Primary 3/4

Week 34

The Write Tribe

STORY PLANNING: INCITING INCIDENT AND STAKES

PART 1

The Write Tribe

INCITING INCIDENT

Is a problem that your character faces as a result of their character trait!



This is John

He is a dilly-dallier who plays games late into the night despite his Mom telling him to sleep early so he can wake up in time for school.

Inciting incident is a problem that disrupts your character's normal life. It is a problem that needs to be solved! It eventually forces the character to give up the VERY TRAIT that began the problem.

INCITING INCIDENT / PROBLEM

He wakes up late for his final semestral examination.

STAKES

are simply what the character might lose if he or she doesn't solve the problem. WHY DO THEY WANT TO SOLVE IT BADLY?

What might happen to John if he does not get to school on time?

John, a **dilly-dallier**, wastes time playing games late into the night and as a
CHARACTER TRAIT

result **wakes up late for his final examination. He rushes to school to**
INCITING INCIDENT

find the gates locked. He **decides to climb the gate** because **if he does**
ACTION

not get into the hall in time, he would fail.
STAKE

THE BOY WHO CRIED WOLF

INTRODUCTION
Paragraph 1

James, a shepherd boy, is a [trickster] who likes to play mean tricks on the villagers. His favourite trick is to cry out for help that there is a wolf coming to eat his sheep. The villagers would climb the hill just to help him and James will gain delight in seeing their disappointed faces.

CHARACTER TRAIT

CONFLICT
Paragraph 2

One day, a wolf really appears. — INCITING INCIDENT

James decides to cry for help. — ACTION

If he does not get help in time, all his sheep would run away! — STAKE

CLIMAX
Paragraph 3

However, no one believes him and all his sheep run away. To make matters worse, the hungry wolf wants to eat James now!

PROBLEM WORSENS

CONCLUSION
Paragraph 4

Luckily, a passing villager sees his predicament and calls the other villagers to help. The villagers drive the wolf away and help James find his lost sheep.

SOLUTION

James learns if he keeps tricking people, nobody would believe him even if he tells the truth. After all, nobody believes a liar.

LESSON LEARNT

Honesty is the best policy.

PROVERB

FINDING NEMO

INTRODUCTION Paragraph 1	Marlin is an [over-protective and nervy] father who loves his son Nemo very much. He is afraid to take risks. CHARACTER TRAITS
CONFLICT Paragraph 2	Nemo is caught by a man in a boat. INCITING INCIDENT Marlin decides to save Nemo, even though he is nervy. ACTION If he does not save his son, Marlin will never see Nemo again. STAKE
CLIMAX Paragraph 3	Marlin finally finds Nemo but when Dory is caught in a net, Nemo wants to save Dory. Marlin is reluctant to let Nemo go but finally realizes he has to let Nemo grow up and take risks. PROBLEM WORSENS
CONCLUSION Paragraph 4	Nemo saves Dory by getting all the fishes to swim downwards. SOLUTION Marlin learns that taking risks is not bad and is not an over-protective father anymore. LESSON LEARNT Fortune favors the bold. PROVERB

Fire		
		

Maggie is a [ ] who would not listen to anybody, including her

CHARACTER TRAIT

Mother. During Lantern Festival, Maggie goes against her Mother's warnings and plays with matches the very moment her Mother steps out.

[ ] ← This problem occurs because of the character's trait.

INCITING INCIDENT

Maggie decides [ ] ← The character wants to solve the problem

ACTION

because [ ] ← Why the character wants to solve it.

STAKE

The fire goes out of control and sets a stack of newspapers ablaze.

if it spreads any further, she will be trapped in it.

to put out the fire

stubborn mule

STORY PLANNING: Fire

INTRODUCTION **Paragraph 1** introduce characters and traits	Maggie is a **stubborn mule** who would not listen to anybody, including her Mother. During Lantern Festival, Maggie goes against her Mother's warnings and plays with matches the very moment her Mother steps out.
CONFLICT **Paragraph 2** introduce a problem	The fire goes out of control and sets a stack of newspapers ablaze. INCITING INCIDENT Maggie decides to put out the fire ACTION because if it spreads any further, she will be trapped in it. STAKE
CLIMAX **Paragraph 3** Problem intensifies	However, PROBLEM WORSENS
CONCLUSION **Paragraph 4** Solution & lesson learnt	SOLUTION LESSON LEARNT Maggie learned an idle brain is a devil's workshop. PROVERB

Fortunately, her neighbours hear her cries and call the fire brigade.

Maggie learns to not be stubborn and heed the advice of adults.

when she returns with a bucket of water to douse the fire, it had already spread throughout the living room.

Bully		
		

INTRODUCTION	Character trait	
	Example of character trait	
CONFLICT	Inciting incident	
	Action	
	Stake	
CLIMAX	Problem worsens	
CONCLUSION	Solution	
	Lesson learnt (gives up character trait)	
	Proverb	

Being nervous		
		

INTRODUCTION	Character trait	
	Example of character trait	
CONFLICT	Inciting incident	
	Action	
	Stake	
CLIMAX	Problem worsens	
CONCLUSION	Solution	
	Lesson learnt (gives up character trait)	
	Proverb	