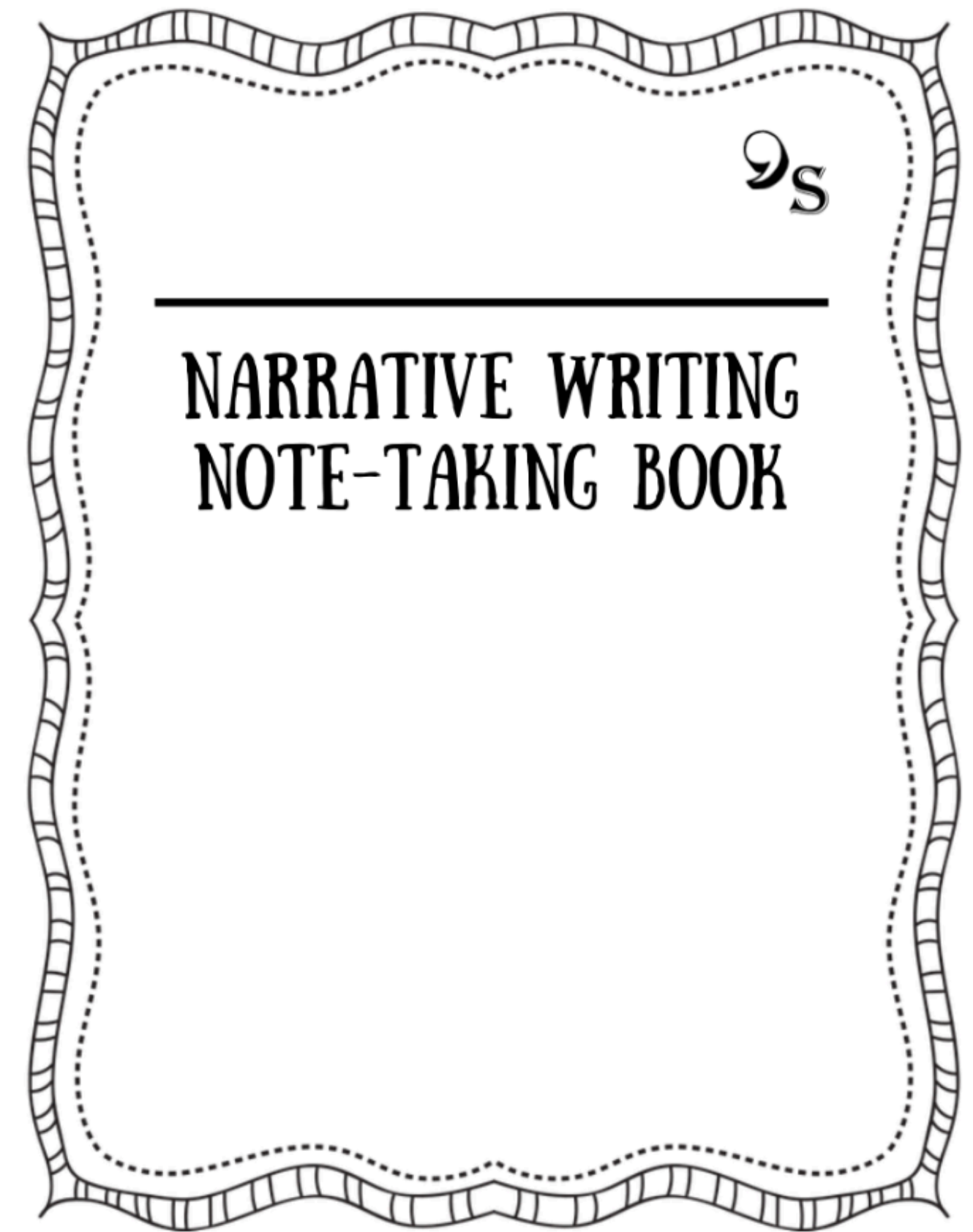


NARRATIVE WRITING

Note-Taking Booklet

13 CONCEPTS COVERED . . .

- Setting
- Characters
- Goal, Motivation, Conflict
- Types of Conflict
- 3 Act Plot Structure
- The Plot Structure
- In the Beginning
- In the Murky Middle
- In the End
- Action-Reaction-Decision
- Time & Place Transitions
- Show, Don't Tell With Your 5 Senses
- Commas in Dialogue



SETTING

The setting describes

Whenever possible, use your 5 senses to describe the setting of your story.

