

Opening

New paragraph
- opener

Characters

Setting – time

Questions?

Describe!

Exciting for reader!

2A

De:De
Description:Details

Some; others

SIMILE ...like a...
...as a...

IMAGINE 3 examples:

Build-up Opener

Journey to get to
the problem

Mission. Something in the
story starts to happen
(trapped, missing...)

Pace increase (*closer,*
louder, heart beating faster)

Verb, person

Emotion word, (comma)

0. (I.)
Outside:Inside

3 ___ ed

The more, the more

Problem Opener

Problem!

Questions?

Inside the character's head

Options

Threats

Emotion word, (comma)

3 ___ ed

0. (I.)
Outside:Inside

3 bad - (dash) question?

Resolution Opener

Exciting!

Action – verbs, adverbs

Onomatopoeia

“Interjections!”

Short, snappy sentences.

Subordinate clauses, commas

Ending Opener

Happy/sad ending? **Emotion word, (comma)**

Birth / death / marriage

Someone is saved! **Some; others**

Things go back to normal

Characters go home.

Answer all questions. Finish
plot. Pace slow.

Verb, person

3 ___ ed