

Fantasy Story

Make-believe and talking animals and other imaginary characters are important parts of a fantasy story. Characters are often very good or very bad. Good usually wins over evil. Some or all of the story comes from the writer's imagination and would be impossible in the real world.

1. Where is your story going to begin?
2. What is the **setting** going to be?
 - a. the real world
 - b. an imaginary world
3. Who are the **characters** going to be? Decide if you are going to have animals or objects that act like people in your story.
 - a. What are the characters' names?
 - b. What do they look like?
 - c. What kind of personality does each character have?
4. What **point of view** will you use—first person or third person?
5. Think about the story **events**. As you plan, think about how the characters will react to them.
 - a. What happens to the main character?
 - b. What events or problems will occur in the story? Try to have at least three.
 - c. What will the climax be? Remember that it should be the most exciting event.
 - d. How will you end the story?
6. Use a planning form to outline the basic story information.
 - a. The **beginning** should introduce the main character, describe the world in which the story begins, and introduce the character's problem.
 - b. The **middle** should describe the story events. The most important event comes at the story climax.
 - c. Plan how the story will **end**. How will the main character's problem be resolved?

Science Fiction

Science fiction is a kind of fantasy. The story is usually set in the future. Technology, space travel, and aliens are often a part of science fiction stories. The story might be about robots, unusual computers, space travel, unusual inventions, other dimensions, or future events.

1. Where is your story going to begin—on Earth in the future, on another planet, aboard a spaceship, or on a space station?
2. What is the **setting** going to be?
3. Who are the **characters** going to be? Characters can be humans, aliens, or unusual characters such as robots or computers.
 - a. What are the characters' names?
 - b. What do they look like?
 - c. What kind of personality does each character have?
4. What **point of view** will you use—first person or third person?
5. Think about the story **events**. As you plan, think about how the characters will react to them. Remember, whatever equipment or means of transportation that is used in the story must have some basis in real science.
 - a. What events or problems will occur in the story? Try to have at least three.
 - b. What will the climax be? Remember that it should be the most exciting event.
 - c. How will you end the story?
6. Use a planning form to outline the basic story information.
 - a. The **beginning** should introduce the main character, describe the world in which the action will occur, and introduce the character's problem.
 - b. The **middle** should describe the story events. This is where events build up to the story climax.
 - c. Plan how the story will **end**.

Note: This page may be used in several ways: reproduced for students, made into an overhead transparency, or used to present the questions orally.

Mystery Story

A mystery story contains a problem or a crime to solve and the clues that lead the main character to the solution. Unexpected events and innocent suspects add to the suspense.

1. What kind of mystery is it going to be? Is there a crime? Is there a secret to find out about? If there is a crime, think about who did it and why that person did it.
2. Who are the **characters** going to be? Most mysteries contain a detective, a victim, a wrongdoer, and one or more innocent suspects. Think about which characters will be in your story.
 - a. What are the characters' names?
 - b. What do they look like?
 - c. What kind of personality does each character have?
 - d. What is the wrongdoer's motive for committing the crime?
3. What is the **setting** going to be?
 - a. What is the location?
 - b. When does the story take place?
 - c. Will the setting change as the story progresses?
4. What **point of view** will you use—first person or third person?
5. Think about the story **events**.
 - a. What crime is going to occur, or what secret is going to be discovered?
 - b. What clues will help solve the mystery?
 - c. Who will be suspected of the crime but be proved innocent?
 - d. What clue will finally allow the main character to solve the crime?
6. Use a planning form to outline the basic story information.
 - a. The **beginning** should establish the mystery, the characters, and the setting.
 - b. The **middle** should describe the events of the crime or secret and reveal the clues, with the most important clue coming at the story climax.
 - c. Plan how the story will **end**. This is where the wrongdoer is identified or the mystery is solved.

Science Fiction

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1. Where is your story going to begin—on Earth in the future, on another planet, aboard a spaceship, or on a space station?
2. What is the **setting** going to be?
3. Who are the **characters** going to be? Characters can be humans, aliens, or unusual characters such as robots or computers.
 - a. What are the characters' names?
 - b. What do they look like?
 - c. What kind of personality does each character have?
4. What **point of view** will you use—first person or third person?
5. Think about the story **events**. As you plan, think about how the characters will react to them. Remember, whatever equipment or means of transportation that is used in the story must have some basis in real science.
 - a. What events or problems will occur in the story? Try to have at least three.
 - b. What will the climax be? Remember that it should be the most exciting event.
 - c. How will you end the story?
6. Use a planning form to outline the basic story information.
 - a. The **beginning** should introduce the main character, describe the world in which the action will occur, and introduce the character's problem.
 - b. The **middle** should describe the story events. This is where events build up to the story climax.
 - c. Plan how the story will **end**.

Adventure Story

In an adventure story, the main character or characters must overcome great obstacles. There is an important task to be completed or a goal to be reached. The story is filled with fast-moving action. There may be an exciting journey to interesting places.

1. What kind of adventure is it going to be? Is there a hidden treasure? Is there a secret to reveal? Will the main character discover a new and mysterious land?
2. Who are the **characters** going to be? Most adventure stories contain a hero and/or heroine, someone who tries to stop the main character, and other less important characters.
 - a. What are the characters' names?
 - b. What do they look like?
 - c. What kind of personality does each character have?
3. What is the **setting** going to be?
 - a. What is the main location?
 - b. When does the story take place?
 - c. How will the settings change as the story progresses?
4. What **point of view** will you use—first person or third person?
5. Think about the story **events**. As you plan, think about how the characters will react to them.
 - a. What is the purpose of the story? Is the main character searching for hidden treasure? Trying to reveal a secret? Discovering an unexplored land?
 - b. If there is hidden treasure or a secret, what clues will you provide?
 - c. What events or problems will occur in the story? Try to have at least three.
 - d. What will the climax be? Remember that it should be the most exciting event.
 - e. How will you end the story?
6. Use a planning form to outline the basic story information.
 - a. The **beginning** should establish the basis for the adventure and introduce the main character.
 - b. The **middle** should describe the story events, with the most important clue coming at the story climax.
 - c. Plan how the story will **end**.