

# 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 [here](#) and [here](#) 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 an inciting incident is something that happens one day and starts the plot of your story. Think back to what your 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:

Read back the origin story you wrote. What is something that could happen to your character one day to set the story in motion? How could your character react to that incident in two completely different ways?

Remember to think back to what your character wants more than anything in the world. It should be related!

## Inciting Incident:

### Example:

*One day, a unicorn appears and offers you a map to find the treasure you've been looking for. Do you...*

**Choice A:** Trust the unicorn and follow her directions?

**Choice B:** Run the other way and make your own plan instead?

One day, \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Choice A: \_\_\_\_\_

Choice B: \_\_\_\_\_