WHERE

EXAMPLES FOUND IN THE WILD

CHARACTERS

The Protagonist is

The Antagonist is

Secondary characters are

A character arc is

Positive Character Traits

Negative Character Traits

EXAMPLES FOUND IN THE WILD

GOALS, MOTIVATION, & CONFLICT

An important part of storytelling is the main character's goal, motivation, and conflict.

A goal is

Motivation is

Conflict is

My character wants ... because ...

EXAMPLES FOUND IN THE WILD

CONFLICT

A conflict is

Internal Conflict is

External Conflict is

Common Conflicts:

EXAMPLES FOUND IN THE WILD

3 ACT PLOT STRUCTURE

Your Turn:

The Beginning

In the Middle

In the End

EXAMPLES FOUND IN THE WILD

THE PLOT STRUCTURE

Exposition:

Rising Action:

Climax:

Falling Action:

Resolution:

EXAMPLES FOUND IN THE WILD

IN THE BEGINNING ...

1. Introduce the main character

2. Establish the setting

3. Hint at a conflict

Different Ways to Start Your Story ...

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

EXAMPLES FOUND IN THE WILD

IN THE MURKY MIDDLE ...

The main character tries to solve their problem but fails or things keep getting worse.

Lots of emotions!

Possible Solutions ...

Fail because ...

EXAMPLES FOUND IN THE WILD

FINISH

IN THE END ...

The main character has finally solved their problem and has learned a valuable life lesson. They are now a changed person and might reflect on their experience.

Life Lessons A Character Might Learn ...

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

EXAMPLES FOUND IN THE WILD

ACTION - REACTION - DECISION

When something happens (ACTION), your character first REACTS (emotions, thoughts, dialogue, or facial expressions), the makes a DECISION about what to do next, which becomes a new ACTION.

ACTION	REACTION	DECISION

EXAMPLES FOUND IN THE WILD

TIME & PLACE TRANSITIONS

A transition is

Time Transitions

Place Transitions

EXAMPLES FOUND IN THE WILD

SHOW, DON'T TELL WITH YOUR 5 SENSES

When writing a story, use your 5 senses to create vivid images in your reader's mind.

TELLING: Sam was sick.

SHOWING: Sam coughed, then groaned at the sudden pain in his throat. He checked the thermometer again, which now showed that his fever had gone up to 101 degrees. The terrible taste of the grape cough medicine his mom forced him to take earlier still lingered, and he was so stuffed up that he could barely smell the chicken noodle soup his mom brought him. He reached for another tissue when his nose threatened to drip, then laid back in bed.

YOUR TURN: Sam's bedroom was a mess.

