

Narrative writing – story plot outlines

Y1

Conquering the Monster Tale:	Generic Structure:
Opening	Introduce the MC(s) all is well
Build up	A monster appears and causes problems
Problem	The monster is difficult to defeat
Resolution	MC defeats monster
Ending	All is well again

Wishing Tale:	Generic Structure:
Opening	MC wants something badly
Build up	MC tries to get it
Problem	MC is prevented by some sort of difficulty
Resolution	MC overcomes difficulty
Ending	MC get what they want – was is worth it?

Losing Tale:	Generic Structure:
Opening	MC has something precious
Build up	MC sets off with the precious item
Problem	MC loses the precious item and has to search for it/face the consequences
Resolution	The precious item is found
Ending	MC vows to keep item safe and reflects on feelings or learns a lesson

Finding Tale	Generic Structure:
Opening	Introduce the MC
Build up	MC goes somewhere and finds somethingunusual/amazing/important
Problem	Something goes wrong and it is the fault of the object found
Resolution	MC has to put object back/throw it away/hide it/call for help/sort it out
Ending	All is well again and lessons have been learnt.

Y2

Revisit:

Conquering the Monster Tale:	Generic Structure:
Opening	Introduce the MC(s) all is well
Build up	A monster appears and causes problems
Problem	The monster is difficult to defeat
Resolution	MC defeats monster
Ending	All is well again

Wishing Tale:	Generic Structure:
Opening	MC wants something badly
Build up	MC tries to get it
Problem	MC is prevented by some sort of difficulty
Resolution	MC overcomes difficulty
Ending	MC get what they want – was it worth it?

Teach

Warning tale:	Generic Structure:
Opening	MC(s) are warned not to do something
Build up	MC(s) do what they have been warned against
Problem	Something goes wrong and the MC(s) are in trouble
Resolution	MC(s) are eventually rescued
Ending	MC(s) are told off/punished for not listening to the warning.

Rags to riches Tale:	Generic Structure:
Opening	Introduce the MC
Build up	MC is sad/lonely/treated badly
Problem	MC has to face difficulties because of their situation
Resolution	MC overcomes difficulties/Is helped to overcome the difficulties
Ending	MC achieves happiness /wealth/recognition

Y3

Revisit

Losing Tale:	Generic Structure:
Opening	MC has something precious
Build up	MC sets off with the precious item
Problem	MC loses the precious item and has to search for it/face the consequences
Resolution	The precious item is found
Ending	MC vows to keep item safe and reflects on feelings or learns a lesson

Finding Tale	Generic Structure:
Opening	Introduce the MC
Build up	MC goes somewhere and finds something unusual/amazing/important
Problem	Something goes wrong and it is the fault of the object found
Resolution	MC has to put object back/throw it away/hide it/call for help/sort it out
Ending	All is well again and lessons have been learnt.

Teach

Journey Tale:	Generic Structure:
Opening	MC goes on a journey
Build up	Something small goes wrong
Problem	Something worse happens Something even worse happens
Resolution	The obstacles are overcome
Ending	MC gets there in the end

Meeting Tale	Generic Structure:
Opening	Two MCs meet
Build up	MCs disagree and go their separate ways
Problem	Something happens to one MC
Resolution	The other MC saves/helps them
Ending	MCs make friends/agree

Y4

Revisit

Warning tale:	Generic Structure:
Opening	MC(s) are warned not to do something
Build up	MC(s) do what they have been warned against
Problem	Something goes wrong and the MC(s) are in trouble
Resolution	MC(s) are eventually rescued
Ending	MC(s) are told off/punished for not listening to the warning.

Rags to riches Tale:	Generic Structure:
Opening	Introduce the MC
Build up	MC is sad/lonely/treated badly
Problem	MC has to face difficulties because of their situation
Resolution	MC overcomes difficulties/Is helped to overcome the difficulties
Ending	MC achieves happiness /wealth/recognition

Teach

Tale of Fear:	Generic Structure:
Opening	MC is afraid of something and is worried about it/gets teased about it
Build up	MC starts to do something
Problem	What MC fears actually happens
Resolution	MC overcomes the fear
Ending	MC has conquered the fear/reflects/looks to the future

Character flaw Tale:	Generic Structure:
Opening	Introduce MC and situation
Build up	Character flaw is revealed
Problem	The flaw leads the MC into trouble
Resolution	MC learns a lesson and changes their ways
Ending	All is well for the future because of the change