



# **Week 7**

# **Primary 5/6**

**The Write Tribe**

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**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

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



## 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: Tickling 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



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



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

You only have a few minutes to

or the kitten dies.



## 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: Tickling 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

