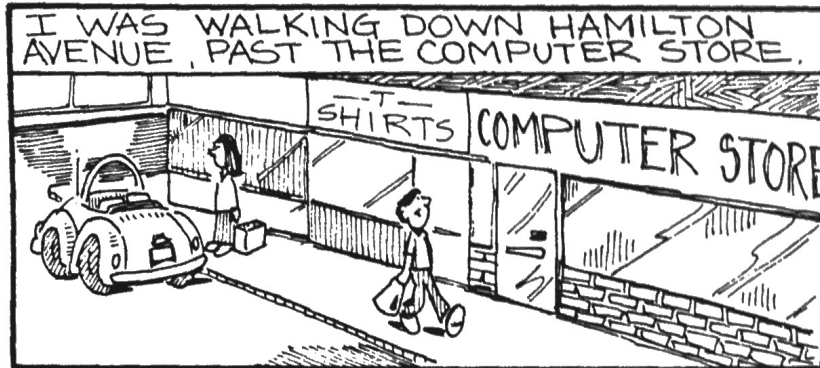
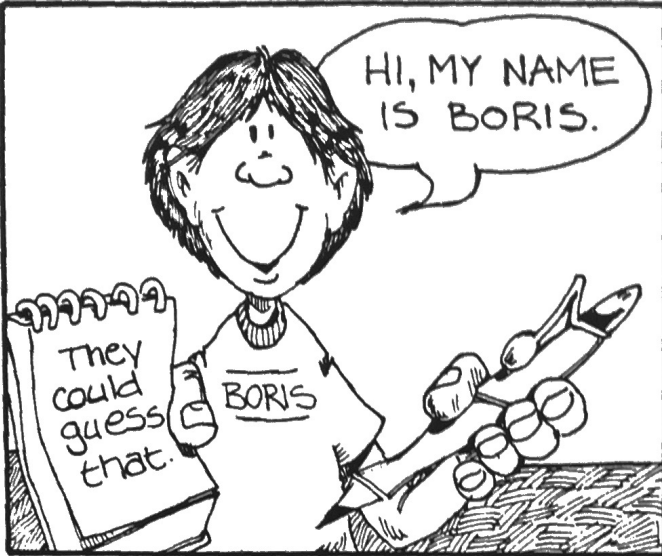


INTRODUCTION



How to Get an Idea

IDEAS FOR STORIES ARE ALL AROUND YOU.

LOVE
ESCAPE



ADVENTURE

LOOK FOR UNUSUAL PEOPLE OR HAPPENINGS.



WHAT PEOPLE SAY MAY GIVE YOU AN IDEA.

MY BROTHER IS SO WEIRD. HE MUST BE FROM MARS.



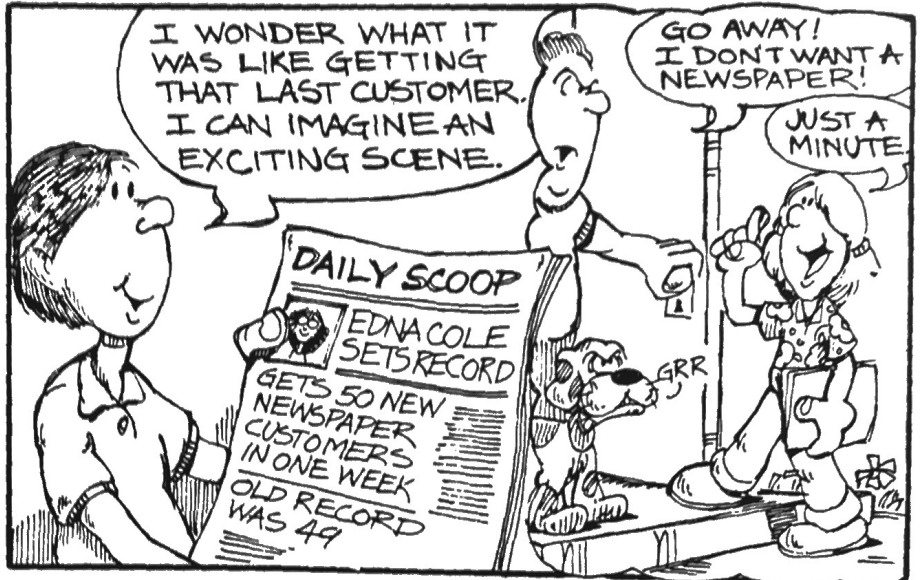
YOU MAY GET IDEAS FROM BOOKS, MAGAZINES, NEWSPAPERS, MOVIES, OR T.V.