EXAMPLES FOUND IN THE WILD

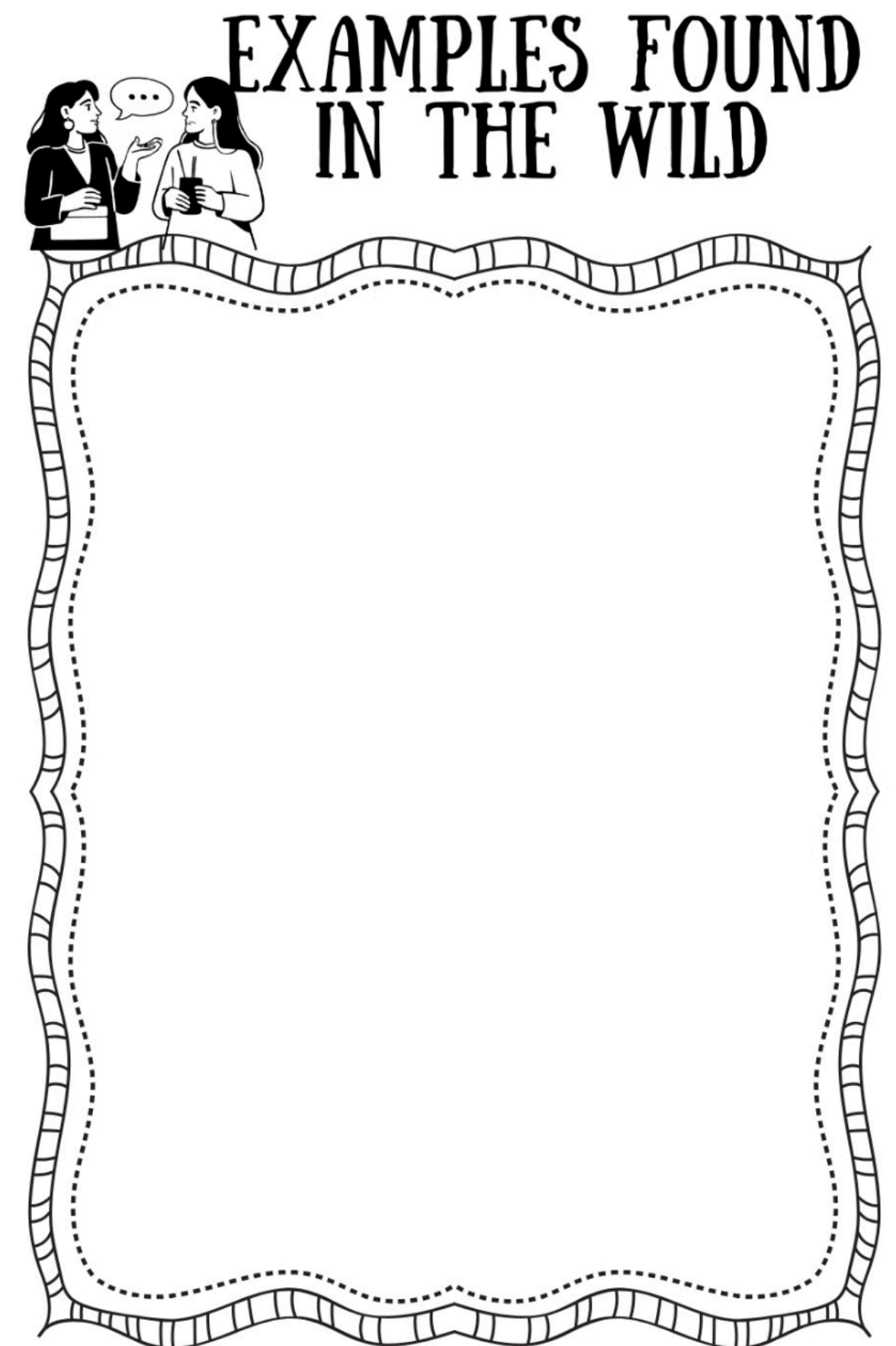
