

Narrative Blueprints

Blueprint for Exceptional Writing

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2009

The following pages contain Blueprints (graphic organizers) for most of the narrative genres taught in grades K through 8. Hint: Remember to teach the 1's, 2's & 3's for each and every genre!

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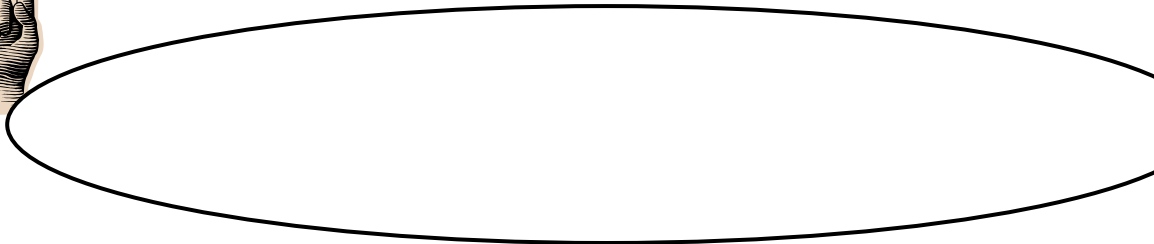
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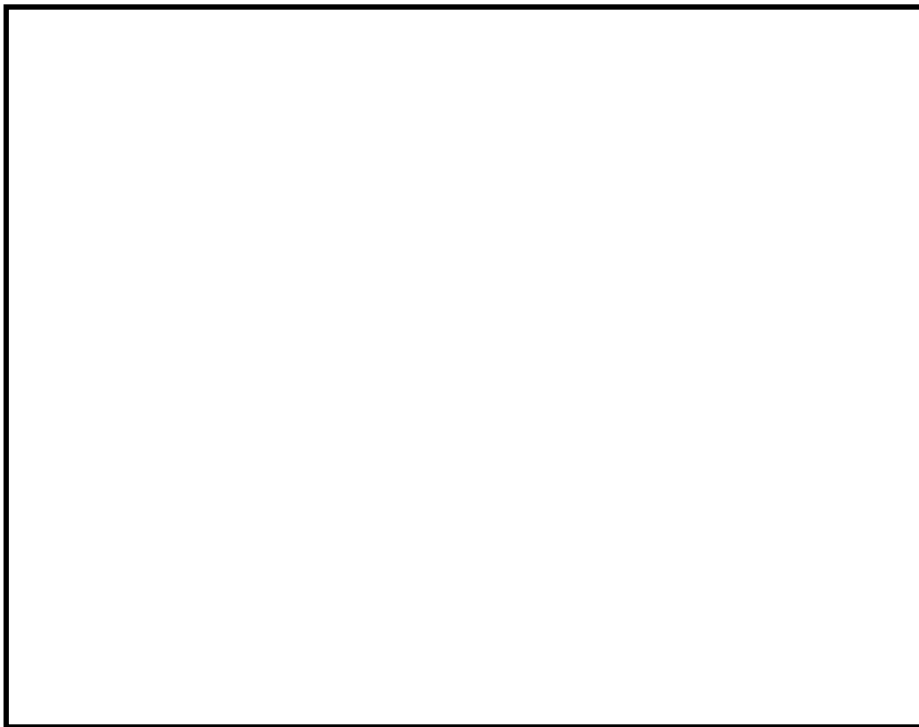
Adventure Blueprint: Story where the main character pursues a difficult situation in an exotic setting and there is usually a chase or struggle that is dangerous! The purpose of this genre is to entertain the audience while teaching a lesson to all.

Story Beginning: Define the setting and characters.



- ✓ Set the scene for the true adventure
- ✓ Introduce the characters
- ✓ Setting has realistic qualities with extremes
- ✓ An important theme is achieving success in adverse circumstances

Plot: Storyline line with details leading to a climax.



- ✓ Plot is described through the main character's experience
- ✓ Plot is filled with action and excitement
- ✓ Storyline action carries the plot
- ✓ Problem causes a crisis leading to the story climax
- ✓ The character learns his lesson through living and understanding the adverse circumstance

Story Ending: Resolution to the plot with main character prevailing in adverse situation & learning the life's lesson.



