

6 part story making method

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| <p>Section 1: Main character in setting</p> <p>In this section draw the main character in their setting, not someone you know or yourself.</p> | <p>Section 2: Task</p> <p>Main character set a task. In section draw to represent the task/mission/goal(s) of the main character</p> | <p>Section 3: Helpful factors</p> <p>Main character finds/ meets some guardians or special powers to help them. Draw to represent the kinds of support/ resources your character has that he/she could call upon while seeking to achieve his/her task</p> |
| <p>Section 4: Obstructing factors</p> <p>Either a character or 'force' appears to make achieving the task harder Draw to represent obstacles that might stand in the way of the character achieving his/her task/mission/goal(s)</p> | <p>Section 5: Main action or turning point.</p> <p>Is the obstacle overcome and the task achieved or not? Draw to represent ways the character might cope with and overcome the obstacles or what happened if they didn't.</p> | <p>Section 6: Main Consequences of main action.</p> <p>What happened next – the consequences of the main action. Draw to represent how the story ends.</p> |