

WHAT IS STORY STRUCTURE ?

**Before Proceeding With The ‘What Is Story Structure ?’ Lesson,
Listen To The Beyonce Song It References: ‘Daddy’s Lessons’**

(Free online – just put ‘Daddy Lessons’ in search bar)

If you’ve never heard it before, listen to it first just to hear the song’s lyrics and to experience musically where it takes you.

The second time you listen, make a list of details that stand out to you.

(From specific song topics to descriptions, to a particular line of lyric or a refrain of music, to what you identify with or don’t, etc.)

YOUR NOTES ON ‘DADDY’S LESSONS’

1.

2.

3.

4.

5.

DESCRIBE YOUR 'ORDINARY WORLD'

List Information About Your Regular, Everyday World

(It's 'regular' to you, not necessarily to somebody else)

1. Name (4) different people you see often in your everyday life (*though not necessarily everyday*), and list your relationship to them / role:

- i)
- ii)
- iii)
- iv)

2. Describe (2) two important locations where you regularly spend time:

- i)
- ii)

3. What are (3) key 'Props' you regularly use in your life ?

'Props' is a film term for any object an actor handles with their hands – from a book to a plate to the wheel of a car (*a car is called an action prop*).

- i)
 - ii)
 - iii)
-

CREATE A NEW IMAGINARY 'ORDINARY WORLD'

Use Details From Your Life To Come Up With
An Imaginary Story That Is Not About Your Life At All !

1. Choose (2) roles from #1 above to create imaginary characters, giving them names, ages, and contrasting personality traits (*example – nervous, happy, charming, disagreeable, etc.*):

i) Character 1:

ii) Character 2:

2. Name one character the hero (or protagonist) and one character the villain (or antagonist), which means they are going to disagree or fight. Who is:

Hero / Heroine:

Villain:

3. Choose the story's setting from one of your two listed locations, adding new details.

The Location Is:

4. Choose at least one key prop from the listed that you will have a character use.

The Key Prop is:

CHOOSE AN 'INCITING INCIDENT'

Come up with two different 'Inciting Incidents' (*as described on pg. 8*) that could disrupt the new world you have imagined. The disruption could be funny, scary, sad, or magical --- *Just not anything that has actually happened to you*. You DON'T have to know how your story will end. NOW HAVE FUN DISRUPTING THE ORDINARY WORLD ! :

1. Inciting Incident #1:

2. Inciting Incident #2:

(3) MINUTE EXERCISE ! : DEVELOP ACTION / PLOT (SET TIMER)

DON'T STRESS ! Write down the ideas that come out first. Sometimes when you go back and look at a half-baked idea, you start to see the half that was missing, and you stumble into a great idea.
GREAT IDEAS OFTEN START AS STUPID IDEAS !

Choose (1) of the Inciting Incidents above to develop into a story. After the Inciting Incident has happened, describe (2) new situations that happen next, one after the other, to make the problems caused by the Inciting Incident worst ! The villain should be responsible for one of the situations.

1. Happens Next #1:

2. Happens Next #2:

EXTRA CREDIT: FINISH YOUR STORY

This exercise is just to get you thinking about steps that go into building a story. But if you have created a story idea you like, stay with it !