

ACTIVITY 2

THE ADVENTURE TAKES SHAPE

It's time to add details to the bard's story to develop your plot. In the plot, events lead to the problem, then the climax of the story, which is the most exciting part of the story when the problem is usually solved. Great stories also contain themes, which are important messages or lessons learned. This usually happens at the resolution, or conclusion, of the story. The theme and plot connect the four story elements and drive the growth of the characters.



PART 1: Create a plot timeline for your story using the four story elements you created and the diagram below. Finish with the resolution/conclusion and the theme or lesson the characters learn. Use the examples from D&D in the table below to help you, or think of your own.

The Problem		Climax	The Solution		Resolution/Conclusion
Beginning/Conflict	Rising Action Event		Falling Action Event	Falling Action Event	

Theme or lesson learned by characters: _____

EXAMPLES FROM DUNGEONS & DRAGONS

Events
Thieves steal a precious item
Spies reveal an army is about to attack
A monster is terrorizing a nearby town
A magical item belonging to the Queen has gone missing
The royal dragon was kidnapped
Your enemies have trapped you and your companions in a dungeon
A mysterious figure appears and gifts you a magical item
You use your wits and smarts to escape a trap
You work together with your companions, each using a unique skill, to defeat an enemy
You receive valuable advice from a wise person

Themes or lessons learned
Perseverance
Courage/Bravery/Heroism
Teamwork
Good vs. evil
Problem-solving
Friendship
Learning to trust /faith
Survival
Humans vs. Nature
Justice/redemption

PART 2: Using your answers from Part 1, write a brief summary of your story on the back of this sheet.