- ✓ Story ending
- ✓ Main character triumphs
- ✓ Life changing experience

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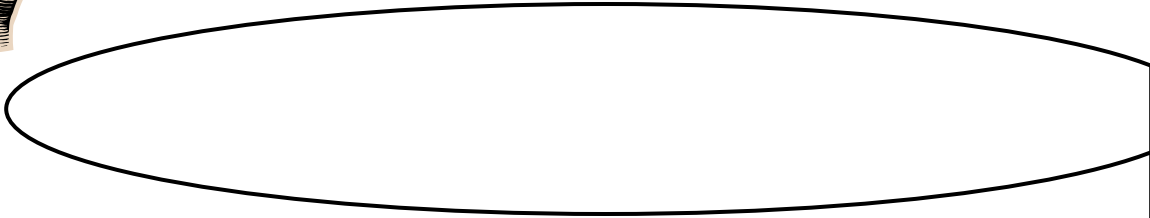
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Drama Blueprint: Story that is written to be performed. The purpose of this genre is to entertain and is used as a life reflection.

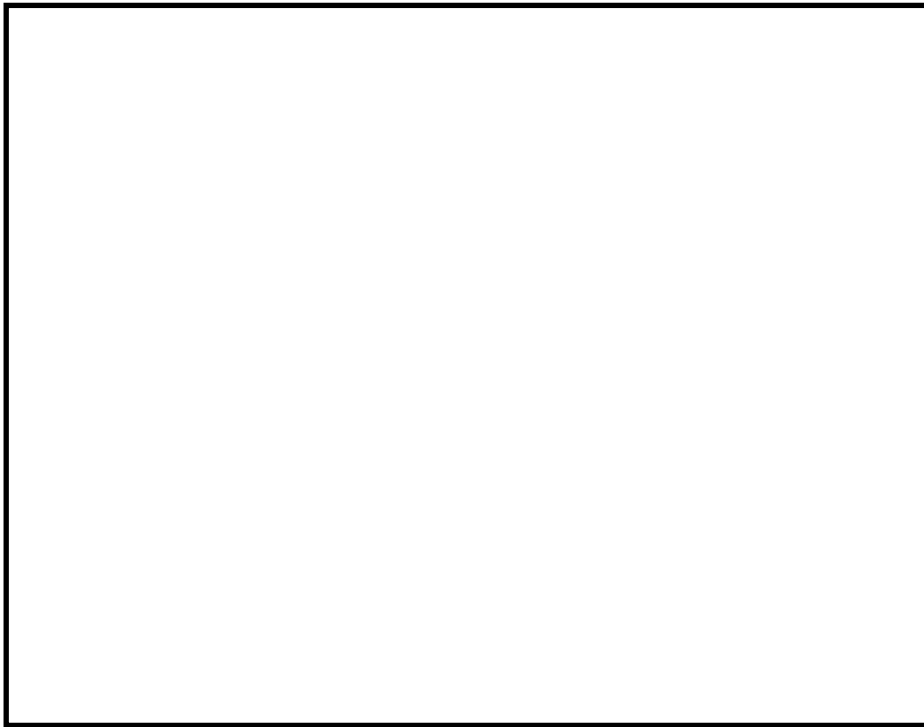


Story Beginning: Special effects are most important with lighting and staffing described.



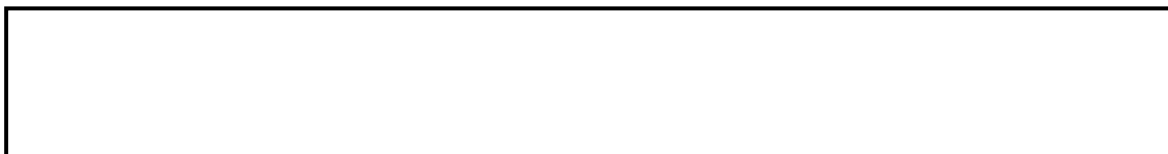
- ✓ Story beginning told by one character or narrator
- ✓ Setting, sound and special effects are important

Plot: Storyline line with details leading to a turning point with the development of conflict between the protagonist and antagonist.



- ✓ Plot: Conflict is key
- ✓ Storyline develops to the turning point
- ✓ Clearly identified protagonist and antagonist
- ✓ Dialogue

Story Ending: Resolution to the plot with protagonist winning in adverse situation.



