Your Name:_

Story Name:

Author:

Story Setting Information:

Audience
Who is your main target audience? (e.g. 5-year old boys, children 10-12)
-

Theme
What moral does your story teach in the end (e.g. friendship, sharing, family, good habits, never lie, listen to your parents, eat your vegetables)
-

Geography
Location (e.g. Paris, Hawaii, outerspace, Pacific Ocean)
-

Setting
The place in the area (e.g. on a farm, in the city, on a boat in the ocean, in outer space, at a basketball game)
-

Drive
Character driven or plot driven?
(e.g. does the story follow the character(s) or the plot; if you are not sure then choose character driven since the story will focus on the characters)
-

The following are key elements in a story:

Introduction (exposition)
Gives brief background of the main characters, setting, and plot; answers the questions where, when, and who

Conflict
Introduces the problem

Rising Action
Events leading up to the climax

Climax
Resolution of the conflict and height of the action

Conflict can be anything from a decision the character has to make, a personality clash with

another character, or a problem that has to be solved. It can involve man vs man, man vs nature, man vs self, or man vs machine.
(e.g. Frodo has the One Ring and must destroy it in the fires of Mount Doom, or else his home will be destroyed by the forces of Mordor. Also, the penguin cannot fly, the mouse loses his ear, and two chickens fight over the rooster)

Falling Action (resolution)
The effects of the climax and resolution on the characters

Story resolution, or denouement, concludes the action and ensures that all important plot lines have come together in a coherent whole. The main character completes a quest, vanquishes a foe, and returns home.
(e.g. the penguin finds his lost baby, the mouse won the race, the rooster has a brother)

Conclusion
The moral of the story and closing thought

Twist (you can choose where the twist will go in your timeline)
An unexpected turn in events