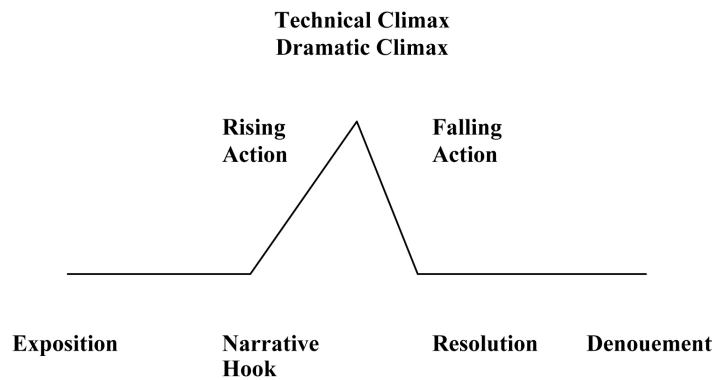# Section 1.2.1 Plot Line Graphic Organizer and Writing Skills

Section Objectives

- Use a story map graphic organizer

- Write a persuasive paragraph detailing plot

Technical Climax
Dramatic Climax

Rising Action   **Falling Action**

Exposition   **Narrative Hook**   **Resolution**   **Denouement**

To help a student read and understand a piece of fiction, many times a story line is made to keep track of the main action in a story.

In fiction, such as short story or a novel, the **story line** is basically the main elements of a story, called **plot**.

The story line or plot development many times will be discussed in the form of a **plot line**, **a story map**, or a **plot mountain**. In this lesson, the **plot line** will be the term used for the steps of developing **a plot** or **a story map.**

A **plot line** is a quick graphic that helps a reader focus on the main action of a story. Basically, this plot line should cover eight areas if possible. Of course, because writing a short story is a creative endeavor, some authors do not always follow the standard pattern. For that reason, you will find many variations of this basic pattern. Always keep this in mind. Sometimes, you will not find all eight of these elements. Be able to recognize this and analyze why the author intended to be different.

A normal plot line involves these **eight elements**:

1. Exposition: Setting and situation of the beginning of the story

2. Narrative Hook: The beginning of the conflict which grabs the reader's attention and throws him/her into the story

3. Rising Action: Every happening that enables the conflict to develop – usually many, many details

4. Technical Climax: The point where the reader can infer or predict how the conflict will be resolved

5. Dramatic Climax: The point in the story where the reader feels the most intense interest or emotion

   Note: Sometimes the technical and dramatic climax are the same, but not always.

6. Falling Action: Happenings after the climax has been reached – could be a great deal or just a few ideas

7. Resolution: outcome of the conflict

8. Denouement: An Epilogue – the final resolution – especially of all the other little elements of the story, not necessarily part of the major conflict – sometimes part of the minor conflicts –not in some stories

Practice Writing Prompt For Developing a Plot Line (Story Map) for a Story

Choose a story that you have read, heard from a friend, experienced yourself, made up, or seen on television, on the stage, or in the movie theater.

Persuasively, explain why this is a good action story or adventure, based on the details used from the story and the sequence of these details in the story.

Conflict

When you read a story, decide on the **main conflict**. Many stories can have several conflicts, especially if the story has subplots. Listed below are some of the main conflicts you will encounter in literature as you read short stories, novels, dramas, and epic poems:

Man versus Man
One person or group against Another

Man versus Society
Individual against Society

Man versus Nature
Man against the forces of Nature

Man versus Himself
Man against His Inner Nature

Of course, theoretically, you might come up with another type of conflict, but these four conflicts form the basis of discussion of conflict about most fiction pieces.

Possible Writing Process Steps For Writing Prompt

1. To try to write for this prompt, you might start thinking of all the good stories you have read, personal stories that you have heard, both others and yours, and all the stories you have seen in the media.

   Brainstorm for stories that interest you. Be sure you understand the details of the story.

2. After you find a story that interests you and one that you understand, you could brainstorm for the basic details of the story.

3. Try to think of the major conflict of the story.

4. Fill out a Plot Line Graphic, similar to one in this lesson. However, if you can come up with your Plot Graphic Organizer, you can use it.

5. You could spend some time analyzing your Plot Graphic Organizer to think about why you think this is a good story so that when you write about this story, you are not just retelling the story, but you are explaining **persuasively** why this story is an exceptional story.

6. Maybe, come up with three basic reasons why this is a good story so that you might start creating an outline to follow if you end up writing for this prompt.

Sample Three Areas: Rising Action

Dramatic Climax

Resolution

7. Formulate a Thesis:

Sample Thesis:

A close-up of a fly.

When I was a teenager, I saw a movie with my mother,called THE FLY, which held my attention all these years and remains to be one of the best action science fiction stories I have ever seen because of its rising action, its dramatic climax, and its resolution.

8. First Draft:

    Introduction: Attention Getter

    Thesis

    Purpose / Tone: Persuasive (Convince others that this deserves to be considered one of the best stories ever told.)

    Body: Three Parts the Plot Line:

        Build Persuasive Argument:

        Rising Action Details

        Dramatic Climax Details

        Resolution Details

    Conclusion: Thesis

        Strong Emphasis on three areas

        Review of three persuasive reasons

9. Revisions

10. Test: Have others read the story and see if they understand the   story and if they like it.

11. Final Version

12. Before you do the final copy, you might like to analyze your writing with the following rubric to think about how well you have written your piece.

13.

Sample Rubric

1. **<u>Focus</u>**:

    5 Points   Excellent direction (Thesis)

    4 Points   Good direction / Weak in a few minor places

    3 Points   Some direction / Weak in some places

    2 Points   No real direction / Some Attempt

    1 Point   No real effort

2. **<u>Content</u>**

    5 Points   Excellent depth (details) and perceptions

    4 Points   Good depth (details) and perceptions

    3 Points   Needs more depth and details

    2 Points   No real depth / A few details

    1 Point   No real depth at any level

3. **<u>Organization</u>**

    5 Points   Excellent plan that can be seen / Great Coherence

    4 Points   Good plan / Coherence a little weak

    3 Points   Evidence of a plan, but weak

    2 Points   Very weak plan

    1 Point   No real plan

4. **<u>Style</u>**

    5 Points   Strong Individual voice / Fluent Sentence Structure Appropriate Vocabulary

    4 Points   Good Individual voice / Decent Sentence Structure Appropriate Vocabulary most of the time

    3 Points   Weak Individual voice / Sentence Structure Problems / Weak Vocabulary

2 Points   No real voice / Awkward Sentence Structure /Weak Vocabulary

1 Point   No real voice / Poor Sentence Structure /Weak Vocabulary

5.   **<u>Conventions</u>**

5 Points   Excellent grammar, usage, punctuation, capitalization, spelling, manuscript form, etc.

4 Points   Good grammar, usage, punctuation, capitalization, spelling, manuscript form, etc.

3 Points   Weak grammar, usage, punctuation, capitalization, spelling, manuscript form, etc.

2 Points   Poor grammar, usage, punctuation, capitalization, spelling, manuscript form, etc.

1 Point   Extremely poor grammar, usage, punctuation, capitalization, spelling, manuscript form, etc.

Growth Activities

1. You might try drawing a plot line graphic for a short story you have read, or use computer graphics to design the plot line.