Primary 3/4

Week 36

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
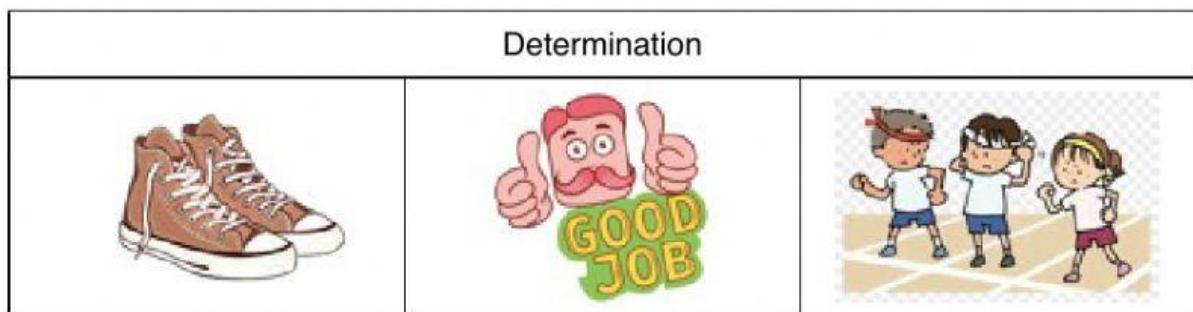
Inciting incident / Problem = Despite your Mother's warnings, you played with matches and started a small fire.

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,

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

Fire		