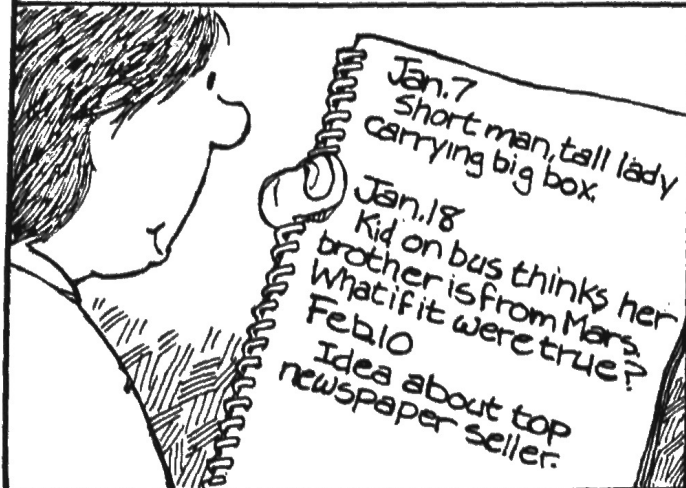
I WONDER WHAT IT WAS LIKE GETTING THAT LAST CUSTOMER. I CAN IMAGINE AN EXCITING SCENE.

GO AWAY! I DON'T WANT A NEWSPAPER!

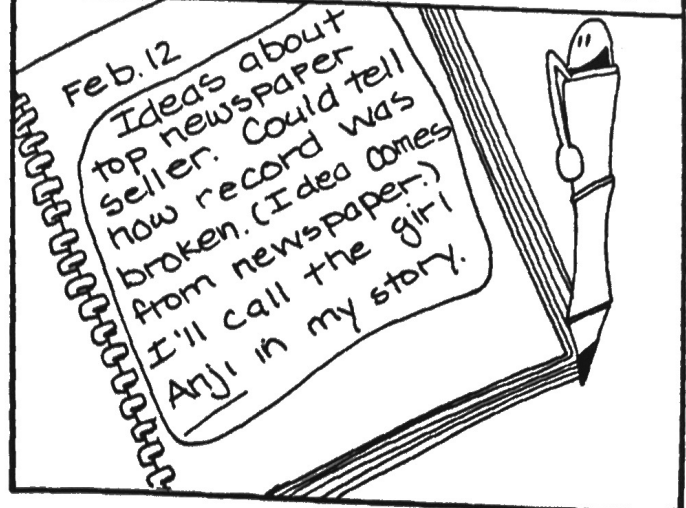
JUST A MINUTE.

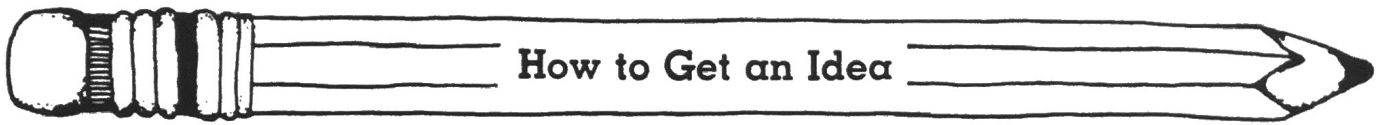


WHENEVER YOU GET AN IDEA, JOT IT DOWN IN YOUR WRITER'S NOTEBOOK.



CIRCLE THE IDEAS YOU LIKE BEST.





How to Get an Idea

1. Collect four or more ideas that you could write a story about. Write each idea in the chart below and tell where it came from.

Idea Chart

Idea	Where the Idea Came From

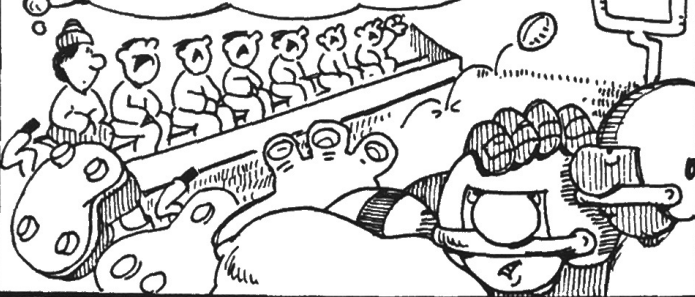
2. Pick the idea from your list that you like best. Put a check in front of it. This is the idea you will turn into a story.

How to Plot Your Story



WHEN YOU WATCH A FOOTBALL GAME, YOU ASK ONE BIG QUESTION.

WILL OUR TEAM WIN?



YOU WONDER ABOUT OTHER THINGS, TOO.

WILL THE KICK BE GOOD?

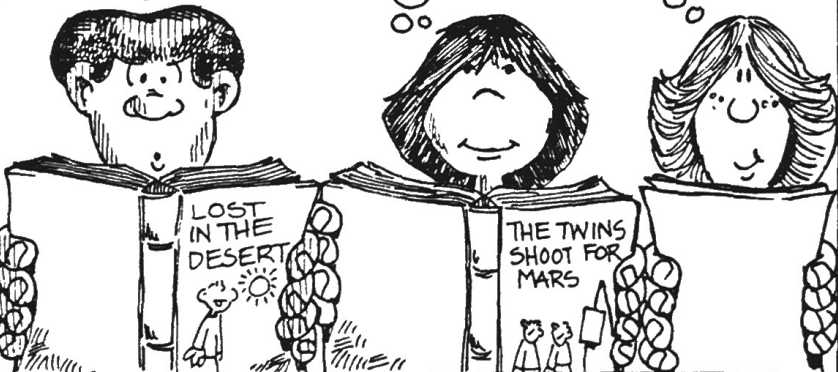


IN THE SAME WAY, WHEN PEOPLE READ STORIES, THEY'LL WANT TO KNOW HOW THINGS TURN OUT AT THE END.

