

# How to Create a Story

You may have already noticed it, but a lot of stories follow a similar structure. Beyond starting at the beginning and ending at the end, almost all stories include action, conflict, and resolution! If that sounds overwhelming, don't worry. We'll talk about each one of those things in this section.

You'll need your favorite writing utensil for this section, as well as some good writing paper or a printer. Make sure to bring your creative thinking skills, too!

## Part One: What is a Story?

Really, a story can be anything you want it to be! But to make a good story, it's important to know **the basic rules** first. You don't always have to stick to these rules, but you should know about them. A wise saying goes,

*"You've got to know the rules before you can break them."*

So, what are the rules of a story? There are three basic parts of a story:

1. Beginning
2. Middle
3. End

**The Beginning** is where you introduce the setting, the characters, and the plot.

- The setting is where the story takes place. Is it in *a forest*? *A castle*? *A house*?
- You already know all about characters!
- And "plot" is the fancier name for "what happens in the story"-- all of the actions and events that happen.

So, in the Beginning of a story, you tell the audience about the character and the setting, and then you start to make things happen.

**The Middle** of the story is where most of the action happens. Since it's your story, you get to decide what the characters do, and what the effects of those actions are. You can also introduce actions that aren't directly caused by the characters, if you want.

The important thing to remember here is the relationship between cause and effect. That just means that whenever something happens, it causes another thing to happen. For example, if someone blows air into a balloon (cause), the balloon will start to fill up with air (effect).

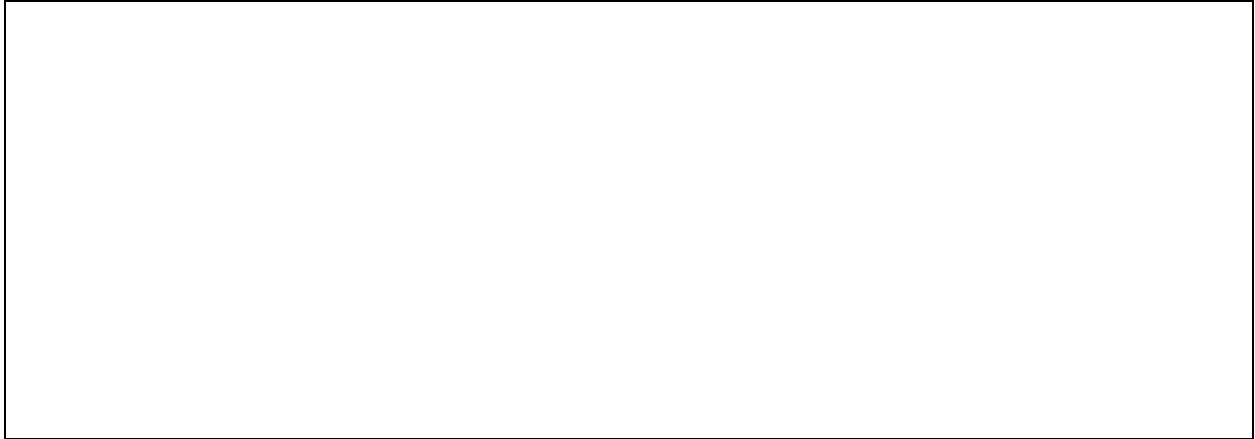
The Middle is also where you can start thinking about *conflict*. Conflict is when something goes wrong, or a character is facing a problem. Stories become interesting when we can see how characters deal with conflict. Without conflict, stories can be boring. What kind of challenges will your character face? *Something stuck in a tree? A bully? An epic quest to save the kingdom?* You can make the conflict as simple or as complicated as you'd like.

**The End** of the story is where you have to wrap everything up. You make sure that the audience sees what happened to everyone, that whatever challenges the characters have been facing have been solved in some way. This is called *conflict resolution*.

If you want, you can leave some things unresolved, this is called a cliffhanger. It can make people more excited to see the next part of your story. If you want to end on a cliffhanger, you should say, "To Be Continued..." at the end.

## **Part Two: Here are some exercises you can try!**

1. Find your favorite picture book (or chapter book, but picture books are easier for this particular exercise) and read through, thinking about which parts are the beginning, middle, and end. You can do this by yourself, or with an adult. You can fill out this worksheet to help you organise your thoughts!



*Draw A Picture of the Book Here*

**Today I read:** \_\_\_\_\_

**In The Beginning:** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**In the Middle:** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**In the End:** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. Write a story yourself, but use a different colored writing utensil for each of the three parts.

### **Final Thoughts**

These exercises work for *writing* a story down, or for telling a story *out loud*! Either way, it's important to think about the three parts so that your story is *interesting* and *makes sense* to the people listening or reading!

Now try to make your **Own Story** with your new puppet character and your fresh knowledge of how stories work!