



**Week 6**

**Primary 5/6**

**The Write Tribe**

**AN IMPULSIVE ACT**

**PART 1**

## Topic: An impulsive act

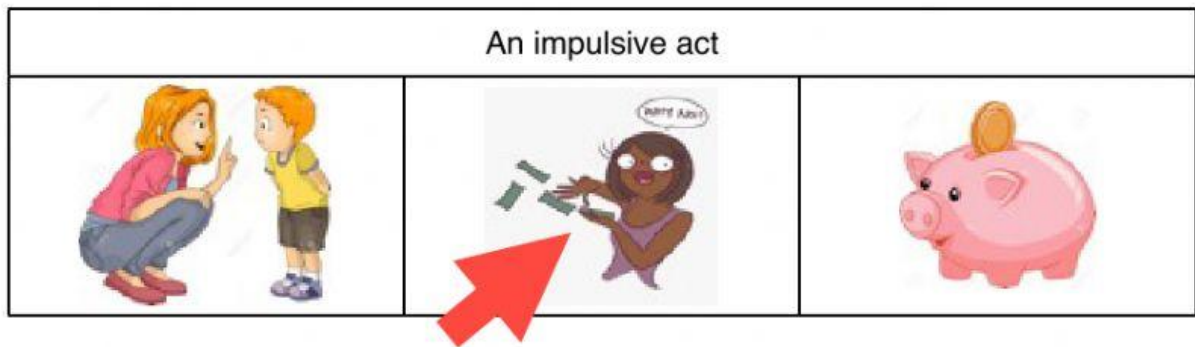


Consider the following points when you plan your composition.

- What was the impulsive act?
- What trait did your character have that caused him/her to be impulsive?
- How did your character solve the problem?
- Where did the story occur?
- What was the lesson learnt?

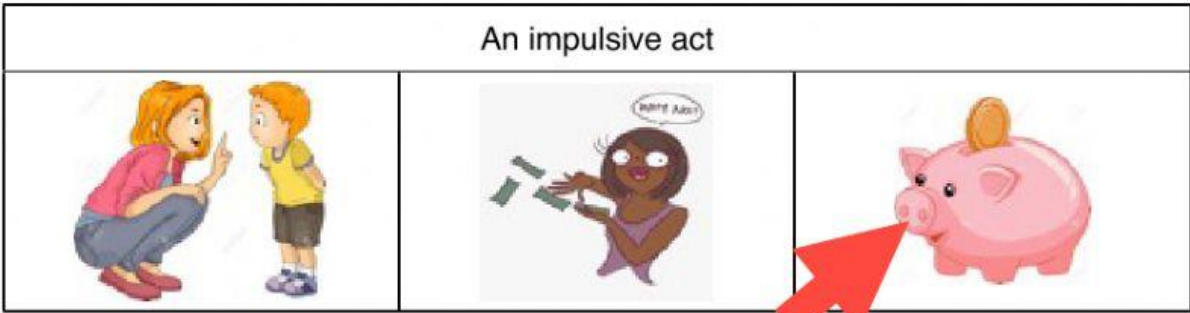
### **STAKES / INCITING INCIDENT**

For this assignment's composition, you will be graded on how well you UTILIZE stakes and an inciting incident to write a compelling story.



<b>INTRODUCTION</b>	Character trait	John is a big spendthrift. He spends money like water.
	Example of character trait	
<b>CONFLICT</b>	Inciting incident	John had been given money by his mother to buy himself a calculator for school. He needs it for his upcoming math examination. However, when he sees an attractive toy robot at the store, he becomes impulsive.
	Action	He decides to buy the robot instead. As for the calculator, he plans to borrow from his best friend, Eric.
	Stake	
<b>CLIMAX</b>	Problem worsens	Miss Rudy, John's teacher, catches John borrowing the calculator from Eric during the math exam. Miss Rudy calls John's mother.
<b>CONCLUSION</b>	Solution	
	Lesson learnt (gives up character trait)	John learns that he should not waste money. Instead, he needs to learn how to control his impulses.
	Proverb	Money does not grow on trees.

An impulsive act



<b>INTRODUCTION</b>	Character trait	Jake is both a knucklehead and a fool who does not look before he leaps.
	Example of character trait	
<b>CONFLICT</b>	Inciting incident	Jake is offered an opportunity by his classmate Tom, a trickster, to gamble away his hard-earned savings in order to triple it. Jake finds the offer irresistible.
	Action	
	Stake	
<b>CLIMAX</b>	Problem worsens	
<b>CONCLUSION</b>	Solution	
	Lesson learnt (gives up character trait)	
	Proverb	A fool and his money are soon parted.

An impulsive act



<b>INTRODUCTION</b>	Character trait	
	Example of character trait	
<b>CONFLICT</b>	Inciting incident	
	Action	
	Stake	
<b>CLIMAX</b>	Problem worsens	
<b>CONCLUSION</b>	Solution	
	Lesson learnt (gives up character trait)	
	Proverb	A fool and his money are soon parted.