WILL JAN EVER GET HOME?

WILL THE TWINS REACH MARS?

WILL ANJI BREAK THE RECORD?



READERS ALSO HAVE QUESTIONS ABOUT EACH PART OF THE STORY.

IS THERE ENOUGH TIME?

WILL ANJI GET AWAY FROM THE DOG?



WILL THE MAN ANSWER THE DOOR?



LIST THE PARTS IN ORDER. THIS LIST IS A PLOT OUTLINE.

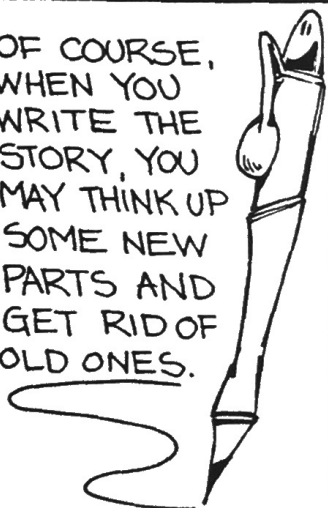
- THE LAST CUSTOMER
- I. Anji wants to break newspaper record.
 - II. Only 20 minutes are left in the contest.
 - III. Possible customer is Mr. Neverread.
 - IV. Anji knocks on door.
 - V. Dog chases Anji.

STUDY YOUR OUTLINE. FEEL FREE TO MAKE CHANGES.

- III. Last possible customer is Mr. Neverread.
- IV. Anji knocks on door.
- V. Dog chases Anji.

I THINK THE DOG SHOULD CHASE ANJI BEFORE SHE KNOCKS ON THE DOOR.

OF COURSE, WHEN YOU WRITE THE STORY, YOU MAY THINK UP SOME NEW PARTS AND GET RID OF OLD ONES.



Pre-List 25 fairytales/stories

1. Read "How to Plot your story"

2. Talk about "Plot Question"

3. Act out "Chase" plot

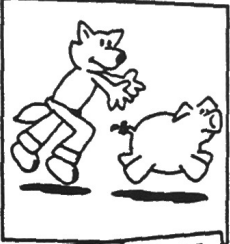
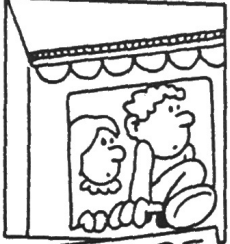


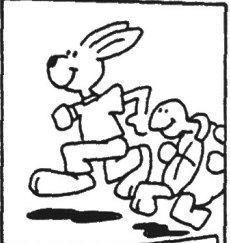



- do you have any chase plots on your list?

- 3 PIGS
- Roadrunner
- © subplot - Jurassic Park

4. Act out "Escape" plot

- List ??
- Hansel/Gretel
 - Jurassic Park
 - © Rapunzel

EIGHT KINDS OF PLOTS

 CHASE	 ESCAPE	 FIGHT	 JOURNEY
 RACE	 RESCUE	 RIDDLE	 SEARCH

Every story should have a main action. This board shows eight kinds of action. Can you think of a story for each kind?

5. Act out "Fight" plot

- List ?
- man vs. man • Star Wars
 - vs. Nature • Home Alone
 - vs. Supernatural

6. "Journey"

- Jack & Beanstalk
- Prometheus Bound
- Wild America

7. "Race"

- Tortoise & Hare

8. "Rescue"

- Rapunzel
- 911
- ER

9. "Riddle"

- Mystery
- 3 Bears

1. Chase plot: The wolf is trying to catch the pig in the barnyard

2. Escape plot: _____ is trying to escape from _____

3. Fight plot: _____ is fighting with _____ because _____

4. Journey plot: _____ wants to travel to _____ because _____

5. Race plot: _____ and _____ are having a _____ race and the winner will get a _____

6. Rescue plot: _____ is trying to save _____ from _____

7. Riddle plot: _____ is trying to figure out _____

8. Search plot: _____ is trying to find _____

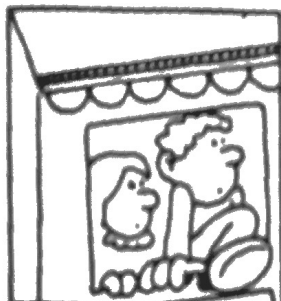
10. "Search"

- Columbus
- Indiana Jones

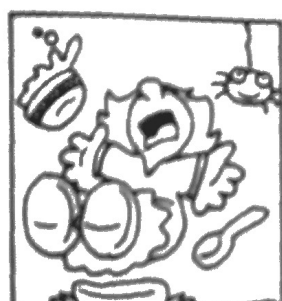
EIGHT KINDS OF PLOTS



CHASE



ESCAPE



FIGHT



JOURNEY



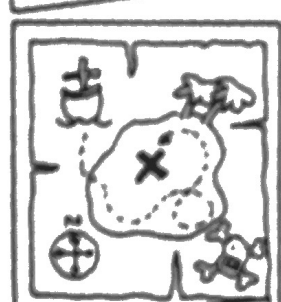
RACE



RESCUE



RIDDLE



SEARCH

Every story should have a main action. This board shows eight kinds of action. Can you think of a story for each kind?

