Brainstorm Activity: Writing Plot

Writing stories is a lot about coming up with new ideas. But sometimes the first idea isn't the best one, so thinking through options and choices is a good way to make sure you're telling the best story you can tell.

A **Choose Your Own Adventure** story is a great way to explore different options in your plot. It forces you to come up with two choices for your character to possibly make at the end of the page.

Using 826LA's Choose Your Own Adventure story examples written by students <u>here</u> and <u>here</u> as a guide, use what you've already written in your origin story to write up to a first choice that your character has to make after an *inciting incident*.

Another way to think about this is something that happens one day and starts the plot of your story. Think back to what character wants more than anything in the world. What could a specific problem for this character be that will set the action in motion?







Choose Your Own Adventure:

There are a couple of features of a Choose Your Own Adventure book:

It is written in the second person perspective. You are the main character and you make choices about what happens next in the story, almost like a video game. It is written in the present tense. Everything is happening now since there are choices to make.

Example:

Original Text:

There was once a big pig with super smell who **had** a knack for finding truffles. **He was** 224 years old and **spent** all **his** days with **his** best friend Frankie.

Choose Your Own Adventure edit:

You are a big pig with super smell who has a knack for finding truffles.You are 224 years old and spend all your days with your best friend Frankie.

Rewrite:

Rewrite your origin story using the present tense and second person perspective. Then, write what happens *one day* to set the story in motion. Remember to think back to what your character wants more than anything in the world. It should be related!