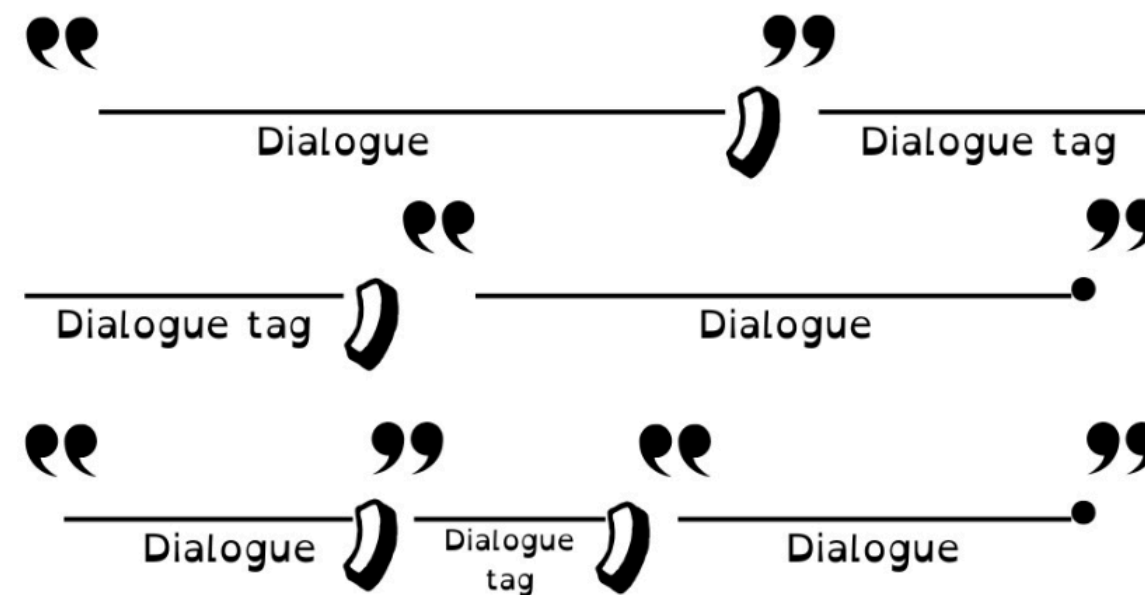
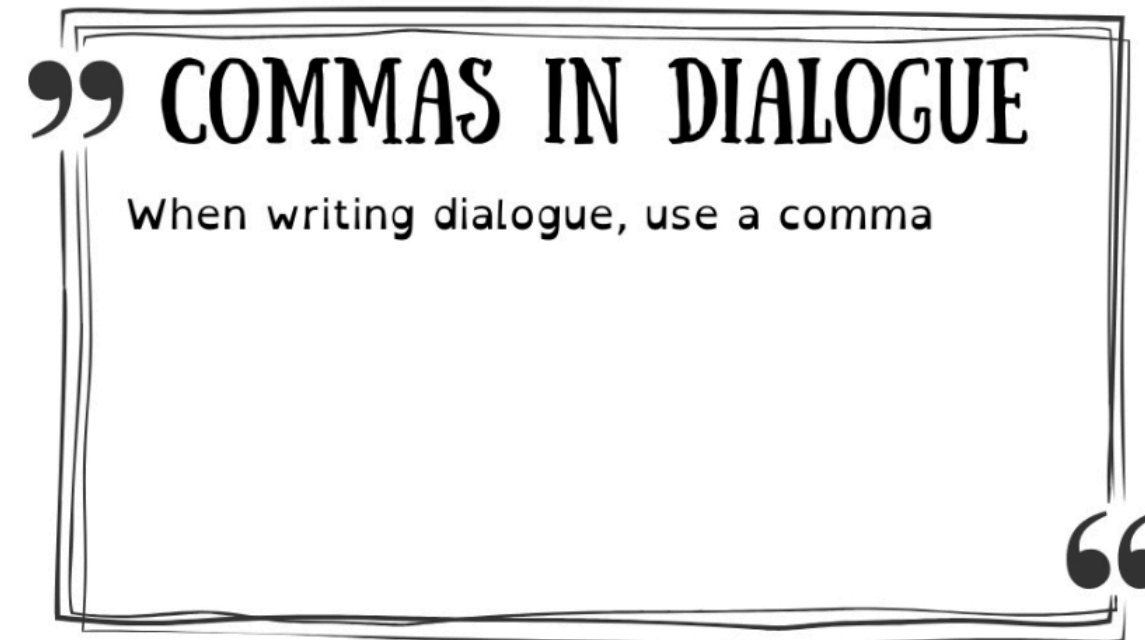
Use during . . .