1. Chase plot: The wolf is trying to catch the pig
in the barnyard

2. Escape plot: _____ is trying to escape from _____.

3. Fight plot: _____ is fighting with _____
because _____.

4. Journey plot: _____ wants to travel to _____
because _____.

5. Race plot: _____ and _____ are having a
_____ race and the winner will get a _____.

6. Rescue plot: _____ is trying to save _____
from _____.

7. Riddle plot: _____ is trying to figure out
_____.

8. Search plot: _____ is trying to find _____.



1. In the space below, write the big question readers will want answered by the end of your story. This question should be about your main character's big problem.

Will _____ be able to _____
(name of character)

_____ ?

2. List at least three smaller questions people will guess about as they read your story.

Will _____ be able to _____
(name of character)

_____ ?

Will _____ be able to _____
(name of character)

_____ ?

Will _____ be able to _____
(name of character)

_____ ?

Will _____ be able to _____
(name of character)

_____ ?

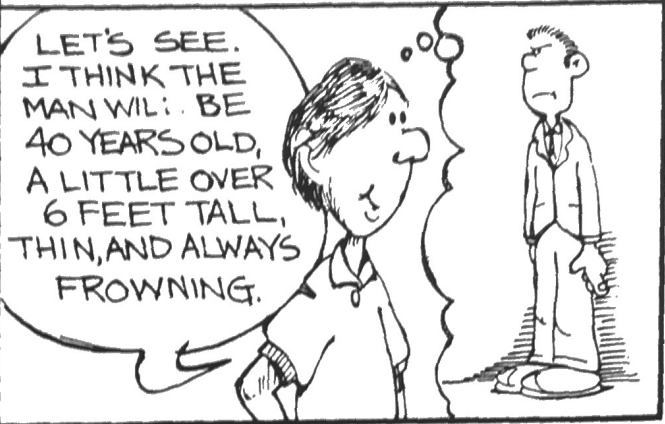
3. Now make a plot outline that lists the parts of the story. Write it on the back of this paper or on another sheet.

How to Invent Characters

CHARACTERS ARE THE PEOPLE IN YOUR STORY. ANIMALS AND THINGS CAN BE CHARACTERS, TOO.



SOMETIMES YOU'LL JUST IMAGINE WHAT A CHARACTER IS LIKE.



OTHER TIMES, YOU'LL GET THE FACTS ABOUT A CHARACTER FROM A REAL PERSON OR ANIMAL IN YOUR LIFE.



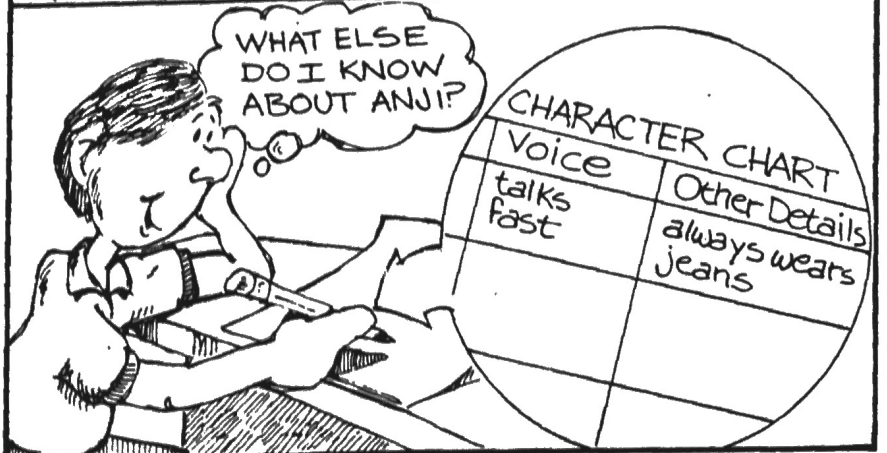
WRITERS MAY ALSO USE CHARACTERS THEY SEE IN PICTURES OR ON TV.



OF COURSE, YOU CAN CHANGE OR ADD DETAILS.



TO HELP YOURSELF MAKE REAL KINDS OF CHARACTERS, YOU MIGHT FILL OUT A CHART GIVING FACTS ABOUT EACH ONE.



