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STORYTELLING GUIDE

PART 1

THIS PACKET WILL WALK YOU THROUGH THE STEPS OF PLANNING A STORY
AT THE END OF THIS SERIES YOU WILL HAVE WRITTEN A FULL STORY!

BRAINSTORMING

Try to think of 1-3 different ideas for a story.

QUESTIONS TO ASK YOURSELF

- WHO IS IN THE STORY?
- WHERE OR WHEN DOES THE STORY TAKE PLACE?
- WHAT IS THE THEME?
- WHAT IS THE MAIN IDEA?
- IS THERE A LESSON SOMEONE COULD LEARN?
- HOW DO I WANT TO MAKE MY READERS FEEL?

ANSWERS TO THOSE QUESTIONS

IDEA #1

IDEA #2

IDEA #3

PLANNING YOUR STORY

Use the spaces below to plan your story. You don't need to write full sentences, just write some ideas you want to include in your story. You can also draw and add details that will help when writing.
If you are stuck, look at the previous page where you brainstormed or ask for help!

When and where does the story take place?

What is the problem?

What happens because of the problem?

What does the protagonist do?

What does the antagonist do?

How is the problem resolved?

CREATE A PROTAGONIST

DRAW YOUR PROTAGONIST

WHERE DO THEY LIVE?

WHAT DO THEY DO?

WHAT DO THEY WANT?

WHO DO THEY KNOW?

CHARACTER TRAITS

NAME:

CREATE A ANTAGONIST

DRAW YOUR ANTAGONIST

WHERE DO THEY LIVE?

WHAT DO THEY DO?

WHAT DO THEY WANT?

WHO DO THEY KNOW?

CHARACTER TRAITS

NAME:

CREATE A SETTING

DRAW YOUR SETTING

NAME OF SETTING:

CREATE A SETTING

WHERE IS IT?

WHAT YEAR IS IT?

WHO LIVES HERE?

WHAT IS HAPPENING?

WHERE ARE THE PROTAGONIST AND ANTAGONIST?

ILLUSTRATE YOUR IDEAS

USE THIS SPACE TO DRAW ANYTHING YOU HAVE BRAINSTORMED!

A large, empty white rectangular area with a thin black border, intended for drawing or illustrating ideas. It occupies the majority of the page below the header and instruction box.