



Week 7

Primary 5/6

The Write Tribe

STORY PLANNING: THICKENING PLOTS & TICKING CLOCKS

PART 1

CLIMAX
WORSENING A PROBLEM

Thickening a plot

Make a problem more complicated or difficult to solve.

Ticking clock

Adding a time limit to create urgency. *You have 30 seconds to save everyone*



Ticking clocks or Ticking time bombs are plot devices that usually appear in the **CLIMAX** of your stories to increase urgency in your protagonist to solve a problem. Fast!

Inciting incident / Problem

A detective must track down a kidnapper who has abducted a school boy.

Climax:
Ticking clock

When the detective finally tracks down the kidnapper, it is *almost* too late. The kidnapper has strapped a bomb on the boy and the detective has only 30 seconds to save him.

Taking accountability	
INTRODUCTION Paragraph 1	Martin's mother is expecting important guests and they want to see her precious antique vase. Martin has a devil-may-care attitude. CHARACTER TRAITS Therefore, when his mother instructed both Martin and his brother Freddie to clean up the home, it fell on deaf ears.
CONFLICT Paragraph 2	Instead of cleaning the home, the both of them started playing baseball in the living room. They accidentally knocked down the vase, breaking it to pieces. INCITING INCIDENT Martin tries to fix the vase. ACTION If he does not, Martin was certain his precious game would be taken away from him. STAKE
CLIMAX Paragraph 3	Mother calls and informs them that they will be coming in three minutes. The vase is still broken. TICKING CLOCK
CONCLUSION Paragraph 4	Finally, Martin decides to face the music as the vase could not be put back together. SOLUTION Marlin learns that one must take accountability for their mistakes. Martin learns to be more careful around fragile items. LESSON LEARNT Once bitten, twice shy. PROVERB

Inciting incident / Problem



The birthday cake you specially prepared for your Father's surprise party is ruined.

Action



You decide to solve the problem by running out and buying a birthday cake from the shop nearby

Stake

(Why do you want to solve the problem?)



If you don't get the cake in time,

Climax:

Ticking clock



However the shop closes by 5pm,

The time is now

You have only

minutes!

A surprise		
		

Inciting incident / Problem



You wake up late for school.

Action



In order to reach in time, you decide to take your bicycle instead of walking to school.

Stake

(Why do you want to solve the problem?)



If you don't get in time,

Climax:

Ticking clock



However,

You must reach school by

You have only minutes!

An act of irresponsibility



Inciting incident / Problem



You find the school bully Jacob, abusing a helpless kitten.

Action



Despite being a bundle of nerves, you decide to confront him.

Stake

(Why do you want to solve the problem?)



If you don't save the kitten,

Climax: Ticking clock



However, Jacob throws the tiny kitten in the nearby pond.

You only have a few minutes to

or the kitten dies.

Not all the time do you need to specify how many minutes or seconds. You can still create urgency.



Be kind to animals		
		

Inciting incident / Problem



You worked very hard for a running competition. However, you lose balance and fall.

Action



You decide to get up on your feet.

Stake

(Why do you want to solve the problem?)



If you don't win first place,

Climax:

Ticking clock



However,

You only have a minute to reach the finish line.
or all your hard work would go to waste.

Determination		
		

Inciting incident / Problem

Despite your Mother's warnings, you played with matches and started a small fire.

Action

You decide to

Stake

(Why do you want to solve the problem?)

If you don't put out the fire in time,

Climax:

Thicken the plot
(Make the problem harder to solve!)

However,

↑

We don't necessarily have to use ticking clocks for all stories. You can create urgency by making a situation more complicated

Fire		
		