

1-Story Circle

One person begins a tale and stops after a few sentences. The next person picks up the story thread and continues it, then stops. Next person adds to it and so on until the tale comes to a resolution. The story could begin with a pre-selected title or subject to guide the improvisation.

Try recording the story circle on a tape recorder for later listening.

2-Plot Structure Scenarios

Travel through the sections below and choose one or several elements from each. Tell, write or verbally improvise a story that utilizes all the elements chosen. For improvisational fun...put each element on a card and randomly select character, setting, problem and solution.

Introduce Character(s)

Choose one or more characters.

- girl
- boy
- animal
- man
- woman
- idea
- machine
- thing
- Plant, etc.

Setting

Environment:

- farm
- village
- city
- mountains
- forest
- desert

Time:

- olden
- modern
- future

Problem: In trouble:

- Caught stealing
- Told a lie
- Lost something
- Has enemy
- Is unrecognized
- Causes jealousy
- Forgets something
- Broke something
- Does not like something
- Needs to escape or hide
- Needs to rescue someone
- Needs to rescue something

Inner Traits**Inner Traits That Cause Original Trouble:**

- Is greedy
- Dangerously curious
- Doesn't follow advice
- Is pessimistic
- Is blindly in love
- Lacks confidence
- Is foolish

Inner Traits That Aid Solution:

- Is courageous
- Is resourceful
- Is kind
- Is generous
- Is strong
- Is optimistic

Solution

- Has helper
 - Magical
 - Non-magical
- Is rescued
- Is transformed
- Discovers skill
- Helps self:
 - Exercises cleverness
 - Uses inner traits

Conclusion

- Returns to original setting new in some way:
 - Is rewarded
 - Is wiser
 - Is transformed
 - Comes with gift or treasure

End

- Lives well
- Passes luck or reward on to others
- Has positive impact on the world
- Offers wisdom