

IN QUEST OF A STORY: A WRITER'S GUIDE

All stories include the following basic elements. Keep this in mind as you build your story.

- **Theme** – the idea or lesson “why” of the story
- **Characters** – who the story is about
- **Setting** – where and when the story takes place
- **Plot** – events that happen in a story and occur in a sequence of beginning, middle, and end
- **Problem/Conflict** – challenge that the story is based upon
- **Resolution** – ending of story where conflict is resolved



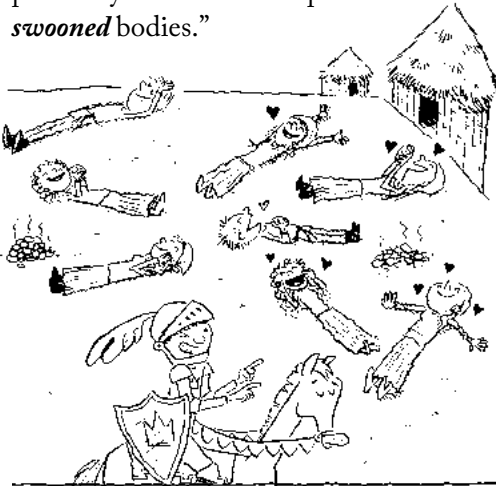
Vocabulary Boosters!

Keep your readers interested by including powerful vocabulary “boosters” throughout your story, just like in *Once Upon a Tim*, by Stuart Gibbs. Here are some fun examples.

SWOON (pg. 58):

To faint from extreme emotion

Example: After Prince Ruprecht passed by “the street was piled with *swooned* bodies.”



APOPLECTIC (pg. 37):

Really, really angry

Example: “He was *apoplectic* that his tryouts were so poorly attended, as he felt it meant that his subjects didn’t like him very much.”



CANTANKEROUS (pg. 53):

Bad-tempered

Example: “Nerlim had roused him, but Prince Ruprecht was groggy and *cantankerous* and took his sweet time getting dressed and ready.”



BORBORYGMUS (pg. 81):

Weird gurgling noise your stomach makes sometimes

Example: “The first sign that something was wrong was a very loud *borborygmus*.”



EXPEDITIOUSNESS (pg. 146):

Speed

Example: “In this way, we would avoid all of the various perils and arrive home with considerable *expeditiousness*.”



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