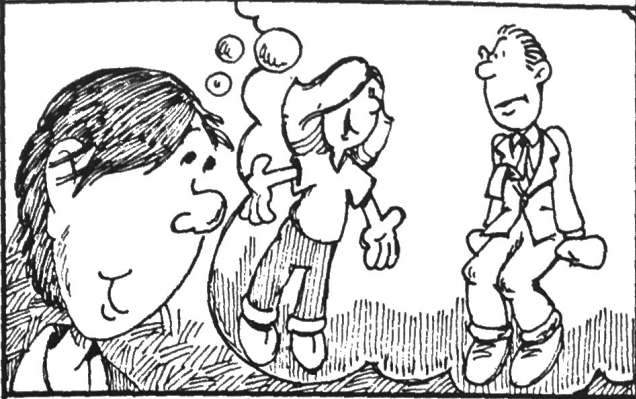


1. In the chart below, list each character. The first will be the hero. Tell who each of the other characters is—the villain, the hero's friend, the villain's helper, the victim, a bystander, a foolish person, or whoever.
2. Give the details about each character by completing the chart.

Character Chart							
Name	Male or Female	Age	Height	Weight	Eye Color	Hair Color and Length	Other Details (friends, hobbies, habits, and so on)

How to Invent Settings

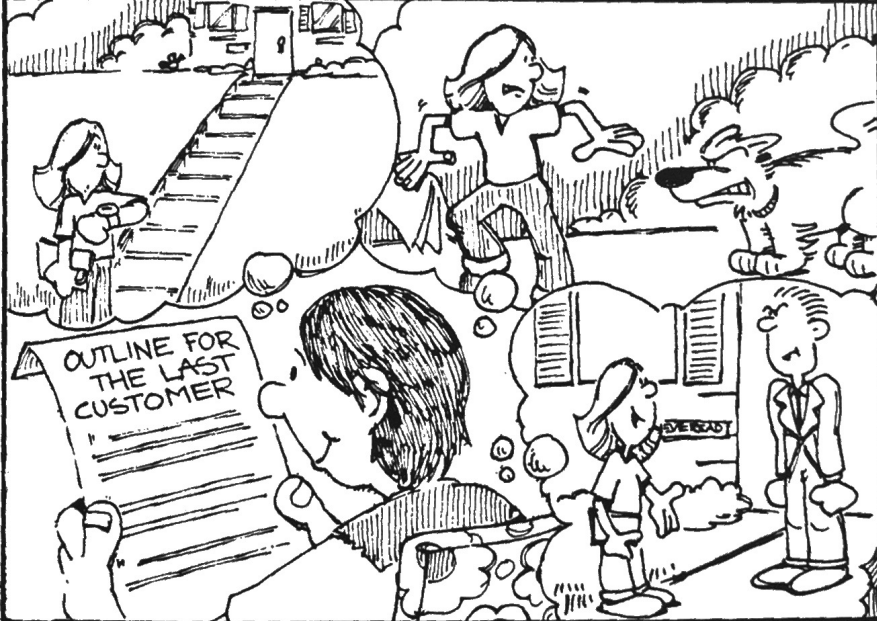
STORIES DON'T HAPPEN IN THE MIDDLE OF NOWHERE.



YOU MUST SHOW THE SETTING FOR EACH ACTION. THE SETTING INCLUDES WHERE AND WHEN A SCENE TAKES PLACE.



YOUR OUTLINE WILL HELP YOU FIGURE OUT HOW MANY SETTINGS YOUR STORIES CALL FOR.

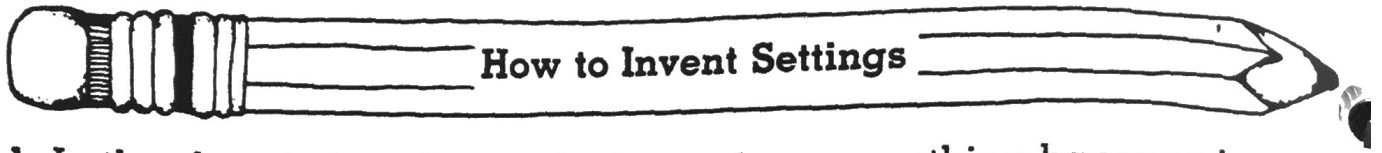


THINK UP DETAILS FOR EACH SETTING.



YOU CAN ALSO BORROW DETAILS FROM REAL PLACES.





1. In the chart below, list each place where something happens in your story.
2. In a sentence, tell what happens in that place.
3. List the important details about the place: Is it big, small, light, dark, hot, cold, wet, dry, soft, hard, empty, filled with things, or what? (Remember: You don't have to make up every place in your head. You can use real places from your life or take details from pictures.)

Setting Chart		
Place	What Happens There	Details



Use this chart to study a story or to plan your own story.

_____ by _____
(title of story) (author)

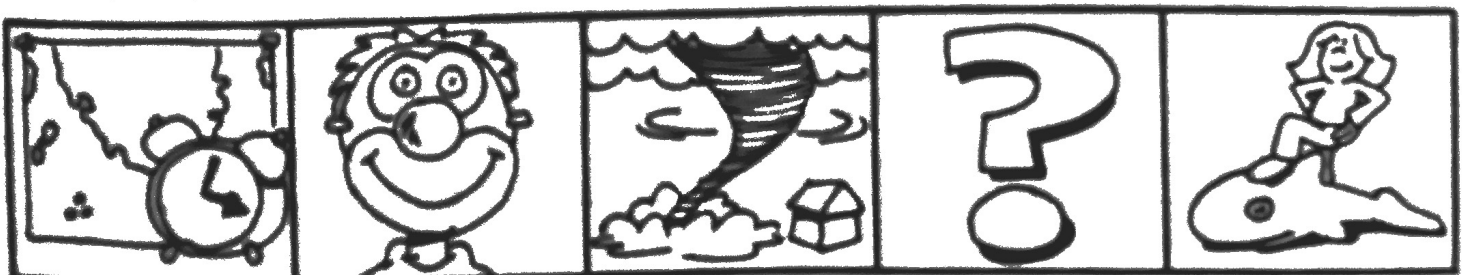
1. Setting: Where and when does the story happen?

