

## 2010-11 Young Storytellers Beat Sheet

If you know your GOAL, write it here. If not, write it when you come up with it.

My Character's GOAL is: \_\_\_\_\_

### Beginning (1-2 pages)

- 1.) Inciting incident – the WHY? Why is your protagonist going on this journey. Why do they have their GOAL.
- 2.) The DEBATE – should I or shouldn't I go on this journey.
- 3.) The journey begins.

### MIDDLE (2 pages)

- 1.) First attempt to get the goal, first CONFLICT.
- 2.) Fun and games. In this part of the script it's good to have FUN. Characters can meet new people. Get in and out of trouble. Just make sure they are still trying to get their GOAL.
- 3.) 2<sup>nd</sup> Attempt to get the GOAL. Second CONFLICT. (You don't necessarily need 2 attempts)

### END (2 pages)

- 1.) Last CHANCE to get the GOAL. Character succeeds after overcoming the biggest CONFLICT yet.
- 2.) RESOLUTION/DENOUMENT/LESSON – What do we learn? What happens to the other characters? Does everyone have some kind of ending?