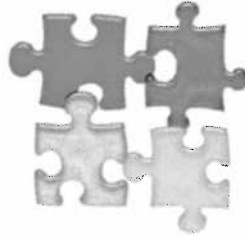

Putting It All Together



BEGINNING

Introduce Character(s)

Introduce Setting

Set up the Problem

MIDDLE

Find Out More about the Problem

Figure Out How (or if) the Characters Will Solve It

END

Resolve the Problem

End the Story

Find the Prezi at: <http://prezi.com/cuslzj31etpg/successful-storytelling-for-tms/>

Questions to ask about character



**What kind of creature is he? Animal?
Vegetable? Mineral?**



**What does he look like? Does he have
friends? What is his favorite color? Toy?
Food?**

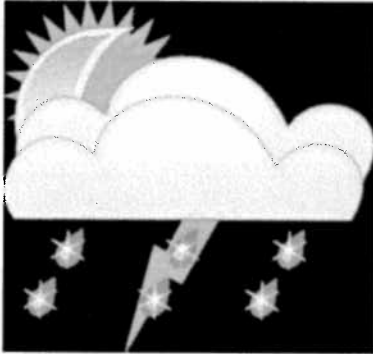


**How old is he? Does he have a job? How
does he spend his time? Does he have a
hobby?**



**What does he sound like when he
talks? How does he move from place
to place? What are some of the things
he doesn't like?**

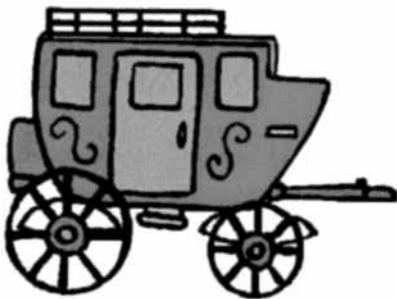
Questions to ask about setting:



How can you show what the weather is like, or what time of day it is? Why would that be important to the story?



A setting is more than just what something looks like. How might you tell your audience about how this bakery smells, or what it sounds like? How could you use taste?



When the story takes place can be as important as where it takes place. Is it in the past? The present? The future? What are ways you can tell the audience when a story takes place?



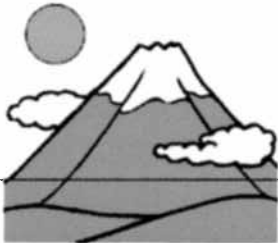
Your setting can be anything that you can imagine. What are some unusual settings?

What about problems?

Problems can be large (a huge storm) or small (you have a hat that I want). They can be serious or silly. Some ideas for problems:



Is something broken? How did it get broken? Was it an accident? Can it be fixed? How?



Is someone going on a journey? Is someone coming to visit? What problems could arise on the trip? What happens if someone gets lost?



What is making the character sad? How can the character become happy?

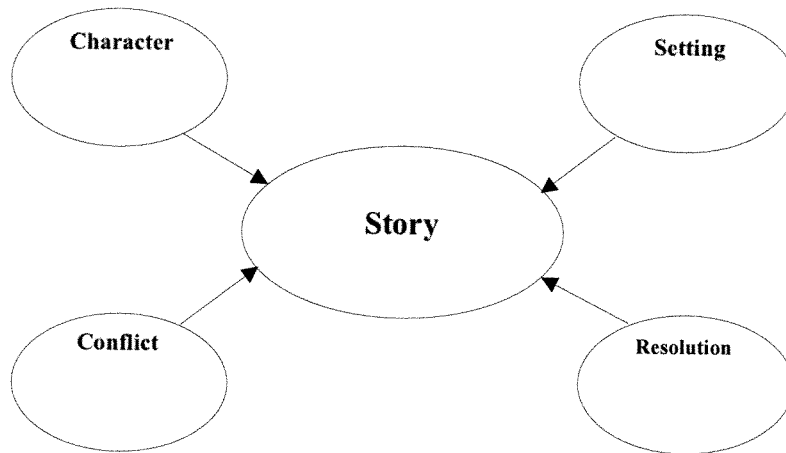


Is there something the character wants but doesn't have? Does he get what he wants? What if he wants to get rid of something, how does he do that?



Has the character lost something? Has the character found something that belongs to someone else?

Integration



How do you bring it all together?

What does integration mean?

1. Show rather than tell. Don't have a character give a lecture on, say, what causes thunder. Have two bits of air and a lightening bolt act it out.
2. Every element of character, setting and conflict and resolution should be relevant to the story. If there is no farm or beanstalk, it is unlikely that a cow would wander through. That might not be the case if the characters are cows and the setting is Chik Fil A.

A final thought:

A skit, with dialogue, is not the only way to tell a story. Think of the ways that stories are brought to life.

1. Dance – from formal (ballet) to traditional, such as indigenous dances that tell the story of creation.
2. Poetry – epic (Hiawatha) and otherwise
3. Music – opera, traditional and everything in between.
4. A combination of all of the above.

Rules and Advice for Fairy Tale Folk



1. A cow is worth more than a few beans.
2. Straw and wood are not the sturdiest of building materials.
3. Never promise your first born to a man who can spin straw into gold.
4. Avoid sharp objects, especially needles on spinning wheels.
5. Never take apples from old ladies.
6. Breaking and entering is a crime.
7. Do not stray from the path and don't talk to canine strangers.
8. Anyone who lives in a house you can eat must have something wrong with them.
9. Do not play ball games near water.
10. Always keep an eye on the time.
11. Having long hair is often an advantage.
12. Don't take roses from other people's gardens.