



This product is intended for single home or classroom use. If you would like to share this printable with others, please direct them to schoolingamonkey.com to download their own copy.

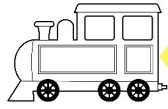
You may not share, distribute, sell, or copy this product without permission from Schooling a Monkey.

All rights for this product remain with Schooling A Monkey.

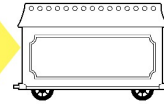
Copyright: Schooling a Monkey 2016

Graphics by Dancing Crayon Designs

For more printables and educational activity ideas visit Schoolingamonkey.com



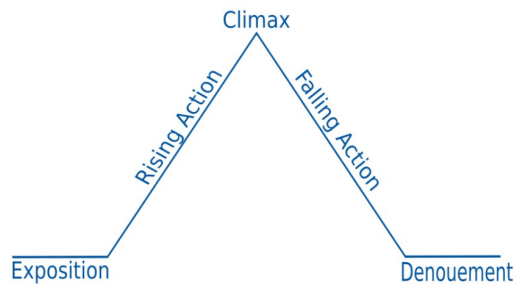
Story Trains



Have you ever noticed how a lot of stories feel the same?

In many stories, a character is introduced, a conflict or problem occurs, the character resolves the problem, and they all live happily ever after.

Most stories follow a similar formula. This plot formula was invented by German author Gustav Freytag in 1863. He created a pyramid diagram that illustrates the parts of a good plot and how they work together to create a story.



You will use Freytag's model to create your story train.

The 5 Parts of a Plot

Introduction (or exposition)

Introduce your characters, setting, and outline. Include a narrative hook, which is an exciting detail that hints at the plot.

Example: There once was a tall girl who lived on a tiny mountain in a tiny village with tiny people.

Rising Action

Create trouble for your characters. Write about an event that causes trouble and must be resolved.

Example: The girl is so much taller than the other villagers, she keeps stepping on their houses and breaking them. This makes the villagers angry.

Climax

The climax of a story is the most intense. Create a situation that is dramatic and full of action and conflict.

Example: The tiny villagers kick the girl off the mountain.

Falling Action

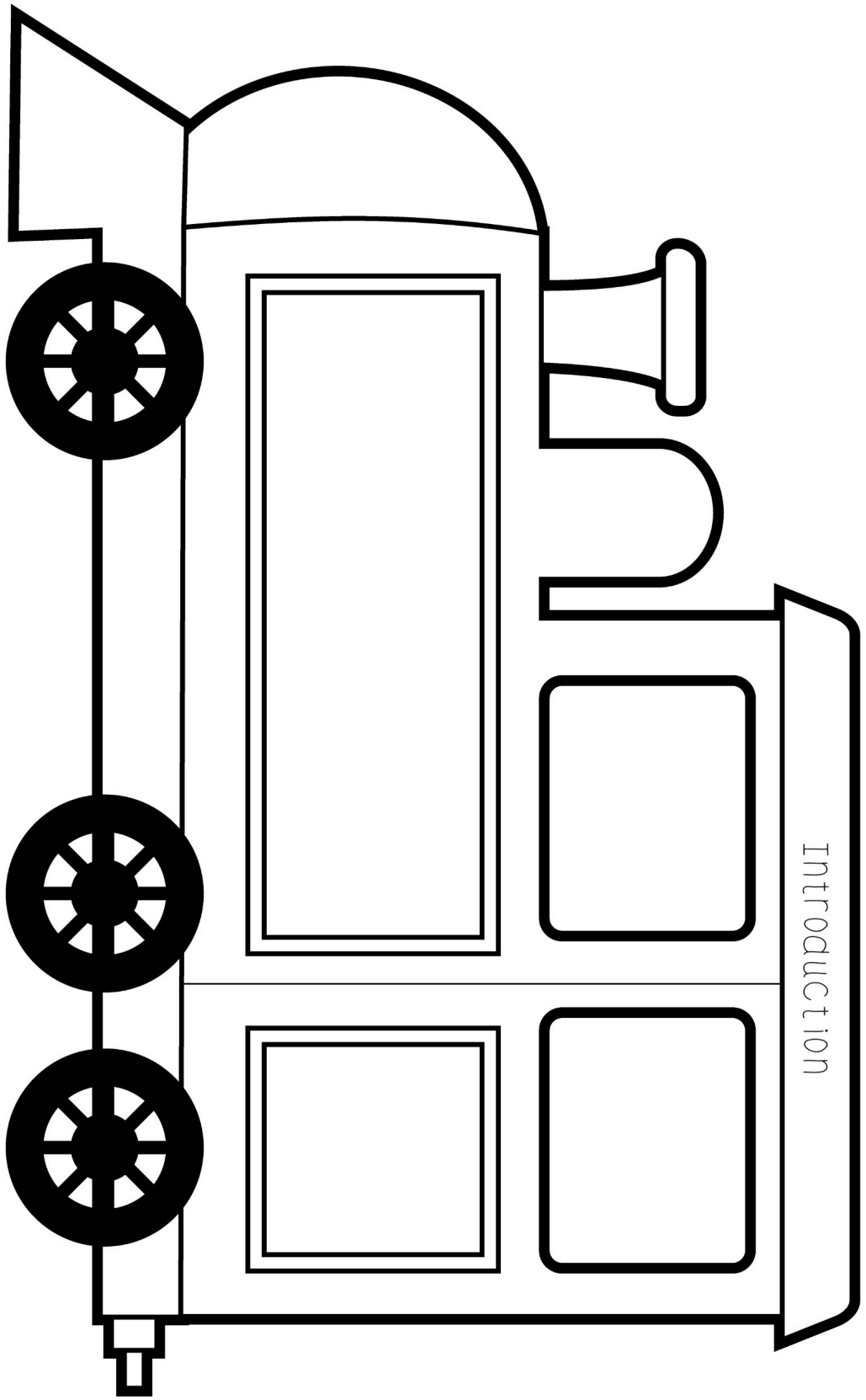
Write a consequence for the events that happened in your climax. Falling action explores the results of actions characters have taken.