2. Character: Who is the story about?

3. Problem: What problem must the main character deal with?

4. Question: What questions must be answered by the story's end?

5. Answer: What happens in the end and how does it happen?

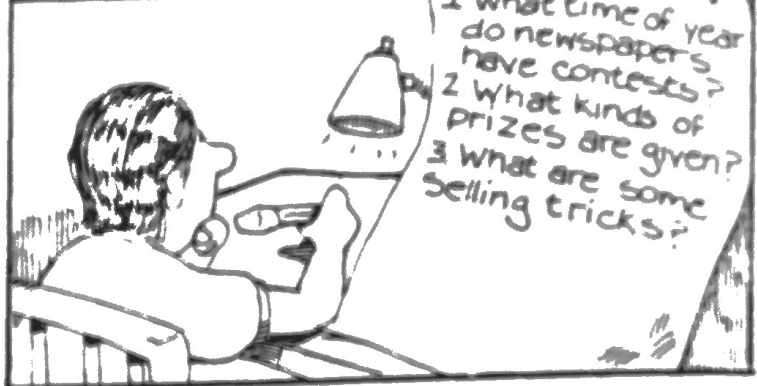


How to Gather Facts for a Story

EVEN IF YOU ARE WRITING A MADE-UP STORY, YOU MAY NEED TO FIND SOME FACTS.



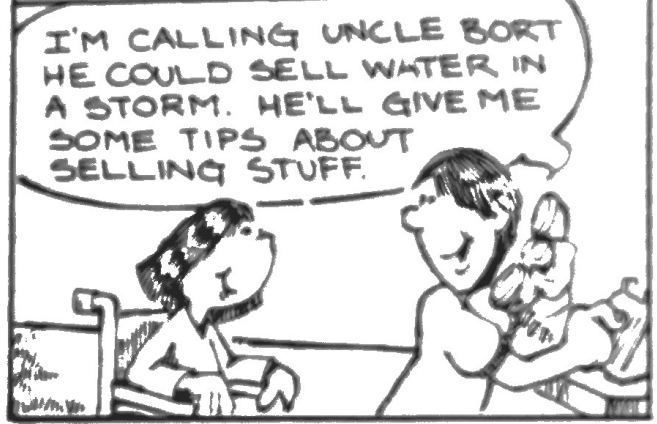
READ YOUR OUTLINE AND MAKE A LIST OF QUESTIONS THAT NEED ANSWERS BEFORE YOU CAN WRITE YOUR STORY.



YOU CAN FIND SIMPLE FACTS IN BOOKS.



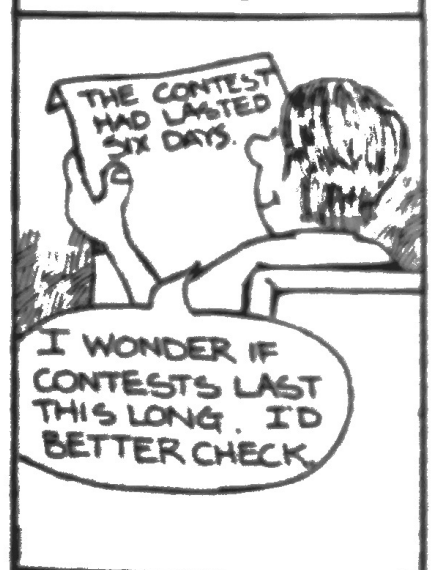
YOU CAN LEARN OTHER FACTS BY TALKING TO PEOPLE.

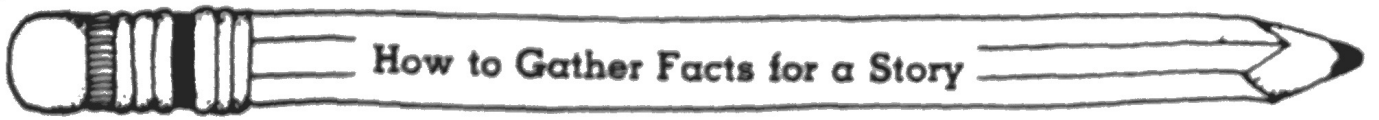


OF COURSE, ONE OF THE BEST WAYS TO GET INFORMATION IS TO USE YOUR OWN EYES AND EARS.



WHILE YOU'RE WRITING, YOU MAY FIND THAT YOU NEED TO GET MORE FACTS.



