

# Generic 3-part story

*Reception and Year 1*

<b>Parts</b>	<b>Generic Structure</b>
<b>Beginning</b>	Introduce MC and setting
<b>Middle</b>	Conflict/climax in the story – how does MC react?
<b>Ending</b>	How the conflict is resolved – how does MC feel?

# Generic 5-part story

*Year 2 upwards*

Parts	Generic Structure
<b>Opening</b>	Introduce MC and describe setting. <ul style="list-style-type: none"> <li>• Use descriptive vocabulary to set the scene and describe the main character</li> <li>• Use a story hook to grab your reader's attention and make them want to read more.</li> </ul> Ideas for story hooks: <ul style="list-style-type: none"> <li>- Create an atmosphere – funny, scary, exciting</li> <li>- A sudden event</li> <li>- Dialogue</li> </ul>
<b>Build up</b>	Build up and develop the plot or the problem. <ul style="list-style-type: none"> <li>• Develop suspense, action, fantasy using interesting adjectives, similes and metaphors</li> <li>• Let the reader get to know the characters</li> <li>• Try and make the reader ask questions</li> </ul>
<b>Problem</b>	What is the problem or happening? <ul style="list-style-type: none"> <li>• Show the characters' feelings through what they say or do</li> <li>• Use action verbs</li> <li>• Vary the sentence length – short sentences for action, long sentences for description</li> </ul>
<b>Resolution</b>	How is the problem being solved? <ul style="list-style-type: none"> <li>• There is still some action to keep the reader's interest</li> <li>• What happens immediately after the climax?</li> <li>• How do the characters' react?</li> </ul>
<b>Ending</b>	The problem is solved. What do the characters do now? <ul style="list-style-type: none"> <li>• Ideas for interesting ending:               <ul style="list-style-type: none"> <li>- Try and link the ending to the beginning</li> <li>- Why not leave a cliff-hanger or build up to the next climax?</li> <li>- Introduce a twist at the end</li> <li>- Finish with a question</li> </ul> </li> </ul>

## Wishing Tale

Parts	Generic Structure
Opening	<ul style="list-style-type: none"> <li>MC wants something badly</li> </ul>
Build up	<ul style="list-style-type: none"> <li>MC tries to get it</li> </ul>
Problem	<ul style="list-style-type: none"> <li>MC is prevented by some form of difficulty</li> </ul>
Resolution	<ul style="list-style-type: none"> <li>MC overcomes the difficulty</li> </ul>
Ending	<ul style="list-style-type: none"> <li>MC gets what they want (was it worth it?)</li> </ul>

## Warning Tale

Parts	Generic Structure
Opening	<ul style="list-style-type: none"> <li>MC(s) are warned not to do something</li> </ul>
Build up	<ul style="list-style-type: none"> <li>MC(s) do what they have been warned against</li> </ul>
Problem	<ul style="list-style-type: none"> <li>Something goes wrong and the MC(s) are in trouble</li> </ul>
Resolution	<ul style="list-style-type: none"> <li>MC(s) are eventually rescued</li> </ul>
Ending	<ul style="list-style-type: none"> <li>MC(s) are told off/punished for not listening to the warning</li> </ul>

## Conquering the Monster Tale

Parts	Generic Structure
Opening	<ul style="list-style-type: none"> <li>Introduce the MC(s)</li> <li>All is well</li> </ul>
Build up	<ul style="list-style-type: none"> <li>A monster appears and causes problems</li> </ul>
Problem	<ul style="list-style-type: none"> <li>The monster is difficult to defeat</li> </ul>
Resolution	<ul style="list-style-type: none"> <li>MC(s) defeat the monster</li> </ul>
Ending	<ul style="list-style-type: none"> <li>All is well again</li> <li>MC(s) gets a reward</li> </ul>

## Finding Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• Introduce the MC</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• MC goes somewhere and finds something unusual/amazing/important</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• Something goes wrong and it is the fault of the object found</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• MC has to:               <ul style="list-style-type: none"> <li>- put object back</li> <li>- throw it away</li> <li>- hide it</li> <li>- call for help</li> <li>- sort it out</li> </ul> </li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• All is well again, and lessons have been learnt</li> </ul>

## Journey Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• MC goes on a journey</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• Something small goes wrong</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• Something worse happens</li> <li>• Something even worse happens</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• The obstacles are overcome</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• MC gets there in the end</li> </ul>

## Losing Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• MC has something precious</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• MC sets off with the precious item</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>- MC loses the precious item and has to search for it/face the consequences</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• The precious item is found</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• MC               <ul style="list-style-type: none"> <li>- vows to keep the item safe</li> <li>- reflects on their feelings</li> <li>- learns a lesson</li> </ul> </li> </ul>

## Change (Rags to Riches) Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• Introduce the MC</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• MC is               <ul style="list-style-type: none"> <li>- sad</li> <li>- lonely</li> <li>- treated badly</li> </ul> </li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• MC has to face difficulties because of their situation</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• MC overcomes difficulties/is helped to overcome the difficulties</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• MC achieves               <ul style="list-style-type: none"> <li>- happiness</li> <li>- wealth</li> <li>- recognition</li> </ul> </li> </ul>

