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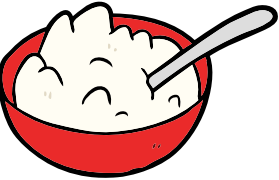
WHAT'S THE BIG PROBLEM??

For a story to be FUN, the character has to have some kind of PROBLEM to solve. Let's use Goldilocks and the Three Bears to learn how problems make a story.



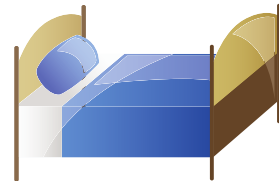
One morning Goldilocks went for a walk in the woods and came upon a house. She knocked but no one was home.

How would the story change if the bears had been home?



On the table were three bowls of porridge. She sat down and tried the first one but it was too hot. The next was too cold but the third was just right and she ate it all.

How would the story change if they all tasted the same?



Feeling tired, Goldilocks laid down on the first bed but it was too hard. The second was too soft. But the third was just right and she fell fast asleep.

Goldilocks is about to have a big problem! Can you explain her big problem?

