



YPIP

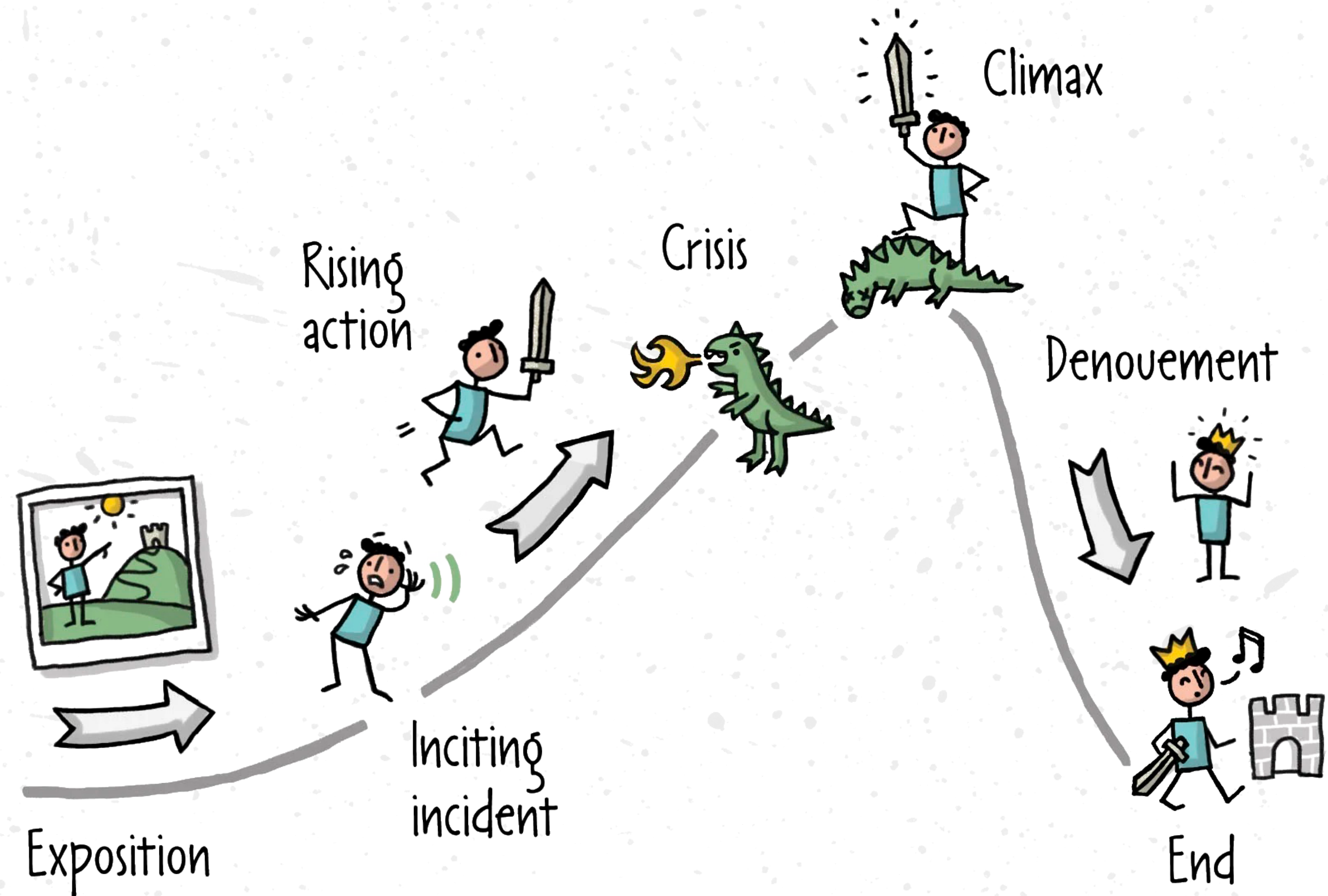
STRUCTURE

IT'S TIME TO BUILD YOUR STORY

Your story should have a beginning, middle, and end. Let's take a look at a standard type of story structure.

It can be helpful to know what a traditional structure is, but there are many other story shapes:

- nonlinear
- cyclical
- kaleidoscopic



Graphic from The User's Journey by Donna Lichaw

ELEMENTS OF STRUCTURE

EXPOSITION

Background information your audience needs to understand the situation.

INCITING INCIDENT

The event that makes this day unlike any other for the protagonist. It determines the protagonist's goal, and it incites change.

RISING ACTION

The chain of events happening to the central character. The essence of drama. Plot is suspenseful only with choices, and choices are interesting only if they conflict with each other.

CLIMAX

The moment of no return - when the protagonist must change, grow and learn!

FALLING ACTION & RESOLUTION

How the play ends.

THINGS TO CONSIDER

Remember the
simple formula:

It starts when...
It changes when...
It ends when...

Having a good structure,
with a beginning, middle,
and end, gives your play a
rhythm and a shape and a flow
that moves the action forward and
pulls the audience in. Conflicts
and obstacles are what make your
play interesting. When we see
how a character deals with
complications in life, we learn
about them.



NOW YOU TRY!

For this exercise, write or draw the moments of your play, using these questions as an outline:

- What does your audience need to know?
- What happens that starts your protagonist on their adventure?
- What obstacles do they have to overcome along the way?
- How do they ultimately solve their problem?