## Tale of Fear

Parts	Generic Structure
Opening	<ul style="list-style-type: none"> <li>MC is afraid of something and is worried about it/gets teased about it</li> </ul>
Build up	<ul style="list-style-type: none"> <li>MC starts to do something</li> </ul>
Problem	<ul style="list-style-type: none"> <li>What MC fears actually happens</li> </ul>
Resolution	<ul style="list-style-type: none"> <li>MC overcomes the fear</li> </ul>
Ending	<ul style="list-style-type: none"> <li>MC has conquered the fear/reflects/looks to the future</li> </ul>

## Meeting Tale

Parts	Generic Structure
Opening	<ul style="list-style-type: none"> <li>Two MCs meet</li> </ul>
Build up	<ul style="list-style-type: none"> <li>MCs disagree and go their separate ways</li> </ul>
Problem	<ul style="list-style-type: none"> <li>Something happens to one MC</li> </ul>
Resolution	<ul style="list-style-type: none"> <li>The other MC saves /helps them</li> </ul>
Ending	<ul style="list-style-type: none"> <li>MCs make friends/agree</li> </ul>

## Character Flaw Tale

Parts	Generic Structure
Opening	<ul style="list-style-type: none"> <li>Introduce MC and situation</li> </ul>
Build up	<ul style="list-style-type: none"> <li>Character flaw is revealed</li> </ul>
Problem	<ul style="list-style-type: none"> <li>The flaw leads the MC into trouble</li> </ul>
Resolution	<ul style="list-style-type: none"> <li>MC learns a lesson and changes their ways</li> </ul>
Ending	<ul style="list-style-type: none"> <li>All is well for the future because of the change</li> </ul>

## Suspense Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• Introduce the MC</li> <li>• Describe the setting (safe environment)</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• Setting becomes dark and threatening</li> <li>• MC often alone in a dark place</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• There is a problem/threat</li> <li>• MC scared</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• MC escapes</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• MC returns to safe setting</li> </ul>

## Portal Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• Describe current setting</li> <li>• MC finds a magical portal and enters</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• Describe the new setting</li> <li>• MC is warned not to do something in the new world</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• MC explores the new world and disobeys the warning</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• MC has to escape and return through the portal</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• MC cannot find the portal again</li> <li>• MC has brought back some magical item</li> </ul>

## Myth

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• Describe the setting</li> <li>• Introduce and describe MC (hero)</li> <li>• Introduce the MC's problem</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• MC goes on a journey/quest</li> <li>• MC receives special powers/gift from a God to help on their quest</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• MC encounters a mythical monster/beast</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• MC battles the mythical monster/beast</li> <li>• MC defeats mythical monster/beast</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• MC completes journey/quest</li> </ul>

## Fairy tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• <i>Once upon a time...</i></li> <li>• Introduce MC (good character) setting and time</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• MC leaves current setting</li> <li>• Introduce bad characters</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• <i>Obstacles appear</i></li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• MC overcomes problem (may involve magic elements, which may be magical people, animals, or objects)</li> <li>• Good are rewarded/bad are punished</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• Happy ending – <i>happily ever after</i></li> <li>• Teach a lesson, or have a theme</li> </ul>



## Quest Tale

Parts	Generic Structure
<b>Call to action</b>	<ul style="list-style-type: none"> <li>• Introduce MC – a hero who hears a call to action</li> <li>• MC may be given an item/some items to help them on their journey/to protect them</li> </ul>
<b>Journey</b>	<ul style="list-style-type: none"> <li>• MC (and any companions) set out on a journey</li> </ul>
<b>Problems</b>	<ul style="list-style-type: none"> <li>• MC (and any companions) encounter troubles along the way</li> </ul>
<b>Arrival at destination</b>	<ul style="list-style-type: none"> <li>• MC (and any companions) arrive at final destination and overcome a final problem to complete their mission</li> </ul>
<b>Final ordeal</b>	<ul style="list-style-type: none"> <li>• Peace is restored</li> <li>• Hero may be given a reward for their actions</li> </ul>

## Mystery Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• Introduce character/s</li> <li>• Something strange happens to one/some/all of the characters</li> <li>• Introduce the mystery using description of the problem</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• Character/s collects clues and try to work out what happened/who caused it</li> <li>• Each character has motives and alibis that are revealed through description and dialogue.</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• Distractions or false clues which may lead character/s off track</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• Loose ends start to be tied up.</li> <li>• Suspects are gradually eliminated from enquiries.</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• Mystery solved by showing how the culprit is guilty and everyone else is innocent.</li> <li>• Culprit is sometimes brought to justice, but not always.</li> </ul>

## Revenge Tale

Parts	Generic Structure
<b>Opening</b>	<ul style="list-style-type: none"> <li>• Introduce MC</li> <li>• MC feels upset about somebody doing something wrong to them</li> </ul>
<b>Build up</b>	<ul style="list-style-type: none"> <li>• MC makes plans to do something back to the other character – plot their revenge</li> <li>• Other character may become suspicious</li> </ul>
<b>Problem</b>	<ul style="list-style-type: none"> <li>• Plan for revenge goes ahead, but other character doesn't realise anything is wrong yet</li> </ul>
<b>Resolution</b>	<ul style="list-style-type: none"> <li>• Other character realises what has happened and reacts appropriately</li> </ul>
<b>Ending</b>	<ul style="list-style-type: none"> <li>• MC is happy their plan has worked</li> <li>• Other character is now upset</li> </ul>