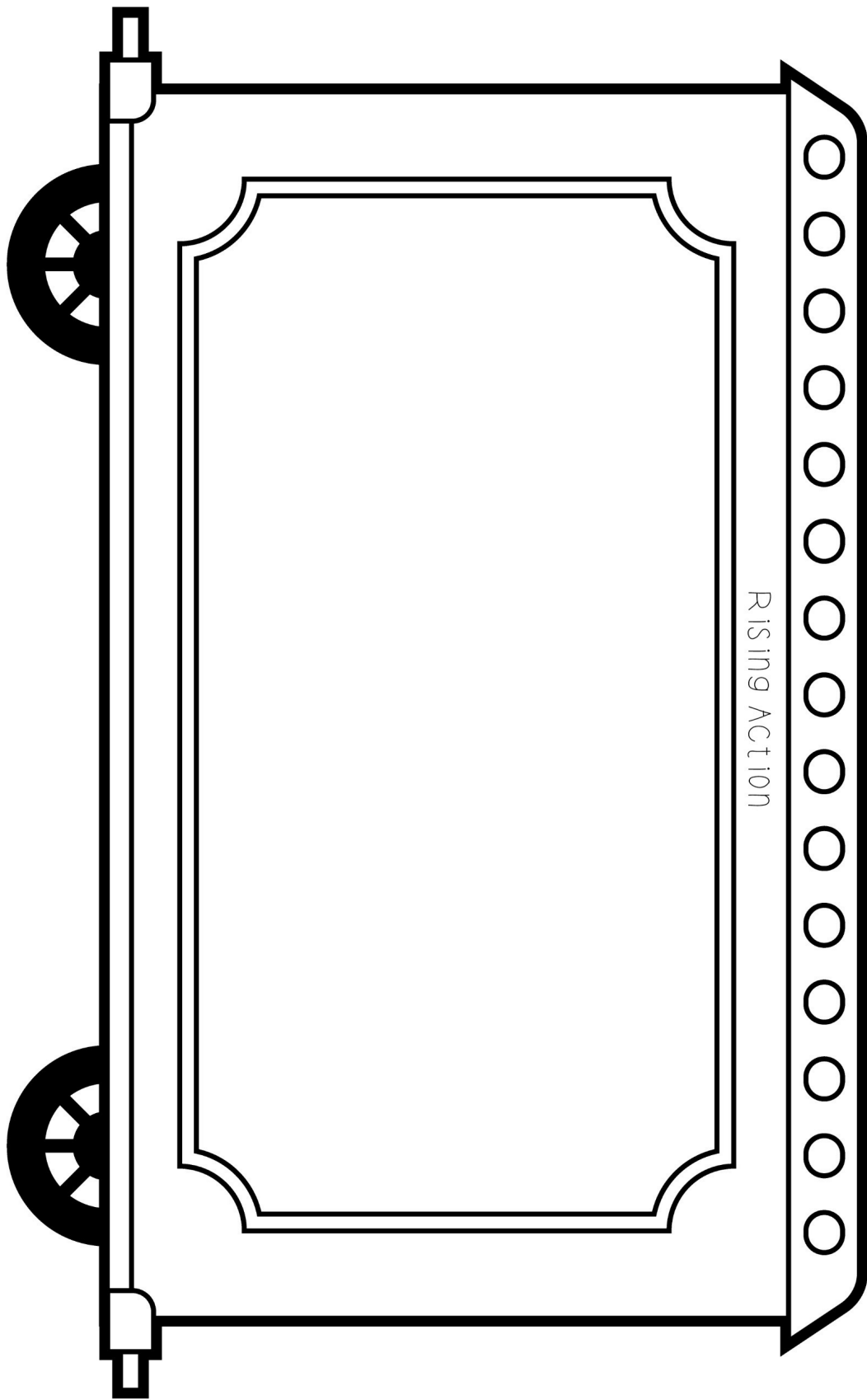
Example: When the tall girl leaves town, she sees that a nearby lake is about to overflow and flood the tiny mountain, killing all the residents. Even though the girl is sad she was kicked out of town, she decides to go back and save the village by transporting everyone to a taller mountain with her giant apron.

