Story line

Beginning- Introduce character & main problem. See e.g.

Middle - Meet good character (mentor) then meet bad character (obstacle)

End - Resolution and meet another character (obstacle)

Word Bank

Main Character

Mentor - Good Character (Someone to help: like Dory/Crush)

Nemesis - Bad Character (Obstacle like the Sharks)

Main Problem (Dilemma)

Your main character has been kidnapped. e.g. "While sleeping I suddenly woke but when I opened my eyes I could only see blackness. From this I deduced I was in a canvas bag and someone was moving me. I could hear the sound of a van screeching along the road and smell, oh the smell it was like a combination of human body odour and fresh cut grass. When who ever these people were opened the bag I pushed passed them with all my might and ran quickly as far as I could. I think they took me to a farm because now I'm hiding in the cornfield and I need to find my way home."

Other problem

Resolution

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Tips:

The hero may be more like Pac Man than a demigod.

A hero is not necessarily all-powerful and may even be a reluctant leader. The word 'hero' means someone dedicated to protect and serve the group — a definition suggesting humility, generosity, a lack of selfishness and an element of sacrifice. Furthermore, the hero — like Pac Man — may be missing a wedge. He or she might not be a team player, might blame others all the time, or might be unable to forgive him or herself for a past action. The hero therefore needs to learn a lesson along these lines and the story teaches that lesson, giving the hero a "final exam" at the end of the journey to test whether or not the lesson has been learnt. If the hero fails the exam, the story becomes a tragedy.
Remember: In finding Nemo, Marlin's flaw was he was really nervous.

The audience must be able to relate to the hero.
You may detest the hero in a story but he or she does have to be relatable, possessing a recognisable human quality or lack.
In finding Nemo: We understand that Marlin is overprotective not wanting Nemo to play and is worried when Nemo gets taken.

There must be a cheering interest.
It's hard for audiences to connect with a story until they know what the main character wants. Once you know what the hero wants, you want it too. The character might say: "This is a boring town. I wish something would happen for a change." That will get the story's attention. Sometimes the character's wish isn't expressed verbally but, if we like them and relate to them, the wish may be implied.

Type of Character:

- **Heroes**. Central figures in stories. Everyone is the hero of his or her own myth. [Harry Potter, Frodo, Martlin (Not Nemo)]
- **Mentors (Good Character)**. The hero's guide or guiding principles. A great coach or teacher [Dory/Crush]. Think about a trait; forgetful, bossy, manipulative, do they have an agenda.
- **Nemesis (Bad Character).** The enemy of the hero who wants to stop him/her achieving their goal.