

THE DECISION DRIVER

In *The Wilds*, premiering December 11 on Amazon Prime Video, the characters must figure out who they are — strengths and weaknesses — and what they want to become. In any story, a flat character is one a reader or viewer learns little about. As we learn why characters think as they do, they take on added dimensions.

PART 1 With a partner, choose one character from *The Wilds*. Use this graphic organizer to identify a decision she might make based on what you know about the situation on the deserted island. Think about how that decision might drive what happens to her next. Some possible character decisions are provided below or you can come up with ideas of your own.

Decision #1	CHARACTER	Decision #2
_____	_____	_____
Outcome	POSSIBLE DECISIONS	Outcome
_____	Pushes someone away.	_____
_____	Does something helpful or mean.	_____
_____	Practices or shares a skill.	_____
_____	Makes friends with someone.	_____
_____	Gives into a fear.	_____
_____	Takes the lead.	_____
_____	Shares and faces a fear.	_____
_____	Isolates somewhere.	_____
_____	Makes a plan.	_____

PART 2 Now use the organizer below to explore the decisions your character might make — and their possible outcomes — when she/he faces the type of challenge you have imagined for your story. Use your ideas to write a first person narrative for your character on a separate sheet of paper. Describe a scenario in which your character faces a challenge, makes a decision, and lives with it. Write through the eyes of your character and try to include their experience of the situation (sight, smell, sound, taste, touch) and the emotions your character feels.

Decision #1	Decision #2
_____	_____
Outcome	Outcome
_____	_____
_____	_____
_____	_____

Which is harder — surviving your teenage years or surviving on a deserted island?
Find out on *The Wilds*, beginning December 11 on Amazon Prime Video.
Episode 1 streams FREE December 11-25 on Amazon.com/TheWilds

