



**Primary 3/4**

**Week 34**

**The Write Tribe**

# STORY PLANNING: INCITING INCIDENT AND STAKES

## PART 2

| Overcoming fear   |   |   |
|---|---|---|
|  |  |  |

|                     |   |  |
|---------------------|---|--|
| <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<br>(gives up character trait) |  |
|                     | Proverb                                     |  |

## 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<br>(gives up character trait) |  |
|                     | Proverb                                     |  |

| Being hasty   |   |   |
|---|---|---|
|  |  |  |

|                     |   |  |
|---------------------|---|--|
| <b>INTRODUCTION</b> | Character trait                             |  |
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| <b>CONFLICT</b>     | Inciting incident                           |  |
|                     | Action                                      |  |
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