- ✓ Story Ending: resolution to the problems

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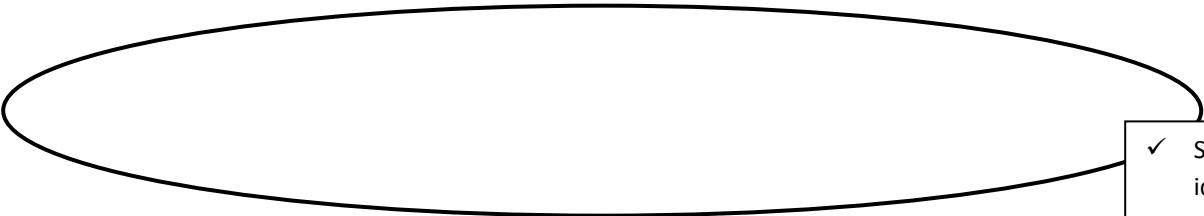
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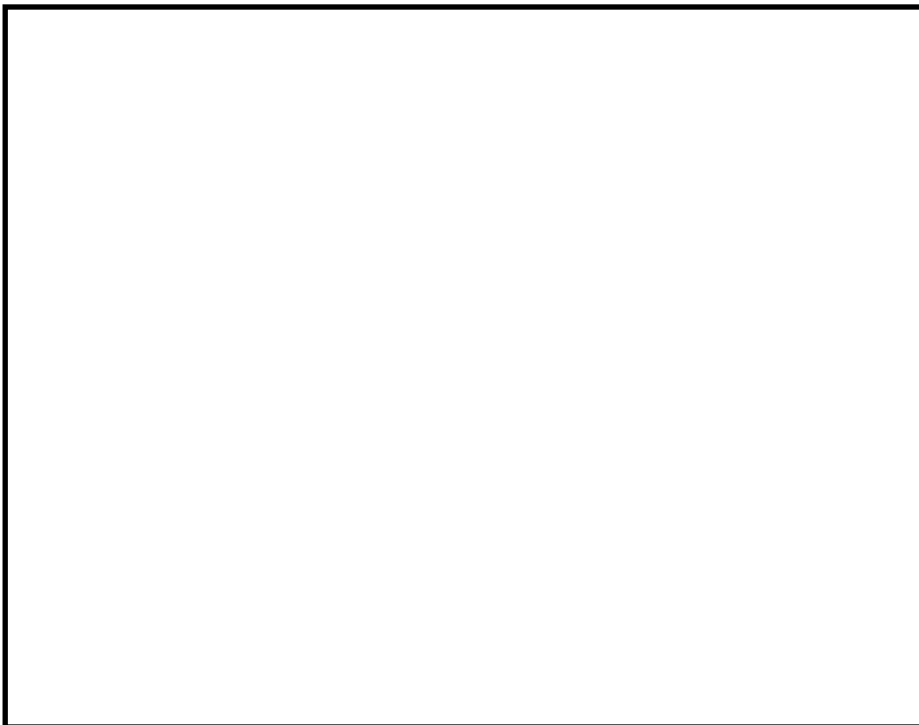
Fable Blueprint: A story that teaches a moral lesson via a brief plot using animal characters that have human characteristics. The purpose of this genre is to teach a moral lesson.

Story Beginning: Briefly describe the setting which is usually generic but carefully define the characters in conflict.



- ✓ Story beginning: identifying a setting that is usually vague
- ✓ Define characters that are in conflict

Plot: Storyline line with details that teaches a moral lesson.



- ✓ Plot: Single event plot
- ✓ The climax is based on trickery
- ✓ Characters are animals that talk (human qualities)
- ✓ Messages about human faults

Story Ending: Plot is resolved by learning a lesson usually based on a universal theme.



- ✓ Story ends with a moral based on a lesson learned

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Fantasy Blueprint: A magical adventure story! The purpose of this genre is to entertain the audience while taking them to a magical land and teaching a life lesson.



Story Beginning: Describe the setting with unrestrained imagination.

- ✓ Story beginning: Often begins with "Once upon a time..."
- ✓ Introduce unreal characters having supernatural powers
- ✓ Takes place in a magical place/future world



Plot: Detailed storyline line leading to a turning point involving conflict between the protagonist and antagonist.

- ✓ Plot: Conflict between good and evil is key
- ✓ Clearly defined storyline develops through magical adventure
- ✓ Storyline resolves a "real" conflict in a supernatural way
- ✓ Magic is key

Story Ending: Plot resolved using magic and includes a lesson learned.



