

LEARNING OUTCOME

What do you want your learners to do?



CREATE

- Learners design...
- Learners develop...
- Learners produce...
- Learners formulate...



EVALUATE

- Learners evaluate...
- Learners justify...
- Learners critique...
- Learners prioritise...



APPLY

- Learners apply...
- Learners use...
- Learners demonstrate...
- Learners implement...



ANALYSE

- Learners analyse...
- Learners compare...
- Learners examine...
- Learners differentiate...



UNDERSTAND

- Learners explain...
- Learners interpret...
- Learners summarise...
- Learners discuss...



REMEMBER

- Learners identify...
- Learners recall...
- Learners recognise...
- Learners list...

1

EXPOSITION

Introduce the story.



MAIN CHARACTER



SETTING



THE PROBLEM

MOTIVATIONS

What drives your character?
What's at risk?



INTERNAL (inside the person)



EXTERNAL (outside influences)

STAKES

What could be lost, gained
or changed?

2

RIISING ACTION #1

First decision point.

What should your
character do?



CHOOSE 1 OPTION



GOOD





NEUTRAL





BAD



CONSEQUENCE 1



3

RIISING ACTION #2

Second decision point.

What should your
character do?



CHOOSE 1 OPTION



GOOD





NEUTRAL





BAD



CONSEQUENCE 2



4

CLIMAX

The highest point.

Biggest challenge
or turning point.



CHOOSE 1 OPTION



GOOD





NEUTRAL





BAD



CONSEQUENCE 3



5

FALLING ACTION

What happens after
the climax?



CHOOSE 1 OPTION



GOOD





NEUTRAL





BAD



CONSEQUENCE 4



6

RESOLUTION

How does the
story end?





Good



Neutral



Bad

