

Let's Make a Story

Creating a story is as easy and unleashing your imagination, then letting others in on the fun. Want to make a story? Here's how!

Think of two characters. They could be:

Cowboy 	Princess 
Dragon 	Firefighter 
Faery 	Astronaut 
Student 	Mule 
Unicorn 	Puppy 

Let your imagination go and see what you can think of.

Describe your characters that you see in your mind

Size

Age

Gender

Education level

Species

Whatever you can think of

Does your character have special powers?

Magic, second-sight, faery dust

What else is special about your character?

What does your character want more than anything in the world that he or she can't have?

Tell me what keeps your character from getting what he wants.

* Remember, if the character gets what he or she wants before the very end, you don't have a story to tell, because the story is all about what he learns when facing a problem.

You could tell the story however you want to. Some tell it with pictures. If you're not comfortable with pictures, you can tell the story with words. Don't worry about how you're going to invite others into your story world, just create it.

Think of a problem your characters can have
Describe how they live at the beginning of the story
Make up a journey
How do you want the story to end?

There are four ways to tell a story: **talking**, **writing**, **acting**, and **picturing** (as in comic books or graphic novels).

You can pick whichever way you want to tell your story.

A Story in Eight Pictures

1. Cut out pictures that look like the hero and heroine.
2. Design the first panel (like comic strip). You can use magazine pictures to paste, or you can draw, or both. This panel will show the first page of the story.
3. In the second panel, our hero and heroine have a problem. Show the problem and their reactions.
4. Next is the characters making a decision to act. Make a panel to show the process. For instance, the two of them might not agree on the best approach.

5. The fourth panel shows them on their journey. Be sure not to ignore the setting! There are five senses, sight, hearing, smell, taste, and touch. The journey should include all five.
6. Midpoint of the journey, they confront the problem (or bad guy) directly. Show this scary scene!
7. The hero and heroine overcome the problem or enemy. Show how they succeeded.
8. The eighth panel is the resolution. Show the main characters' emotions, and more importantly, the conclusion of their emotional journey.

Or You Can Write Your Story

Just follow the same eight steps as above, only write it down. Describe the characters and the situation. Be sure to let your characters tell the story. Let them speak and show your story to the readers.

Or You Can Act Your Story

You'll need a script. For each of the eight steps, write down the setting (where the scene is set) and the dialogue (what the actors say). Once you've written the script, you'll need some actors, a director, and people to help with the props. This is a lot of work but the good news is you can charge admission!

Setting: You can use butcher paper or poster board to draw the background to your story. Is it in a living room? A desert? A forest? Once you know where it's set and can get an artist to draw the backgrounds, you can concentrate on the props. Will your characters need magic wands? How many? Tea cups? How many? Whatever they need. Keep in mind that horses and other animals don't do well on stage, so stuffed animals are a better bet.

Rehearsal: You'll need time for all the actors to learn their lines and their cues (where they're supposed to stand)

Program: The program is a handout you give to each member of your audience. It contains the name of the play, the playwright, the director, the producer (person who gives you the money for supplies) the cast (the actors' names and their corresponding characters' names), and the crew (lighting, sound, ushers—people who hand out the program or took tickets. Don't leave anyone off who helped you, especially those who sold tickets. You'll learn later that the ticket sellers end up

being the most important people in the production. Why? Because that money funds your next production.

Or You Can Tell Your Story

Buy some notecards and write keywords to remind you of the setting and the dialogue. For rehearsal, practice in front of a mirror, and be sure not to stare at your notecards during your performance. Maybe your parents have a recorder you can use so you can hear how you sound. You might want to make some story points clearer, or you might want to change the pitch of your voice in certain places. When you hear it, you'll make those decisions. Once you're satisfied with how you sound, you're ready to go on stage.

Overview

No matter how you tell your story, it will still require the same elements to entertain your audience. In genre fiction, we expect heroes to act in an honorable way and the villains to be evil. There can be surprises and stumbles along the way, but in the end, the hero, if he's strayed from the heroic path, will have to do the right and honest deed to redeem himself.

The main thing is to have fun, because in a story, you can go anywhere and be anyone or anything. How cool is that?