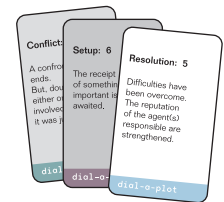
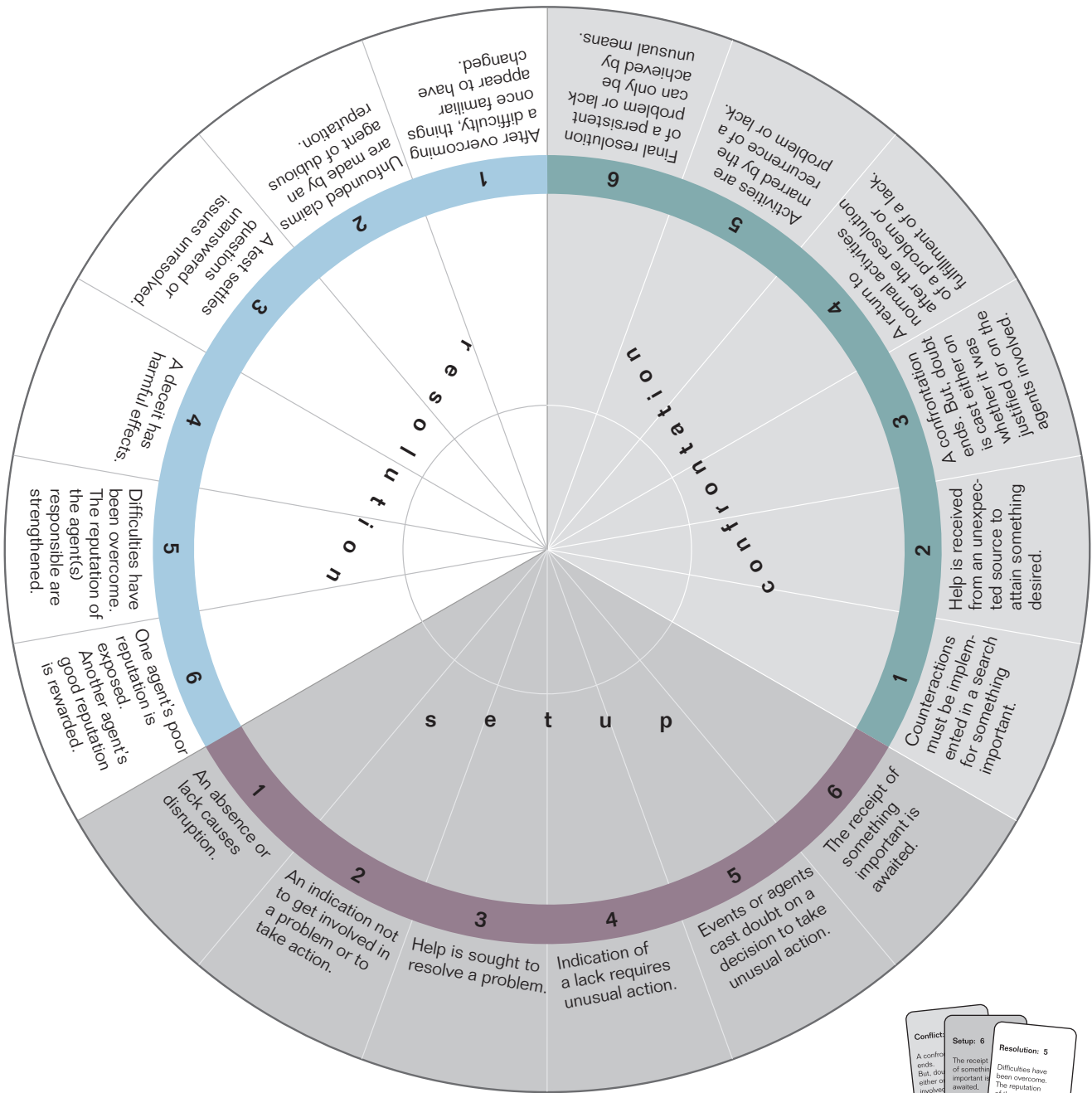


dial-a-plot

§ Have research about the context of the story on hand¹.

1. dial-a-plot

§ Throw three dice (or pick three numbers at random). Match the numbers on the dice to numbers in each zone of the dial.



To make story composition easier, the plot functions² are inscribed on cards that can be moved around*.

2. plot cards

§ From the pack of plot cards, pick-out the selected plot functions.

Stories emerge from imaginings, discussion, and iteration.

3. story-spinning

§ With sources of knowledge about the story's context and purpose on hand, compose a story *beginning* that marries these sources with the function on the Setup card, a story *middle* that marries them with the function on the Conflict card, and a story *end* that marries them with the function on the Resolution card.

(1) Affinity diagrams, concept maps, personas, etc., or, in the case of scenario planning; trend analyses and a matrix of driving force. (2) Plot functions adapted from Propp, V. Y. (1968) *Morphology of the folktale*. University of Texas Press.

* Get the cards and other resources at; www.storienteer.info



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