Resolution

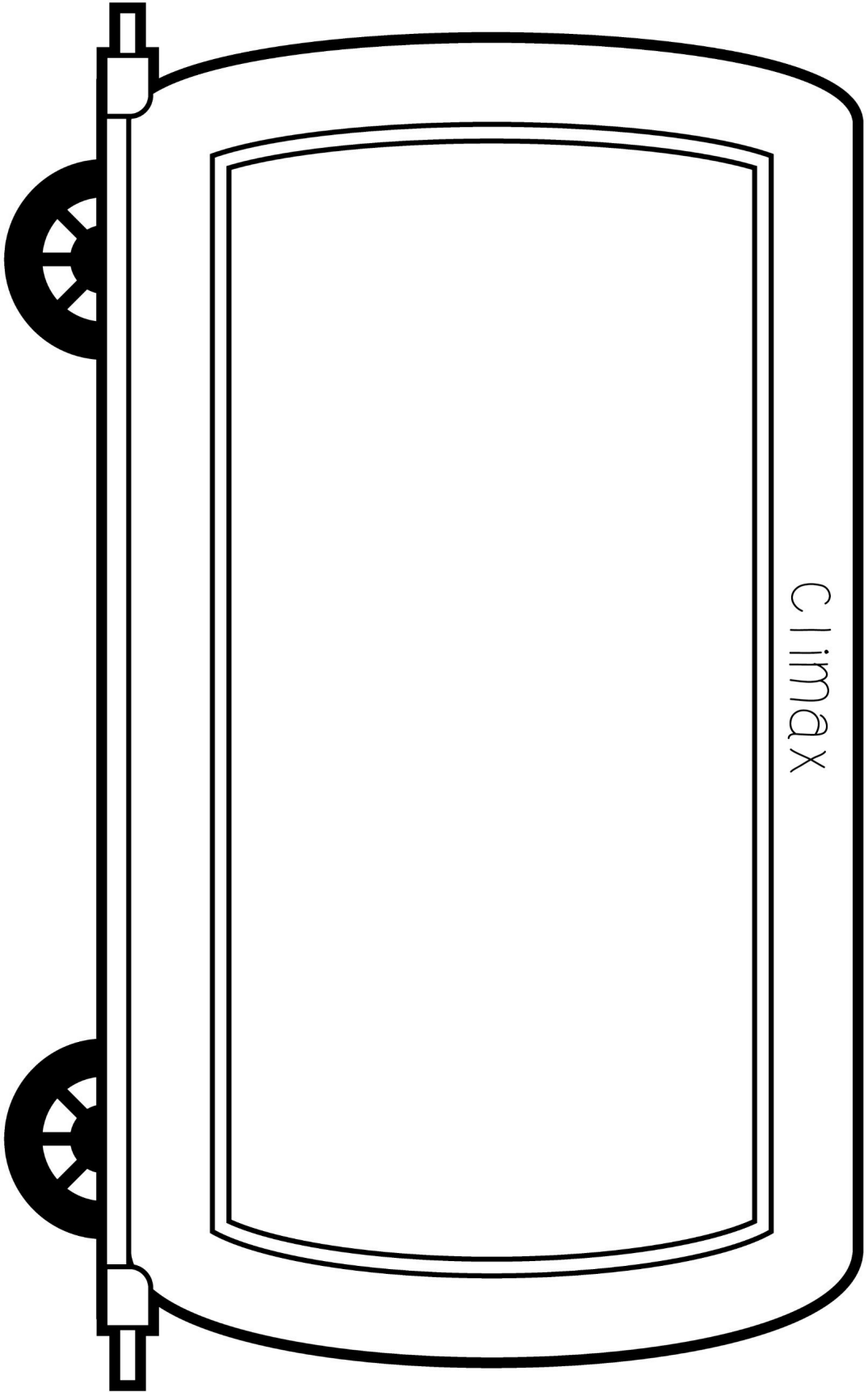
Make an ending for your story. You can make it happy, sad, or a mix of both.