- ✓ Story Ending: Usually a happy ending
- ✓ Includes a lesson learned

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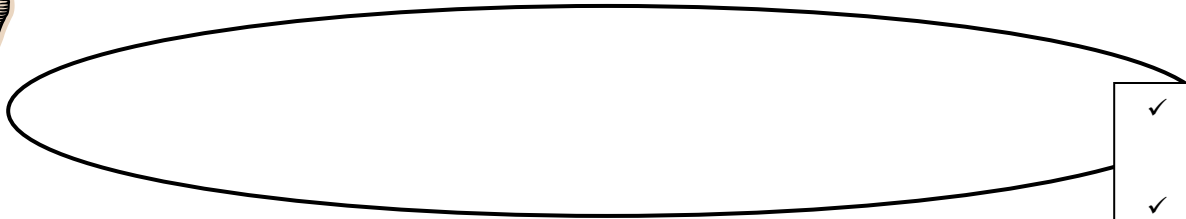
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Folktale Blueprint: Story using a simple plot based on the oral tradition of a specific culture passed down from generation to generation. The purpose of this genre is to entertain the audience while learning universal truths about human nature and showing how cultures have common elements.



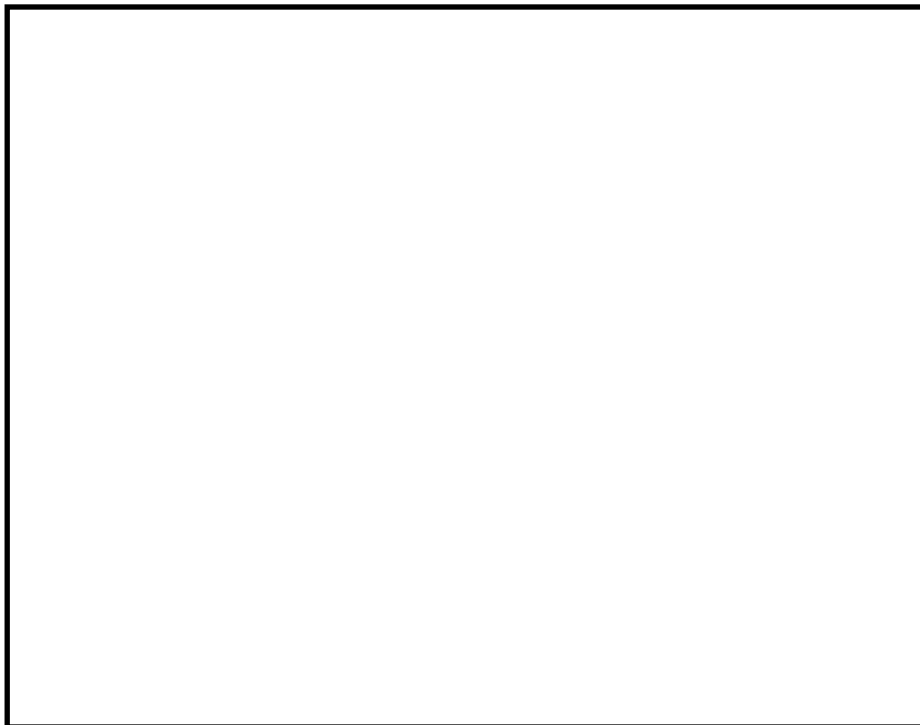
Story Beginning: Describe the setting of past.



- ✓ Story beginning takes place in the past
- ✓ Emphasize the specific culture or country
- ✓ Characters have some real characteristics but can't be real



Plot: Simple plot that uses irony to teach a lesson.



- ✓ Plot: Key is a plot that challenges the main character
- ✓ Storyline develops and is resolved through trickery
- ✓ Story resolution is quick and often uses magic



Story Ending: Magical change at the end of the story.