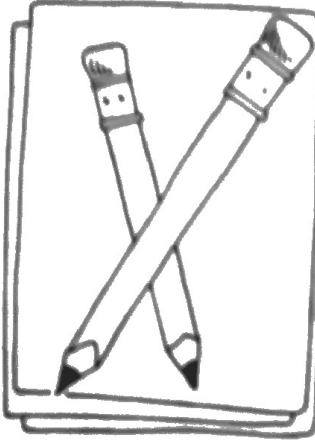


1. In the chart below, write the questions you'll need to answer before you write your story.
2. After each question, tell how you will find the answer. List the name of a book, a person, or a place where you plan to look. If you think you already know the answer, make sure you're right.
3. On the back of this paper or on another sheet, write the answers you find for each question.

Fact Chart	
Question	Where to Find the Answer

How to Write a First Draft

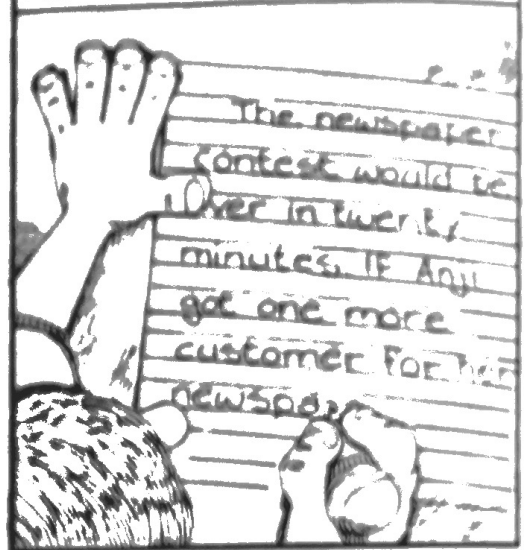
WHEN YOU SIT DOWN TO WRITE YOUR FIRST DRAFT, MAKE SURE YOU HAVE EVERYTHING YOU NEED.



BEFORE YOU WRITE A SCENE, TRY TO SEE THE ACTION IN YOUR OWN MIND.



AS YOU WRITE, SKIP EVERY OTHER LINE. LEAVE ROOM FOR CHANGES LATER ON!



LET YOUR IDEAS FLOW. CIRCLE WORDS YOU'RE NOT SURE OF AND CHECK THEM LATER.



TO MAKE THE DIALOGUE SOUND REAL, TRY SAYING IT OUT LOUD.



YES, THAT SOUNDS RIGHT.

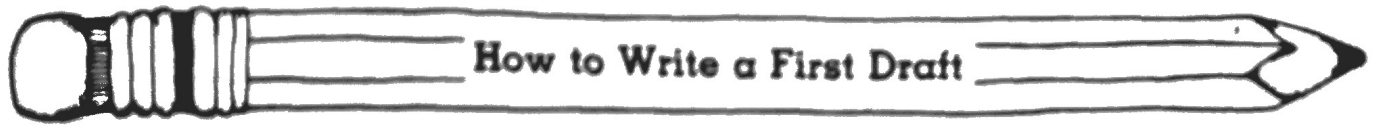


FROM TIME TO TIME, READ OVER WHAT YOU'VE WRITTEN.



WHEN YOU'RE DONE PUT YOUR STORY ASIDE FOR A WHILE.





- 1. Prepare your writing space.**
 - Have several sharp pencils.
 - Have plenty of lined paper.
 - Have your outline handy.
- 2. Think about the scene you're going to write about. Try to see the action and characters in your mind. Draw your scenes here.**
- 3. As you write, skip every other line.**
- 4. Let your ideas flow. Circle any words or punctuation marks that you want to check later.**
- 5. If it helps you, speak the lines your characters will say.**
- 6. From time to time, read over what you've written.**
- 7. Put your first draft away for a while before you try to make it better.**

How to Improve Your First Draft



GET YOUR STORY, A SHARP PENCIL, AND A DICTIONARY.

READ YOUR PAPER SLOWLY. MANY WRITERS READ THEIR STORIES ALOUD.

THE NEWSPAPER CONTEST WOULD BE OVER IN TWENTY MINUTES.

WHEN THE DESCRIBING GRAB YOUR INTEREST? DOES THE ENCAPS MAKE SENSE? CAN YOU FOLLOW THE ACTION?

I THINK I NEED TO EXPLAIN JUST HOW ANJI GETS AWAY FROM THE DOG.

SEE IF THE WORDS YOU USED MAKE A CLEAR PICTURE IN YOUR MIND.

THERE WERE MANY STEPS LEADING TO THE HOUSE ON THE HILL.

IF A PICTURE IS NOT CLEAR, ADD DETAILS.

There were ~~empty~~ thirty steps straight up leading to the house on the hill.

ACT OUT SPEECHES. BE SURE THE TAG TELLS HOW A CHARACTER SAYS WORDS.

'I'M NOT INTERESTED IN NEWSPAPERS,' SAID THE MAN.

HMM, SNARLED WOULD BE BETTER THAN SAID.

