

HOW TO Write a Story



WITH



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Map of my World

Draw a bird's eye view of your setting, using labels to add the important details. Consider where the adventure starts, where the characters might travel, and where they will end up.



About my Main Character



Character's Name: _____ Age: _____

Talents: _____

One thing that gets my character into trouble is: _____

More than anything, my character wants or wishes: _____

Because: _____

But, something is in the way: _____

My character's closest friend is: _____

They are similar to my character because: _____

My character lives with: _____

They live in this kind of house: _____

One past moment my character is proud of: _____

My character tends to avoid: _____

My character enjoys doing these things to relax or play: _____

This item or experience is a treat for my character: _____

When faced with a challenge, my character tends to: _____

Create a Beginning Scene

Sketch a quick plan for your beginning scene,
and then experiment with beginning sentences.



Beginning

Middle

End

Possible First Sentences:

Start with action: _____

Start with dialogue: _____

Start with sound or a smell: _____



The Hero's Journey

Ordinary Life

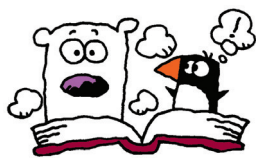
How will you start your story? Jot some quick notes or draw a picture of the scene so you can see the entire shape of your story over the next few pages. Your first scene shows your character's personality, and tells your reader what your character needs on their journey.

The Invitation

How will you introduce the adventure to your character? Do they want to take on this adventure or not?

Into the New World

Once the adventure has begun, what does your character experience first? What problem do they need to solve? Why?



The Hero's Journey Continues

Trial One

This is the first true test your character faces on the journey. Your character will take some kind of action to face this test, and will likely find themselves in new territory afterward.

Trial Two

What is your character facing now that they have given the first trial their best effort?
How will they tackle this second test?

Trial Three

Now it's time for the third test, the last before the climax (or most challenging situation for your character) of the story.

The Climax

Now it's time for the most exciting, challenging part of the story. What action will your character take? How will it turn out?

The Hero's Journey Continues

The Gift

After the climax, your character has something to bring home. It might be something invisible, such as courage, but the gift may be more clear if there is also a physical object to represent what your character gained.

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Home Again

Now that your character is home, show how they have changed on the adventure, and if possible, how they can share what's been learned with others.

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Big, Bigger, Biggest

Explore possibilities for a scene by planning a big version, an even bigger one, and then the biggest, most exciting version you can imagine. Afterward, you might choose one version, or blend ideas to come up with the just-right scene.



Big

Beginning

Middle

End

Bigger

Beginning

Middle

End

Biggest

Beginning

Middle

End