

Syllabus with Lesson Table

Course Description

Through 78 video lessons, *The One Year Adventure Novel* high school English curriculum guides 9th–12th graders step by step in creating an original, fully-structured, compelling adventure novel—in one school year (two semesters). The program's unique approach to writing begins where many writing courses don't go at all, with an exploration of Story. Students learn the basic elements that make stories fulfilling and meaningful and how to identify and use three-act story structure and the basic fictional modes. They read Anthony Hope's foundational *The Prisoner of Zenda* and excerpts from other classic adventure novels, and, most importantly, complete their own original novel!

Course Credit

The course, taught by award-winning author Daniel Schwabauer (Masters of Creative Writing, University of Kansas), takes approximately 120 hours to complete and is worth one full high school English credit as a Creative Writing program.

Objective

Students should complete the *One Year Adventure Novel* course, understanding and applying basic elements of storytelling in the creation of a rough draft of a unique adventure novel in one school year (two semesters).

Students will:

- 1. Learn the basic elements that make stories fulfilling and meaningful.
- 2. Understand three-act story structure.
- 3. Recognize and practice the basic fictional modes.
- 4. Complete their own original novel of 15,000–24,000 words.

Overview

Semester one:

The five elements of story Character roles and depth Conflict (disaster & dilemma) Story structure (acts & scenes)
The four defining moments of every story
The novel outline: twelve chapters and their characteristics

Semester two:

How to write - writing a novel rough draft
Creating emotion and the illusion of reality
Modes (summary, detail, dialogue)
Modifiers
Various techniques of fiction (character masks and handles, the
unexpected, cliffhangers, etc.)
Revision

Grading

Grading is based on 26 weekly quizzes and the parent educator/teacher's evaluation of the lessons in the workbook and the student's rough draft of a novel. The teacher's evaluations are simple rubrics explained in the *Teacher's Guide*. Weekly quizzes impact the student's final grade about as much as a single lesson. The final draft of the novel in the second semester has slightly more impact on the final grade than the lessons in the workbook.

Reading

Students read through Anthony Hope's classic adventure novel, *The Prisoner of Zenda*, as well as the textbook (*The Compass*).

They also read excerpts from other classic adventure novels. All excerpts discussed in the course are printed in the textbook. Some of the excerpted novels are also available in full as PDFs on the Resource disk/Resources section of the Cloud platform. Reading the complete texts is optional.

Excerpted in textbook but not available in full:

The Man-Eaters of Tsavo – Lieut.-Col. J. H. Patterson, D.S.O.

The Man That Time Forgot – Edgar Rice Burroughs

Runt the Hunted – Daniel Schwabauer

Ghosts of the Past Haunt Us – Daniel Schwabauer (newspaper column)

Available in full (those in **bold** are excerpted in the textbook):

A Christmas Carol – Charles Dickens
Badge of Infamy – Lester del Ray
Black Rock – Ralph Connor
Captains Courageous – Rudyard Kipling
The Gift of the Magi – O. Henry
The Adventures of Huckleberry Finn – Mark Twain
King Solomon's Mines – H. Rider Haggard

Rupert of Hentzau – Anthony Hope

Tarzan of the Apes – Edgar Rice Burroughs

That Printer of Udell's – Harold Bell Wright

The Blood Ship – Norman Springer

The Jungle Book – Rudyard Kipling

Treasure Island – Robert Louis Stevenson

Wulf the Saxon – G. A. Henty

Contest

At the end of the school year, students will have the option to enter their completed novel into our annual Student Novel Contest. The deadline is usually in mid-August. For further details, please read the contest webpage: (https://clearwaterpress.com/oneyearnovel/events/young-writers-novel-contest/)

Additional Support Resources:

Webinars

Throughout the school year, Mr. Schwabauer runs a series of optional live streaming meetings, offering coaching on more complex story concepts and addressing extra writing topics such as offering critique to fellow writers, pursuing publishing, etc. These webinars include a chat feature so students may ask questions. For more information on how to view a webinar, please see: https://clearwaterpress.com/oneyearnovel/events/webinars/

Student Forum

Participation in our closed online Student Forum is optional, but encouraged. (For an overview of the forum, please see: https://clearwaterpress.com/oneyearnovel/studentresources/forum-overview/) It will be especially helpful for students to post excerpts of their work in the critique boards and review the work of their peers. The process of analyzing another student's work is an excellent way for a young writer to learn to recognize what works and what doesn't work in fiction. Seeing it in someone else's work makes it easier for the student to see the strengths and weaknesses in his or her own.

Story Coaching

We offer special 3-month story coaching tracks with members of our staff to help students sharpen and transform their completed novel. For more information on cost and process, please see: https://clearwaterpress.com/oneyearnovel/student-resources/story-coaching/

About the Instructor

Daniel Schwabauer, M.A., is editor of Crosswind Comics and creator of *The One Year Adventure Novel, Byline* and *Cover Story* writing programs. His professional work includes stage plays, radio scripts, short stories, newspaper columns, comic books and scripting for the PBS animated series *Auto-B-Good*. Daniel's young adult novels, *Runt the Brave* and *Runt the Hunted*, have received numerous awards, including the 2005 Ben Franklin Award for Best New Voice in Children's Literature and the 2008 Eric Hoffer Award. The series concludes with *The Curse of the Seer*. He graduated from the University of Kansas Master's program in Creative Writing in 1995. He lives in Olathe, Kansas, with his wife.

