Name _____ Period _____

Creative Writing - Fiction Planning Sheet

Working title: _____

Setting (where and when the story takes place) – describe the time and location

Characters (who the story is about)

Protagonist: _____

Strengths (consider physical, emotional, and intellectual characteristics):
Weaknesses (consider physical, emotional, and intellectual characteristics):
What he or she wants:

Antagonist: _____

Strengths (consider physical, emotional, and intellectual characteristics):
Weaknesses (consider physical, emotional, and intellectual characteristics):
What he or she wants:

Minor character: _____

Strengths (consider physical, emotional, and intellectual characteristics):
Weaknesses (consider physical, emotional, and intellectual characteristics):
What he or she wants:

Plot (what happens in the story)

Exposition – Set the scene. What is happening at the beginning?
Rising action – What problem(s) does the protagonist face? Solving one often leads to the next.
Crisis decision – What important choice does the protagonist have to make?
Climax – What happens when the protagonist makes that choice? This is the peak of the action!
Resolution – How do things pan out after the climax? What does the future hold?

Theme (why you are writing it)

What is the big idea/topic connected to this story? What is it really about?

What are you trying to say about the big idea?

Literary devices - Explain how you might use any of these literary devices:

Dramatic irony – when the reader knows something that the character(s) don't know
Flashback – when the narrative jumps from the present action to the past
Foreshadowing – when an author drops hints about what will happen later in the story
Imagery – using the five senses to immerse the reader into the world of the story See: Hear: Touch/Feel: Taste: Smell:

Figurative Language (literary devices continued)

Allusion – a reference to something outside of the story that is commonly known
Hyperbole – an exaggeration
Irony – a twist; when something happens that is the opposite of what the reader would expect
Metaphor – comparing two things directly
Personification – giving human qualities to non-human things
Simile – comparing two things using "like" or "as"
Symbolism – when an object stands for something more

Consider including dialogue:

- Indent each time a new speaker speaks.
- Words spoken go inside quotation marks.
- See the example below for punctuation.

"Are we punctuating the dialogue correctly?" one character asked the other one.
"Yes," said the second character. "See how I indented there after you were done talking?"
The first character said, "Of course. But are you checking out where I'm putting my quotation marks, commas, periods, and question marks?"
"Yes. Nicely done."

Two final decisions before you begin your rough draft:

Point of view: _____1st person _____3rd person limited _____3rd person omniscient

Tense: _____ past _____ present