

Other Worlds

Syllabus

This syllabus represents the content and structure of the revised version of *Other Worlds* released in 2022. The course is meant to be completed over one school year at a pace of three lessons per week. It fulfills one high school English / Language Arts credit.

Prerequisite: *The One Year Adventure Novel*

Because *Other Worlds* does not repeat the core instruction provided through *The One Year Adventure Novel* (OYAN) curriculum, it should be considered an educational sequel.

Description

Other Worlds is a full Language Arts curriculum comprising 72 lessons over two semesters. The content is rich in both literary study and professional writing expertise.

Author Daniel Schwabauer takes students who have already completed *The One Year Adventure Novel* on a year-long exploration of the genres of fantasy and science fiction. Students will not only grasp the concepts that underpin these forms but will also write a compelling speculative novel.

The course is taught on video and supplemented by a full textbook with assigned readings, a workbook focused on world-building and thematic structure, a pair of classic novels (*The Jungle Book* and *Deathworld*), and a Teacher's Guide.

Course Learning Outcomes

At the completion of this course, students will have successfully:

- ◆ Learned the history and theories behind the world's most influential genres.
- ◆ Discovered how to tell which ideas will work in a story and which ones won't—before they write.
- ◆ Explored the key concept of “otherness” in world-building.
- ◆ Learned to examine their own ideas critically.
- ◆ Written a rough draft of a speculative fiction novel.

Grading

Grading is based on the teacher's evaluation of the lessons in the workbook and the student's rough draft of a novel. Grading rubrics are explained in the *Teacher's Guide*.

Semester 1	Run Time	Semester 2	Run Time
Welcome to <i>Other Worlds</i>	6:32		
1. Other Worlds (An overview of the genres)	13:46	34. Story Beats (Types of story beats)	12:27
2. One Sentence Books (Creating a logline)	11:33	35. The Pre-Story World (The scene before the beginning)	9:38
3. The Five Elements (Summarizing via the five creative elements of Story)	12:29	36. Here There Be Dragons (Writing hooks)	15:30
4. Frankenstein's Monsters (Sci-fi themes)	13:56	37. The Golden Age (The glory years of science fiction)	11:52
5. Ancient Worlds (The roots of Fantasy)	12:14	38. State of Mind (Creating believable mental states)	14:54
6. The Price of Otherness (What price must be paid for the fantastic?)	12:38	39. Extreme State of Mind (Extreme mental states in narration)	11:28
7. World Building (What makes a world other?)	13:22	40. Revealing Truth (Progressive revelation)	15:17
8. Alien Races (The inhuman world: mapping humanoids)	12:33	41. Word Photography (The power of good prose)	11:51
9. Bug-Eyed Monsters (The creature world: mapping monsters)	16:20	42. Cutting the Thread (The role of the forbidden)	11:36
10. Uncommon Heroes (Dialing into the heroic)	14:04	43. Images & Concepts (When and how to manipulate the imagination)	8:55
11. The Story Goal (Making the Story Goal matter)	15:25	44. Through the Looking Glass (Descent into wonder)	13:08
12. Sharpening Knives (Creating dramatic villains)	11:45	45. Particular Accelerator (Characterizing situations through detail)	12:34
13. Unidentified Flying Otherness (The role of suffering)	14:02	46. Origin Story (Science fiction and history)	11:41
14. An Ideal World (Ideals as key to relevance)	16:35	47. Edge Dwellers (True heroes live at the edge)	16:21
15. Ugly Treatment (Turning the logline and synopsis into a treatment)	12:31	48. Ordinary Heroes (True heroes are relatable)	11:13
16. Conflicted (Levels of conflict)	12:23	49. Real Dialogue (Dramatic dialogue)	9:05
17. Great Lies (False beliefs and character change)	10:13	50. The Plot Shall Advance (The function of dialogue in plot)	12:43
18. Crucible (The value of plot crucibles)	8:51	51. Revealing Character (The function of dialogue in character)	14:36
19. The Image of Success (Establishing a closing image)	8:53	52. Dialogue Tips (Essential tips for dramatic dialogue)	10:07

20. This Chapter is a Disaster (The structure of Disaster scenes)	10:45	53. Causation (Stories must be structured causally)	8:49
21. What a Dilemma (The Structure of Dilemma scenes)	10:13	54. Utopia (The history of humanity's visions for Earth)	10:01
22. One: Sketching (How to sketch to avoid writer's block)	11:02	55. Pacing Action (How to pace an action sequence)	12:37
23. Three: Human Heroes (Connecting to the protagonist)	12:29	56. Focusing Action (How to focus an action sequence)	16:18
24. Six: Mirror, Mirror (Mirror moments)	14:09	57. Dark Worlds (The role of horror in spec-fic and the need for true hope)	9:38
25. Nine: Bankrupt! (Paying the price)	10:04	58. Wordsmiths & Storytellers (The two writing personalities)	11:32
26. Eleven: The Third Element (Expanding conflict)	14:07	59. Literary Symbols (Where real symbolism originates)	9:32
27. Twelve: Coming Home (Sketching resolution)	10:04	60. Death by a Thousand Lies (Telling the truth to oneself in fiction)	9:18
28. Two: The Two Selves (Creating human depth)	12:46	61. Joymakers (Writing from a place of joy)	10:17
29. Four: Showing Otherness (Exploring the new world)	10:35	62. Overwriting (Avoiding the dreaded purple)	12:35
30. Five: Characters Who Breathe (Characters in arcs)	12:30	63. Dual Purpose (How to make prose great)	13:37
31. Seven: I Feel Your Pain (Expanding the price of victory)	8:38	64. Deus ex Machina (The deadliest type of wrong ending)	9:07
32. Eight: Wonderama (The untamed wonder of the fantastic)	12:07	65. Writing Your Self (How to write what you know)	14:52
33: Ten: The Power of Principle (True story structure vs false)	11:12	66. Swords and Sandals (The development of Fantasy as a genre)	12:08
		67. The Story as Parable (Techniques of the parable can be useful)	12:52
		68. A Frayed Knot (Revisiting your resolution)	10:03
		69. Loss is More (The essential nature of endings)	6:37
		70. Ye Olde Mistakes (Revising by various common mistakes)	12:57
		71. Turning Points (Revising by turning points)	9:36
		72. Growing Things (Revising by character—and author—growth)	4:39

Instructor

Dr. Daniel Schwabauer, Th.D., is Assistant Professor of English at MidAmerica Nazarene University. Founder of Clear Water Press, Inc. and creator of *The One Year Adventure Novel*, *Cover Story*, *Other Worlds*, and *Byline* writing programs for homeschool students, Daniel's professional work includes stage plays, radio scripts, short stories, newspaper columns, comic books and scripting for the PBS animated series *Auto-B-Good*. His fantasy and science fiction novels have received numerous awards, including the 2005 Ben Franklin Award for Best New Voice in Children's Literature, the 2008 Eric Hoffer Award, and the Realm Award.

Daniel studied English under science fiction legend James Gunn (*The Immortals*) before graduating with honors from the University of Kansas with an M.A. in Creative Writing. He completed his doctoral work in semiotic theology with Leonard Sweet, another legend.