- ✓ Story Ending: ironic and swiftly accomplished

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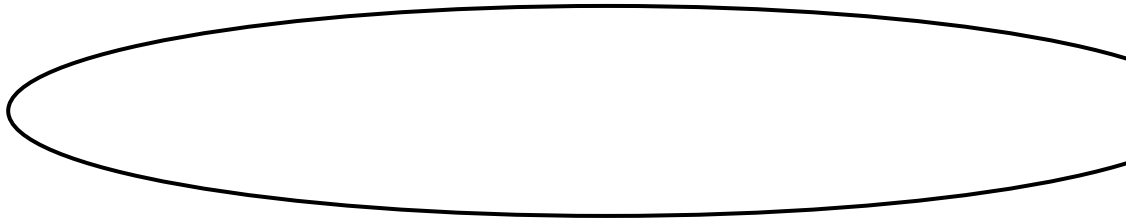
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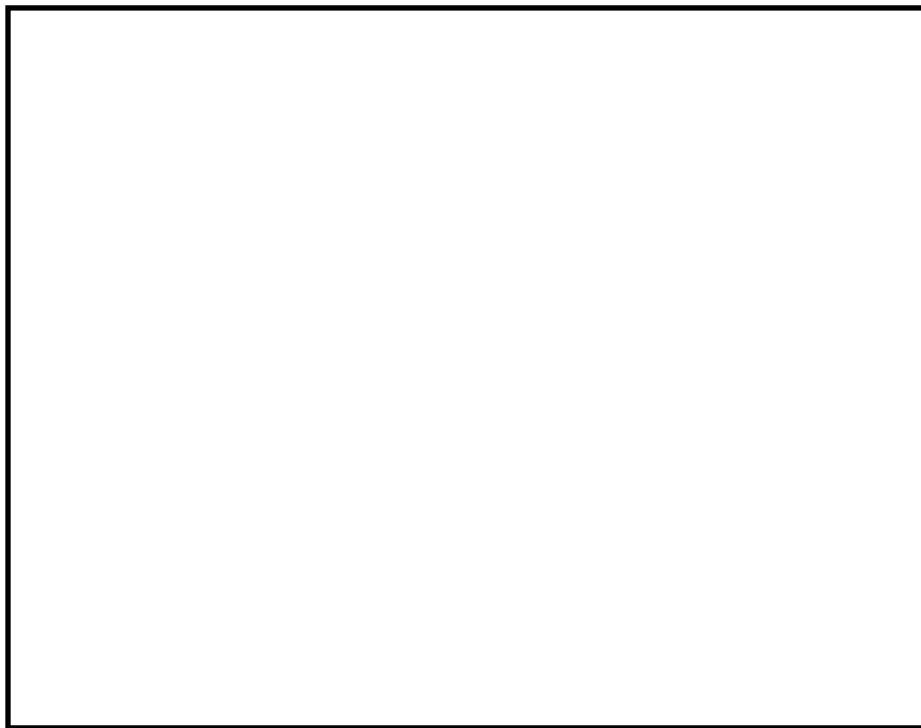
Historical Fiction Blueprint: A story that takes place in a specific historical period. All characters and events are real. Only the detailed interaction between characters is fictional. The purpose of this genre is to learn from the past.

Story Beginning: Include real historical events to set the stage.



- ✓ Story beginning: introduces important historical background
- ✓ Setting is important

Plot: Revolves around a problem that happens in a specific historical time frame. Often developed using flashbacks and foreshadowing.



- ✓ Plot: Characters' reactions to historical events is key
- ✓ Characters must act out historically accurate conflict in a fictional way

Story Ending: Resolution to story is historically correct but uses fictional details.



- ✓ Story Ending: resolution is accurate historically

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Legend Blueprint: A story that originated as a part of an oral tradition about a hero, a natural disaster or people in general. Focus is on the characteristics of the main character and is thought to be true. The purpose of this genre is to learn a deeper truth.



Story Beginning: Introduce characters who posse strong positive character traits.

- ✓ Story beginning: identify setting as a historical time or place. Setting must be familiar to the reader-easy to recognize.
- ✓ Main character must be realistic but can have impressive strengths, i.e. Davey Crockett not a superhero



Plot: Developed around miraculous events.

- ✓ Plot: Main character resolves difficult situations through strength and courage. The storyline has a purpose and the problem is believable
- ✓ Problem resolution teaches deep truths with goodness, courage, and perseverance prevailing over evil
- ✓ May explain how something came into existence



Story Ending: Plot is resolved by having main character overcome the adverse situation.

- ✓ Story ending: resolution of the problem through the hero's strength

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Memoir Blueprint: A short form of an autobiography. The focus in a memoir is on a single event or a brief period in the author's life. The purpose is to recall actual events with a special emphasis on emotions and memories related to the events.



Story Beginning: Setting is a real place from the writer's past.

- ✓ Story beginning uses the senses to thoroughly describe the setting
- ✓ Defines the time and place of the event
- ✓ Describes the key people involved

Plot: Storyline involves a small slice of time from the writer's past that describes a problem.



