# PLANNINGTO The turning point;

the point of greatest suspense or action.

**CLIMAX** 

Action and events that occur after the climax that will wrap up the story.

Events that lead to the climax. Character often attempts to solve the problem, but fails.

RISING **ACTION** 

**FALLING ACTION** 

**EXPOSITION** 

Beginning of the story that introduces:

- Characters
- Setting
- Conflict

RESOLUTION

End of the story where the conflicts and problems are solved.

# FREYTAG'S PYRAMID

### GET INSPIRED!

• Refer to our contest **Web Page** for some examples of time travel books to read.

#### PLAN AND WRITE YOUR STORY

- Plot your story elements.
- Storyboard your time travel story on 4"x6" note cards to plan your book space.
- Arrange (and rearrange) the cards before you write your 1st draft.
- On practice paper, write a story draft. You may copy kit pages to practice on.
- Plan your illustrations to match each page or spread.
  - Follow rules on illustration layout.
- Check that you are following all rules and the rubric.
- Make changes on your practice papers.

#### TRANSFER YOUR WORK TO THE OFFICIAL KIT SHEETS

- Neatly write your story on the kit pages and draw your illustrations.
- Create your title and cover page LAST!
- We recommend copying/photographing your story to keep as a backup until receiving your print copy.

## SUBMIT YOUR STORY FOR JUDGING

• Refer to rules page for submission requirements.



