



Something to Learn, pt 3

How does the hero change by the end of the story?

What will he learn?

What revelation, surprise or twist can be revealed at the story's end?

Does this revelation at story's end change the meaning of earlier events? How?

What objects or actions can be used to represent the controlling idea or theme?

- 1.
 - 2.
 - 3.
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SOMETHING TO LEARN

How can the controlling idea, theme or positive ideal be incorporated into the story title?

Write a scene in which the premise is expressed through a conflict based on a clash of ideals between your hero and the villain.

TEACHER (1–10) Is it...
Complete? <input type="text"/>
Appropriate? <input type="text"/>
Well thought out? <input type="text"/>
Total: <input type="text"/>