Lesson Table

	Week	Lesson	Title	Run Time	The Map	Zenda	Rough Draft
Semester One							
	1	1	The Heroic Quest	15:42	1	— N/A —	Student starts
		2	Point of View	14:10	2	— N/A —	rough draft in Semester Two.
		3	The Synopsis	10:39	3	— N/A —	
	2	4	The Five Elements of Story	16:52	4	Chapter 1	
		5	Someone to Care About	21:22	5	— N/A —	
		6	Someone to Care About, pt 2	20:42	6	Chapter 2	
	3	7	Something to Want	7:30	7	Chapter 3	
		8	Something to Want, pt 2	16:23	8	— N/A —	
ling		9	Something to Want, pt 3	8:10	9	Chapter 4	
ila	4	10	Something to Dread	15:33	10	— N/A —	
, Bu		11	Something to Dread, pt 2	9:39	11	— N/A —	
Story Building		12	Something to Dread, pt 3	8:10	12	Chapter 5	
S	5	13	Something to Suffer	8:02	13	Chapter 6	
		14	Something to Suffer, pt 2	14:11	14	— N/A —	
		15	Something to Suffer, pt 3	17:18	15	Chapter 7	
	6	16	Something to Learn	12:31	16	Chapter 8	
		17	Something to Learn, pt 2	15:43	17	— N/A —	
		18	Something to Learn, pt 3	20:19	18	Chapter 9	
		19	The Supporting Cast	10:01	19	— N/A —	
	7	20	The Villain	8:51	20	— N/A —	

	Week	Lesson	Title	Run Time	The Map	Zenda	Rough Draft
Semester One							
		21	Synopsis, pt 2	16:11	21	Chapter 10	Student starts
		22	Conflict	21:36	22	Chapter 11	rough draft in Semester Two.
	8	8 23	Disaster	8:31	23	Chapter 12	Semester 1376.
		24	Dilemma	12:12	24	— N/A —	
	9	25	Acts and Scenes	11:52	25	Chapter 13	
on;		26	The Four Defining Chapters	7:41	26	Chapter 14	
elet		27	Chapter One: The Inciting Incident	9:26	27	— N/A —	
Story Skeleton	10	28	Chapter Three: Embracing Destiny	7:20	28	Chapter 15	
stor		29	Chapter Nine: The Black Moment	10:06	29	— N/A —	
		30	Chapter Eleven: The Showdown	11:51	30	Chapter 16	
	11	31	The Novel Outline: Formulas, Plots and Subplots	14:08	31	Chapter 17	
6		32	Chapter Two: Promises, etc.	13:03	32	Chapter 18	
tline		33	Chapter Four: The New World	7:00	33	— N/A —	
1 Ou	12	34	Chapter Five: The Middle Cycle	11:52	34	— N/A —	
ve		35	Chapter Six: Failure	9:20	35	Chapter 19	
The Novel Ou		36	Chapter Seven: Lessons	8:07	36	Chapter 20	
	13	37	Chapter Eight: Achievement & Atonement	9:31	37	— N/A —	
		38	Chapter Ten: The Coming Storm	14:37	28	Chapter 21	
		39	Chapter Twelve: Denouement	16:29	39	Chapter 22	

	Week	Lesson	Title	Run Time	The Map	Zenda	Rough Draft	
Semester Two								
	14	40	How to Write a Chapter	19:44			Write a rough draft of	
		41	Creating Emotion	27:53			Chapter	
		42	The Illusion of Reality	14:10			1	
		43	Summary	19:07			Write a rough	
	15	44	Detail	13:14			draft of Chapter	
		45	Narrative Order	10:42			2	
		46	Dialogue	23:54			Write a rough	
	16	47	Gestures	7:59			draft of Chapter	
		48	To Be or Not To Be	16:33			3	
		49	Too Many Modifiers	10:36			Write a rough	
Writing	17	50	Sliding Eyes & Grasping Hands	7:12			draft of Chapter	
riti		51	Symbols	21:58			4	
\leq	18	52	Flashbacks	8:04			Write a rough	
		53	I Saw, I Heard	6:18			draft of Chapter	
		54	Raising the Stakes	6:56			5	
	19	55	What's Likely to Go Wrong?	17:33			Write a rough draft of	
		56	Falling Bodies	6:24			Chapter	
		57	The Character Interview	11:01			6	
	20	58	Setting	17:24			Write a rough draft of	
		59	Character Masks	7:43			Chapter	
		60	Character Handles	7:28			7	
		61	Unexpected Humor	11:46			Write a rough	
	21	62	Unexpected Tragedy	7:22			draft of Chapter	
		63	Unexpected Grace	6:51			8	

	Week	Lesson	Title	Run Time	The Map	Zenda	Rough Draft	
Semester Two								
	22	64	Cliches	6:06			Write a rough	
		65	Irony	11:35			draft of Chapter	
		66	Cliffhangers	7:50			9	
	23	67	Voice	9:17			Write a rough	
		68	Transparency	9:01			draft of Chapter	
		69	Double Disasters	7:51			10	
	24	70	Writing the Climax	10:53			Write a rough	
		71	Setups & Payoffs	6:05			draft of Chapter	
		72	Deus ex Machina	9:58			11	
		73	Loose Ends	8:35			Write a rough	
	25	74	Parting Words	10:01			draft of Chapter	
u		75	Revision & Rewriting	8:54			12	
sio	26	76	Revising by Verb	4:19				
Revision		77	Formatting Your Manuscript	6:53			Revision	
		78	Sharing & Publishing Your Novel	12:30				