



**Week 5**

**Primary 5/6**

**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 (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 (gives up character trait)	
	Proverb	

Being hasty		
		

<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	