

Name: _____

Date: _____

THE PLOT THICKENS

The plot of a story is what gives the main character a journey. Sometimes that journey is quick, with only a few wrong turns, and sometimes it's a long, twisty path to explore. Use the prompt below to plot a winding journey!

Rufus loved to explore, and he always hoped to make a great discovery. One day, a strange looking map came in the mail from an uncle he never met. The map looked like his neighborhood, but it had strange writing on it. His uncle had scribbled something on the back of the map, but all Rufus could read was "watch out...will try to...greatest discovery ever, but..."

INCITING INCIDENT

What sparks Rufus to take this journey?

BUT FIRST...

What challenge does Rufus meet first?
How does he solve it?

AND THEN...

Who or what gets in Rufus's way next?
How does he get past this?

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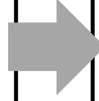
Who or what gets in Rufus's way next?
How does he get past this?

DECISION TIME

What difficult decision does Rufus have to make about the path forward?

THE VILLAIN!

Who or what is the final challenge that Rufus must get through to make his great discovery?



BUT FIRST...

What does Rufus need to learn or find to help him with this final challenge? Does anyone help him?



THE CLIMAX

Describe the clash between Rufus and the villain. How does the villain try to stop Rufus? How does Rufus solve the problem?



THE REWARD

What is Rufus's great discovery? What did the map lead him to?



THE ROAD HOME

How does the story end? Are there any challenges on Rufus's road home? How has Rufus grown as a person on this journey? What is different about him now?