- ✓ Plot: Author travels back in time and describes a single life-shaping event
- ✓ The event may seem mundane but has emotional content that changes the author's future



Story Ending: Author solves problem which will change future behavior.

- ✓ Story ending: plot or problem is resolved through the author's insightful experience
- ✓ New lesson is learned which guides future behavior

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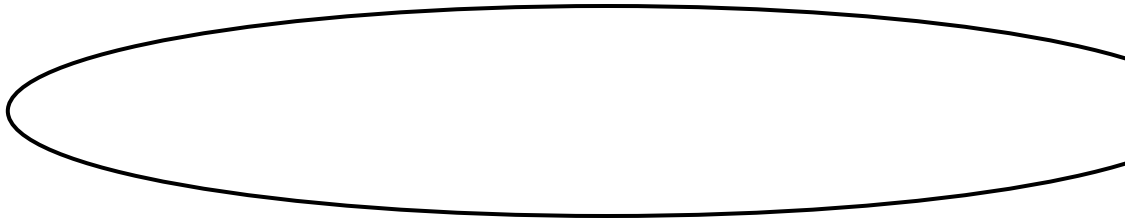
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Mystery Blueprint: A mystery is usually centered on a baffling crime or some hidden truth that needs to be explained. The story builds suspense by using slowly-revealed clues. The purpose of this genre is to challenge the reader to interpret the clues that eventually provide the surprising solution to the mystery.

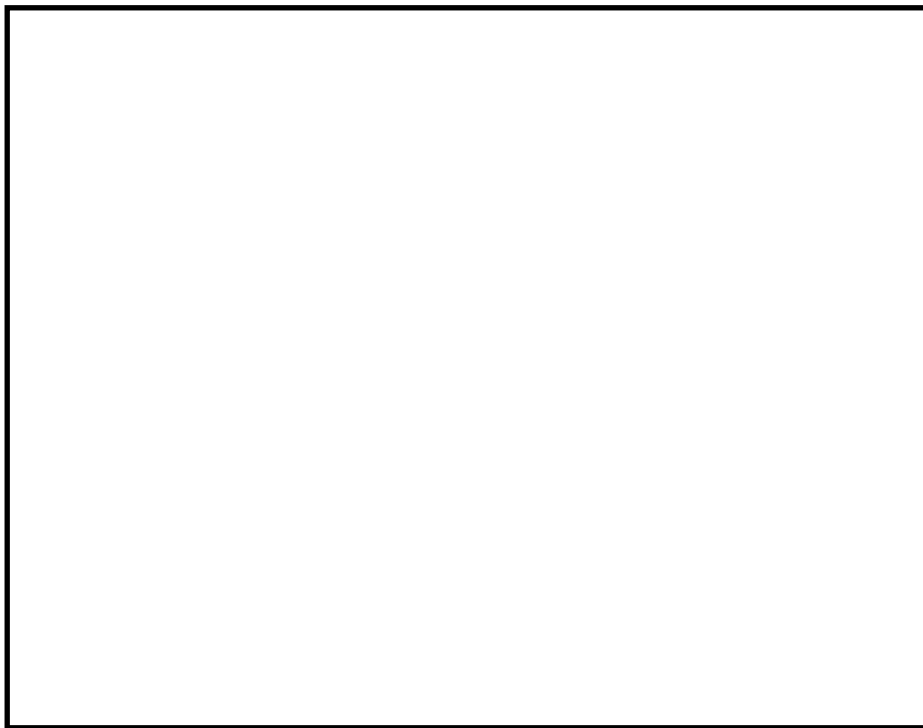


Story Beginning: Describe the setting and begin revealing the mysterious problem situation.



- ✓ Story beginning: develop the setting which is usually the scene of the crime

Plot: Must be suspenseful, with an unexpected climax that leads to a surprise resolution. Suspense is built by slowly revealing the details using clues.



- ✓ Plot: usually a crime or a suspenseful event that needs resolution
- ✓ Characters develop plot by finding and interpreting clues and by asking "who done it questions"
- ✓ Plot progression:
 1. Crime or conflict
 2. Clues
 3. Story climax
 4. Story ending

Story Ending: Main character explains how clues were used to deduce the surprising solution.



- ✓ Story resolution crime solved
- ✓ True motives revealed

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Myth Blueprint: Myths come from man's earliest oral traditions. They are the source of basic cultural beliefs and explain how things came to be. The purpose of this genre is to answer the most fundamental questions about existence as envisioned by early superstitious man

Story Beginning: Describes the story setting which is usually a nascent chaotic world.



