



**Primary 3/4**

**Week 34**

**The Write Tribe**

# STORY PLANNING: INCITING INCIDENT AND STAKES

## PART 1

## 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 / PROBLEM

He wakes up late for his final semestral examination.

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.

## 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

<b>INTRODUCTION</b> Paragraph 1	James, a shepherd boy, is a <span>trickster</span> who likes to CHARACTER TRAIT 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.
<b>CONFLICT</b> Paragraph 2	<div>One day, a wolf really appears.</div> <div>INCITING INCIDENT</div> <div>James decides to cry for help.</div> <div>ACTION</div> <div>If he does not get help in time, all his sheep would run away!</div> <div>STAKE</div>
<b>CLIMAX</b> Paragraph 3	<div>However, no one believes him and all his sheep run away. To make matters worse, the hungry wolf wants to eat James now!</div> <div>PROBLEM WORSENS</div>
<b>CONCLUSION</b> Paragraph 4	<div>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.</div> <div>SOLUTION</div> <div>James learns if he keeps tricking people, nobody would believe him even if he tells the truth. After all, nobody believes a liar.</div> <div>LESSON LEARNT</div> <div>Honesty is the best policy.</div> <div>PROVERB</div>



# FINDING NEMO

<b>INTRODUCTION</b> <b>Paragraph 1</b>	Marlin is an <span style="border: 1px solid black; padding: 2px;">over-protective and nervy</span> father who CHARACTER TRAITS loves his son Nemo very much. He is afraid to take risks.
<b>CONFLICT</b> <b>Paragraph 2</b>	Nemo is caught by a man in a boat. INCITING INCIDENT  Marlin decides to save Nemo, ACTION even though he is nervy.  If he does not save his son, Marlin will never see Nemo again. STAKE
<b>CLIMAX</b> <b>Paragraph 3</b>	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
<b>CONCLUSION</b> <b>Paragraph 4</b>	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 Mother. During Lantern Festival, Maggie goes against her Mother's warnings and plays with matches the very moment her Mother steps out.

CHARACTER TRAIT

INCITING INCIDENT

This problem occurs because of the character's trait.

Maggie decides

ACTION

The character wants to solve the problem

because

STAKE

Why the character wants to solve it.

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




<b>INTRODUCTION</b> <b>Paragraph 1</b> introduce characters and traits	Maggie is a <b>stubborn mule</b> 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.
<b>CONFLICT</b> <b>Paragraph 2</b> introduce a problem	The fire goes out of control and sets a stack of newspapers ablaze. <b>INCITING INCIDENT</b>  Maggie decides to put out the fire <b>ACTION</b> because if it spreads any further, she will be trapped in it. <b>STAKE</b>
<b>CLIMAX</b> <b>Paragraph 3</b> Problem intensifies	However, <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <b>PROBLEM WORSENS</b>
<b>CONCLUSION</b> <b>Paragraph 4</b> Solution & lesson learnt	<div style="border: 1px solid black; height: 40px; width: 100%;"></div> <b>SOLUTION</b> <div style="border: 1px solid black; height: 40px; width: 100%;"></div> <b>LESSON LEARNT</b> <div style="border: 1px solid black; padding: 5px;">         Maggie learned an idle brain is a devil's workshop.       </div> <b>PROVERB</b>

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		
		

<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	

Being nervous		
		

<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)	
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