NEXT WORK ON THE SPELLING. LOOK UP EVERY WORD YOU ARE NOT SURE OF.

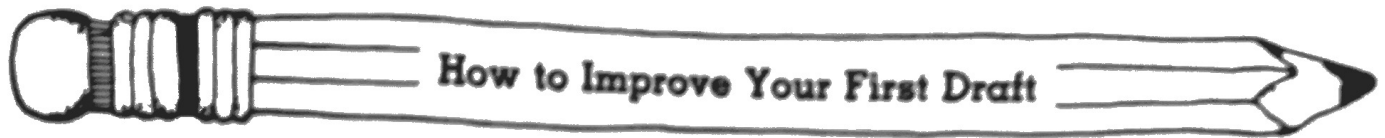
I BETTER CHECK HOW YOU SPELL DESPISE.

NOW CHECK FOR PUNCTUATION MARKS AND CAPITAL LETTERS.

I BETTER LOOK UP TV. MAYBE IT NEEDS CAPITALS.

WHEN YOU HAVE CHECKED THE STORY YOURSELF, HAVE A FRIEND READ IT.

WELL LARRY, WHAT DO YOU THINK? BE HONEST.



1. Gather the materials you'll need—your first draft, some sharp pencils, and a dictionary.
2. Read your paper slowly. You might want to read it out loud.
 - Make sure you have an interesting beginning and a real ending.
 - Go over the action step by step. Be sure that no important scenes are missing or in the wrong order.
 - See if your words make clear pictures. Add details if you need to.
 - Read the dialogue (speeches) out loud. Make sure each tag shows *who is speaking* and *how*—for example, "Stop," *I yelled*.
 - Look up the spelling of each word you're not sure of. Correct any mistakes you find.
 - Check the way you've used capital letters and punctuation marks. Be sure they're right.
3. After you've checked your work, ask a friend to read your paper and give you tips for making it better.

How to Share Your Story

MOST WRITERS SHARE THEIR STORIES TO SEE WHAT PEOPLE THINK. ONE WAY IS TO READ A STORY TO FAMILY OR FRIENDS.



ANOTHER WAY IS TO MAKE COPIES. THEN PEOPLE CAN READ THE STORY THEMSELVES. THIS IS CALLED PUBLISHING.



SOME MAGAZINES PRINT STORIES BY WRITERS LIKE YOU.



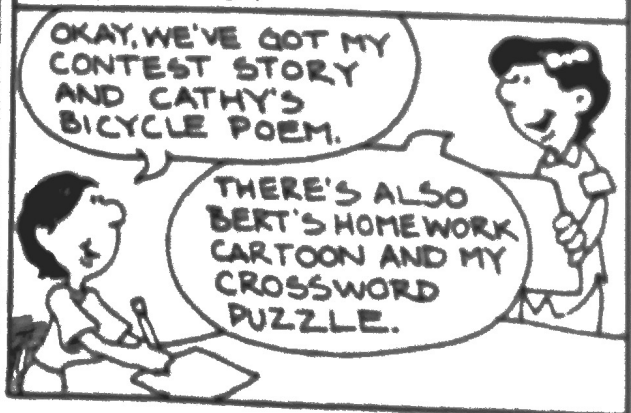
YOU NEED TO FIND OUT ABOUT THOSE MAGAZINES. THEN SEND THE STORY IF YOU LIKE.

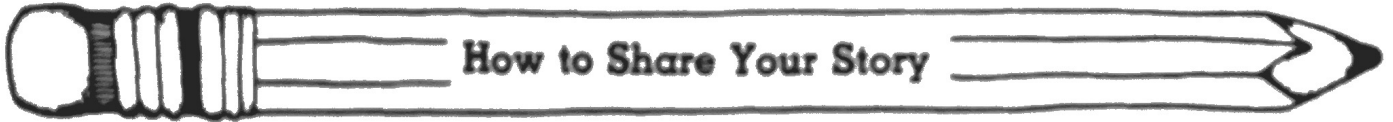


REMEMBER, MAGAZINES GET SO MANY STORIES THEY CAN'T PUBLISH THEM ALL.



THEY MAY NOT PRINT YOURS, BUT DON'T GIVE UP. YOU CAN TRY PUTTING OUT YOUR OWN MAGAZINE.





1. Pick one or more of the following ways to share your story.
 - Read your story to people. They can be people at school, at the library, or at your home.
 - Send your story to a magazine.
 - Choose a magazine that takes stories from writers like you. Make a copy of your story in case the first one gets lost in the mail.
 - Mail your story to the magazine. Include an envelope with your address and postage stamps. This is important if you want your story sent back.
 - Try another magazine if the first one doesn't print your story.
 - Start your own magazine.
 - Pick a name for the magazine.
 - Plan what the magazine will look like: How big will the pages be? How many pages will it have? What kind of pictures will be used?
 - Ask other people to help you write and put out the magazine.

2. After you have shared your story, finish these sentences.

- One thing people like about my story is _____
_____ .
- One thing people don't like about my story is _____
_____ .
- The next time I write a story I will _____
_____ .