- ✓ Story beginning : describes the story setting and the characters
- ✓ Characters are supernatural usually gods, heroes, and mythological creatures

Plot: Adventures of god and goddesses that impact humans.



- ✓ Plot: supernatural beings have powers that suffer limitations due to certain mysterious phenomenon

Story Ending: Purpose of the adventure is revealed.



- ✓ Story ending: Humans are aided by gods

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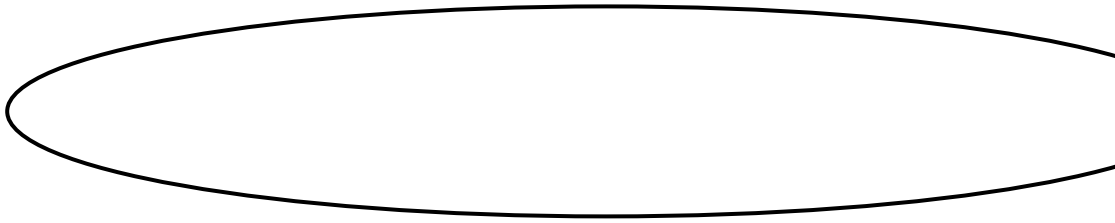
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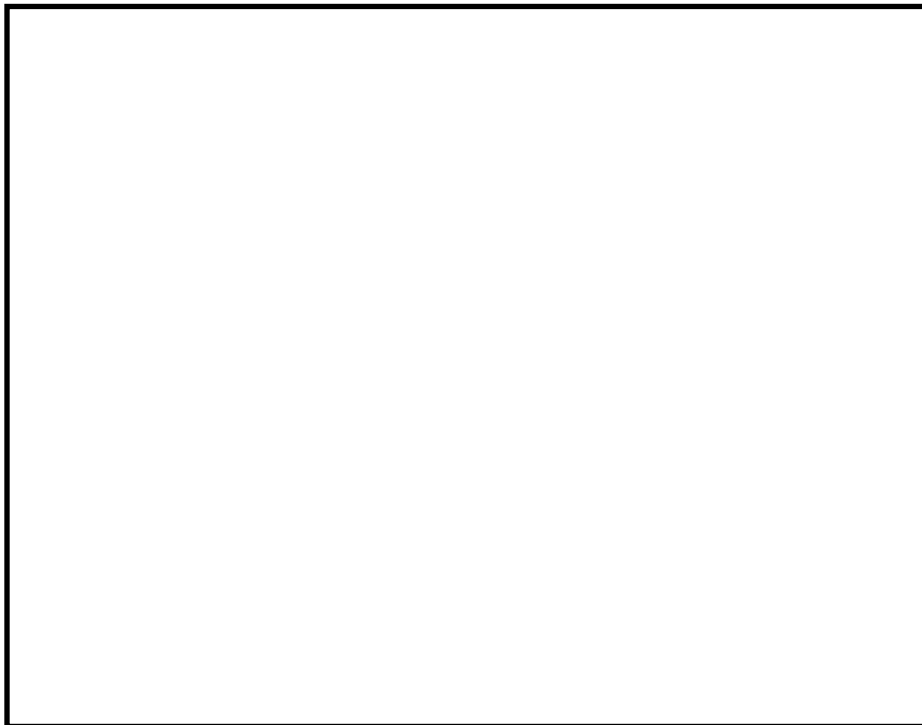
Personal Narrative Blueprint: A short story that entertains the audience using an interesting life experience that resulted in a lesson learned.

Story Beginning: Tell about the setting by using your senses and imagery.



- ✓ Story beginning: sets the stage through imagery and uses sensory experience to relate to the reader
- ✓ Can be real or

Plot: Storyline line with details explaining the main character's problem usually based on a universal theme. Leads to a story climax with a resolution that eventually culminates in a lesson.



- ✓ Plot: Conflict arises due to a problem that must be resolved by main character.
- ✓ Storyline: develops around the character's problem
- ✓ Includes a problem climax

Story Ending: Resolution to the plot/problem. Usually a simple solution resulting in a new level of enlightenment.



