Plot Writing Strategy

Plot writing strategy teaches students have to write in sequence of events using specific details to describe what the character(s) are doing and the actions they take at each level of the writing.

Activity:

1st Teach vocabulary:

1. Exposition
2. Rising Action
3. Climax
4. Falling Action
5. Resolution
6. Archetype model, epitome, protype of character
7. Transformation- what it means when a character changes, experiences alterations or conversion
8. Revelation
9. Threshold
10. Atonement

2nd Teach the Hero’s Journey plot line





**Did You Know:** *Carl Jung is the one that has defined 12 archetypes that symbolize basic human motivations, as well as drive our desires and goals. These archetypes resonate with us so much that we continue to tell stories about them.*

The term "archetype" has its origins in ancient Greek. The root words are archein, which means "original or old"; and typos, which means "pattern, model or type". The combined meaning is an "original pattern" of which all other similar persons, objects, or concepts are derived, copied, modeled, or emulated.

12 Types of Archetypes & 4 Category Types

The Soul Types

The Self Types

The Ego Types

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| **Traits** | **The Innocent** | **The Orphan** | **The Hero** | **The Caregiver** | **The Explorer** | **The Rebel** | **The Lover** | **The Creator** | **The Jester** | **The Sage** | **The Magician** | **The Ruler** |
| **Motto:** | Free to be you and me | All men and women are created equal | Where there's a will, there's a way | Love your neighbor as yourself | Don't fence me in | Rules are made to be broken | You're the only one | If you can imagine it, it can be done | You only live once | The truth will set you free | I make things happen. | Power isn't everything, it's the only thing. |
| **Core desire:** | to get to paradise | connecting with others | to prove one's worth through courageous acts | to protect and care for others | the freedom to find out who you are through exploring the world | revenge or revolution | intimacy and experience | to create things of enduring value | to live in the moment with full enjoyment | to find the truth. | understanding the fundamental laws of the universe | control |
| **Goal:** | to be happy | to belong | expert mastery in a way that improves the world | to help others | to experience a better, more authentic, more fulfilling life | to overturn what isn't working | being in a relationship with the people, work &surroundings they love | to realize a vision | to have a great time and lighten up the world | to use intelligence and analysis to understand the world. | to make dreams come true | create a prosperous, successful family or community |
| **Greatest fear:** | to be punished for doing something bad or wrong | to be left out or to stand out from the crowd | weakness, vulnerability, being a "chicken" | selfishness and ingratitude | getting trapped, conformity, and inner emptiness | to be powerless or ineffectual | being alone, a wallflower, unwanted, unloved | mediocre vision or execution | being bored or boring others | being duped, misled—or ignorance. | unintended negative consequences | chaos, being overthrown |
| **Strategy:** | to do things right | develop ordinary solid virtues, be down to earth, the common touch | to be as strong and competent as possible | doing things for others | journey, seeking out and experiencing new things, escape from boredom | disrupt, destroy, or shock | to become more and more physically and emotionally attractive | develop artistic control and skill | play, make jokes, be funny  Weakness: frivolity, wasting time | seeking out information and knowledge; self-reflection and understanding thought processes. | develop a vision and live by it | chaos, being overthrown |
| **Weakness:** | boring for all their naive innocence | losing one's own self in an effort to blend in or for the sake of superficial relationships | arrogance, always needing another battle to fight | martyrdom and being exploited | aimless wandering, becoming a misfit | crossing over to the dark side, crime | outward-directed desire to please others at risk of losing own identity | to create culture, express own vision | frivolity, wasting time | can study details forever and never act. | becoming manipulative | being authoritarian, unable to delegate |
| **Talent:** | faith and optimism | realism, empathy, lack of pretense | competence and courage | compassion, generosity | autonomy, ambition, being true to one's soul | outrageousness, radical freedom | passion, gratitude, appreciation, & commitment | perfectionism, bad solutions | joy | wisdom, intelligence. | finding win-win solutions | responsibility, leadership |
| **Known as:** | The Innocent is also known as: Utopian, traditionalist, naive, mystic, saint, romantic, dreamer. | The Regular Person is also known as: The good old boy, everyman, the person next door, the realist, the working stiff, the solid citizen, the good neighbor, the silent majority. | The Hero is also known as: The warrior, crusader, rescuer, superhero, the soldier, dragon slayer, the winner and the team player. | The Caregiver is also known as: The saint, altruist, parent, helper, supporter. | The explorer is also known as: The seeker, iconoclast, wanderer, individualist, pilgrim. | he Outlaw is also known as: The rebel, revolutionary, wild man, the misfit, or iconoclast. | The Lover is also known as: The partner, friend, intimate, enthusiast, sensualist, spouse, team-builder. | creativity and imagination  The Creator is also known as: The artist, inventor, innovator, musician, writer or dreamer. | The Jester is also known as: The fool, trickster, joker, practical joker or comedian. | The Sage is also known as: The expert, scholar, detective, advisor, thinker, philosopher, planner, professional, mentor, teacher, contemplative. | The Magician is also known as: The visionary, catalyst, inventor, charismatic leader, shaman, healer, medicine man. | The Ruler is also known as: The boss, leader, aristocrat, king, queen, politician, role model, manager or administrator. |

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