Example: After the girl saves the village, the villagers welcome her back into town and build her a special, larger area of town to live in.

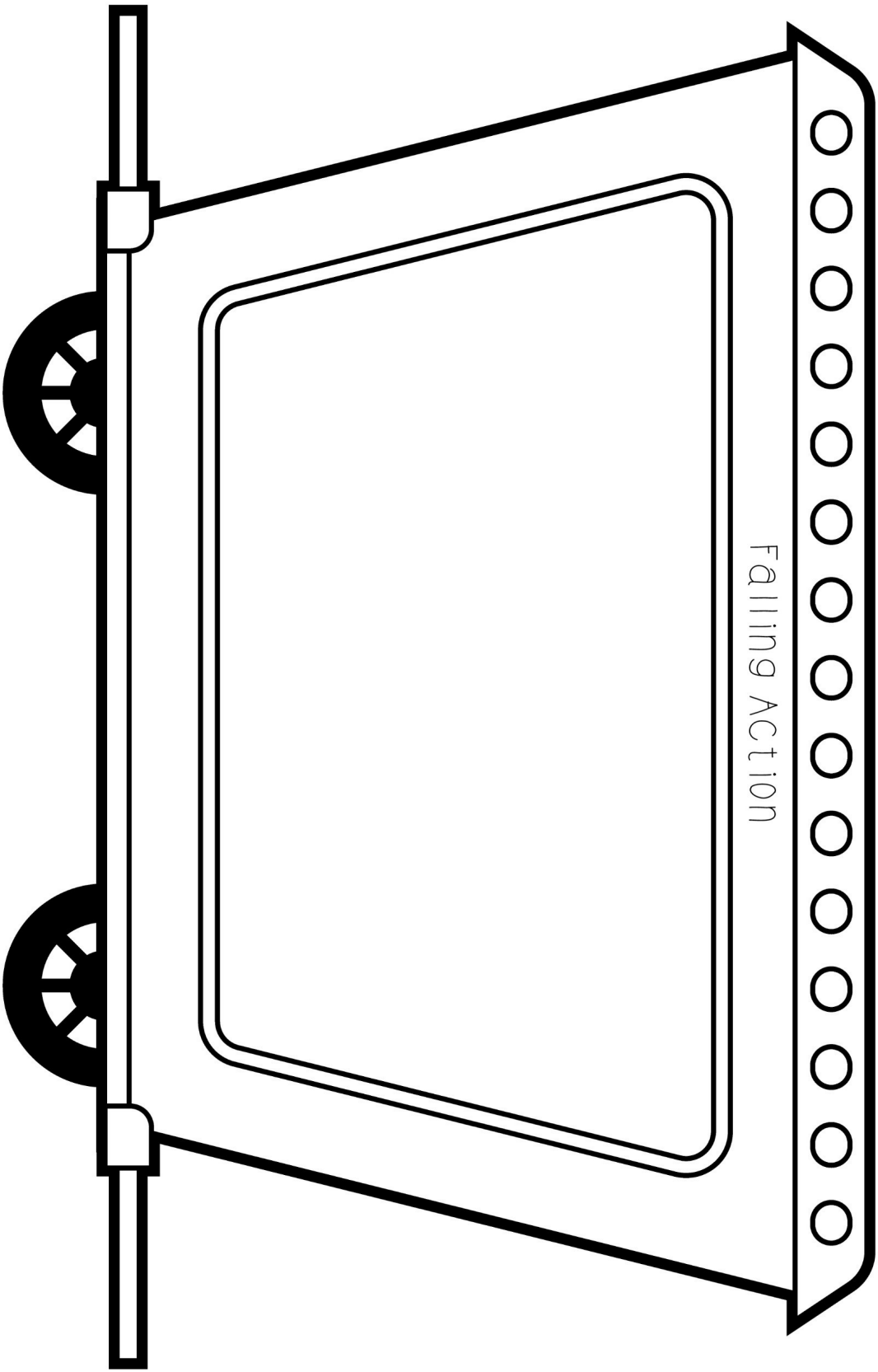




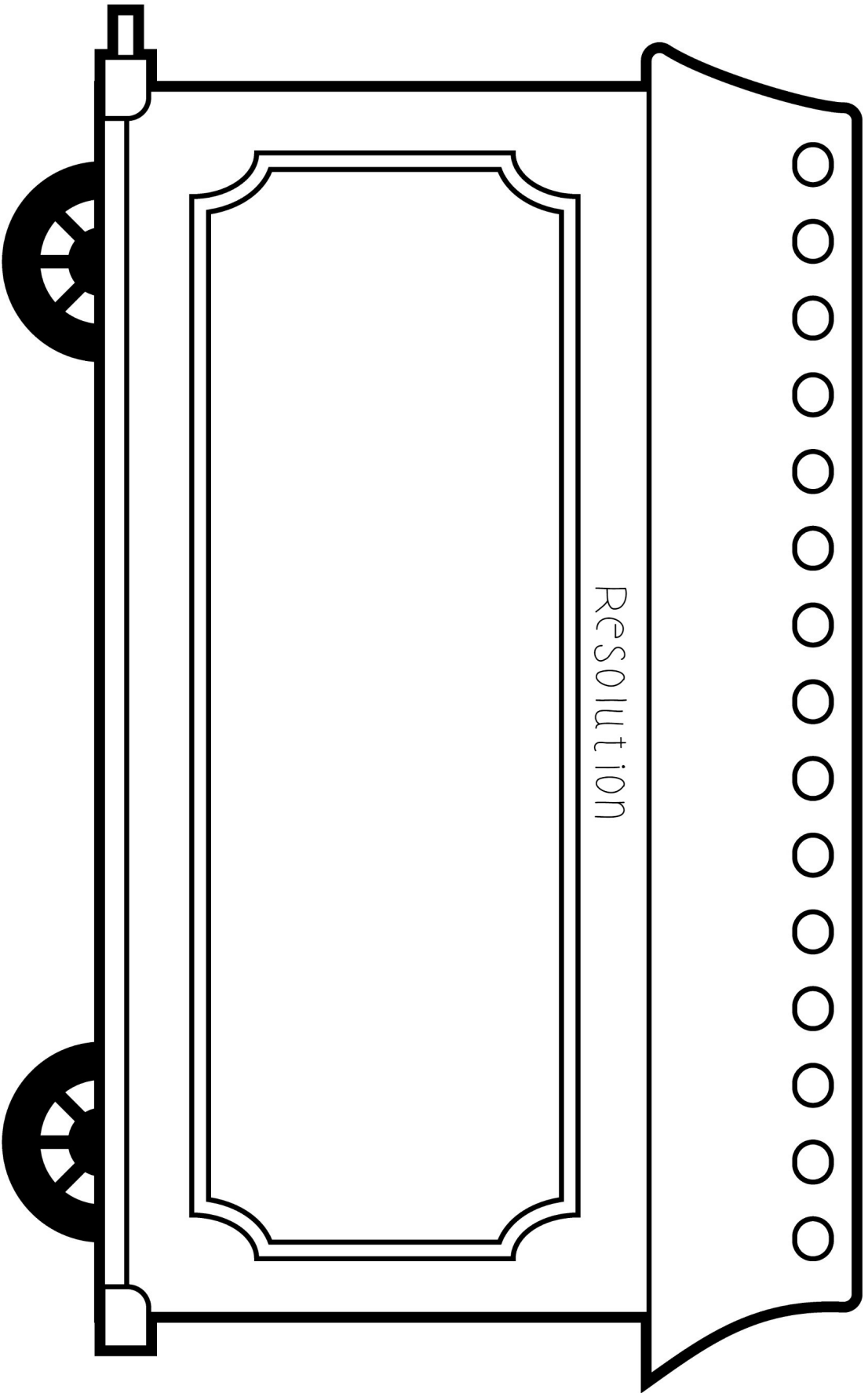
Rising Action



Climax



Falling Action



Resolution