✓ Direct
Instruction

✓ Independent
Practice

✓ Skill Review

✓ Test Prep



TIME & PLACE TRANSITIONS

A transition is



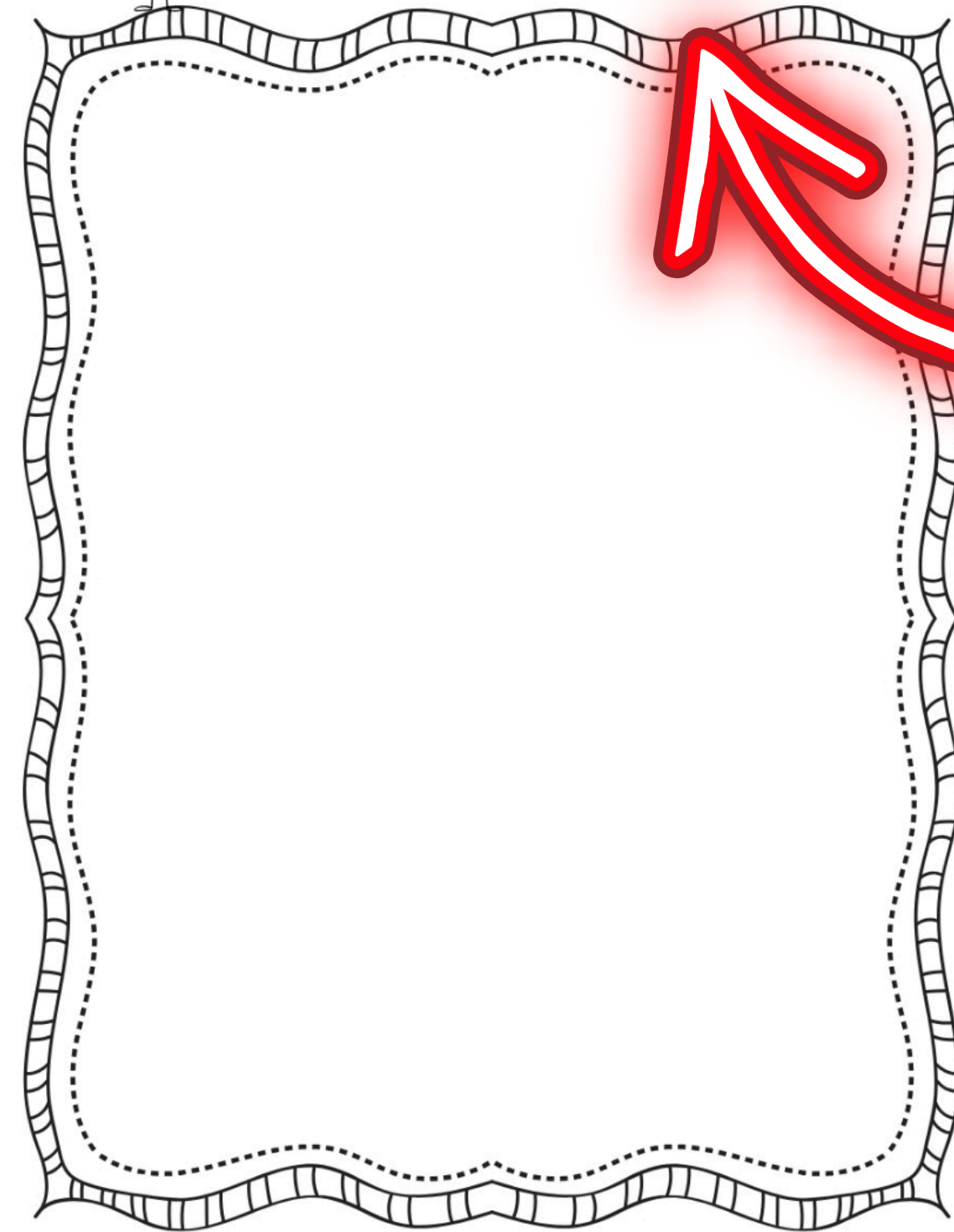
Time Transitions



Place Transitions



EXAMPLES FOUND IN THE WILD



Find the rule
in action in a
mentor text

Record
examples
here

Record
definitions

Record
examples

**INCLUDES DIGITAL SLIDES FOR BOTH
TEACHERS & STUDENTS**

**Teacher Slideshow includes
all 13 concepts or terms**

The image shows a computer monitor displaying a worksheet titled "Concepts of Conflict". The worksheet is divided into two main sections. The left section, titled "CONFLICT", defines the term and lists common conflicts with checkboxes for internal or external classification. The right section, titled "EXAMPLES FOUND IN THE WILD", features a cartoon boy thinking and a large empty box for writing. The monitor is set against a light blue background.

One concept per slideshow for students

GOALS, MOTIVATION, & CONFLICT

An important part of storytelling is the main character's goal, motivation, and conflict.

A goal is Type here

Motivation is Type here

Conflict is Type here

My character wants ... because ...

Type here

EXAMPLES FOUND IN THE WILD

Type here

COMES WITH ADDITIONAL LAYOUT OPTIONS

Space Saver Version

SETTING

The setting describes

Whenever possible, use your 5 senses to describe the setting of your story.



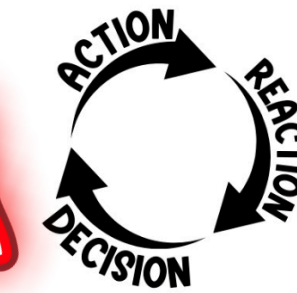


WHERE





Full Size Version



When something happens (ACTION), your character first REACTS (emotions, thoughts, dialogue, or facial expressions), then makes a DECISION about what to do next, which becomes a new ACTION.

[illegible]

WANT MORE FROM iTeach and iWrite ?

You'll Love These Related Grammar Resources!

GRAMMAR BOOKLETS

3 Books = 27 Concepts

PARTS OF SPEECH

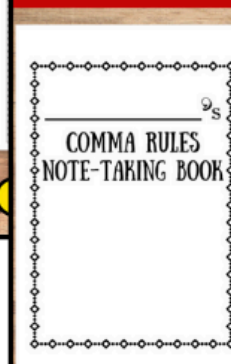
Grammar Note-Taking



9 Concepts

COMMA RULES

Grammar Note-Taking Booklet



9 Concepts

SENTENCE TYPES & TERMS

Note-Taking Booklet



9 Concepts

BUNDLE

NARRATIVE WRITING WARM-UPS

SENTENCE STRETCHER

Your writing mission: Stretch out the sentence below by adding in adjectives, adverbs, prepositional phrases or other details.

WHO - WHAT - WHERE - WHEN - WHY

**THEY WATCHED
A MOVIE.**



GOOGLE SLIDES & POWERPOINT