- ✓ Story Ending: problem resolved
- ✓ A lesson learned

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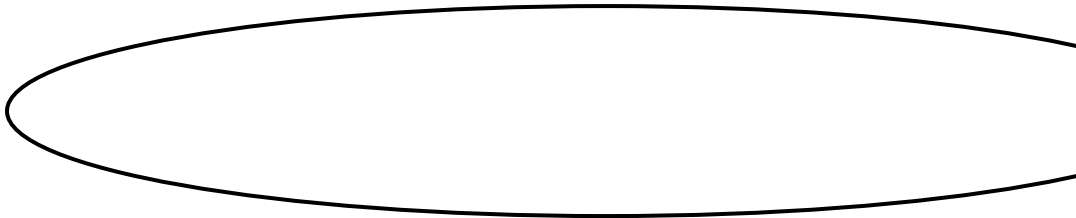
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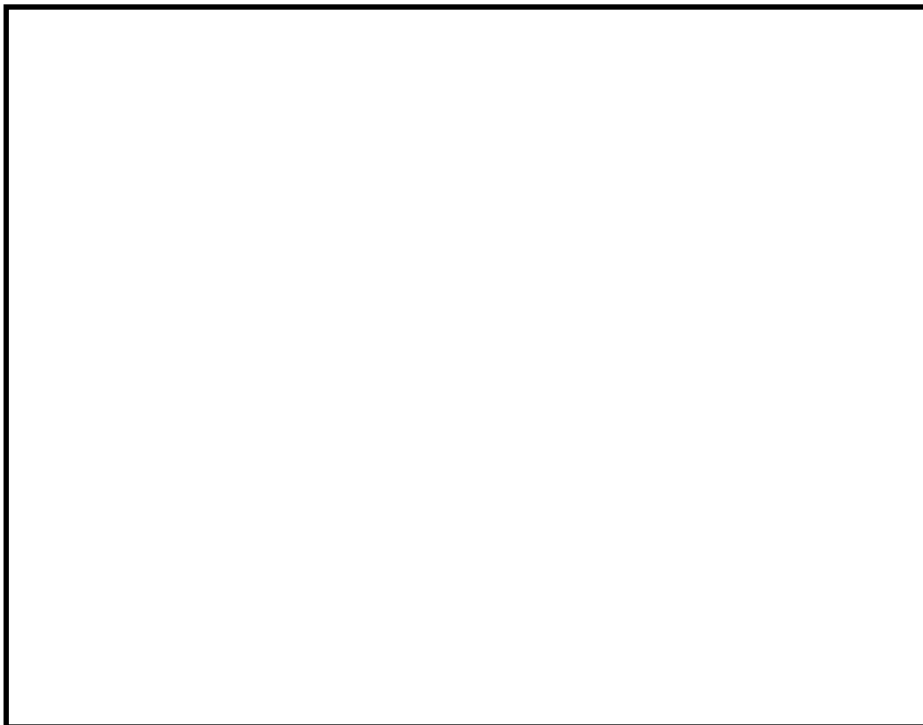
Realistic Fiction Blueprint: A fictional story that actually could happen in the real world but is created totally within the author's imagination. In addition to entertainment, the purpose of this genre is to challenge the audience by creating realistic problem situations that they may run across in their own lives.

Story Beginning: Describe the story setting which is usually in the present.



- ✓ Story is contemporary.
- ✓ Characters are imaginary but could be real

Plot: Conflict arises between a protagonist and antagonist. This causes a tense rising action that finishes with a resolution for all.



- ✓ Plot: Conflict is between the protagonist and antagonist.
- ✓ Plot revolves around audience sympathy for the underlying human experience.
- ✓ Events in the plot must seem real

Story Ending: The story resolution uses the common problem-solution pattern.



- ✓ Story Ending: Resolution to the problem and a lesson learned on the insightfulness of humans.

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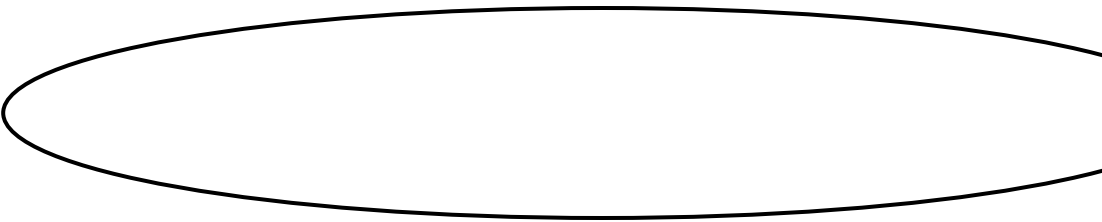
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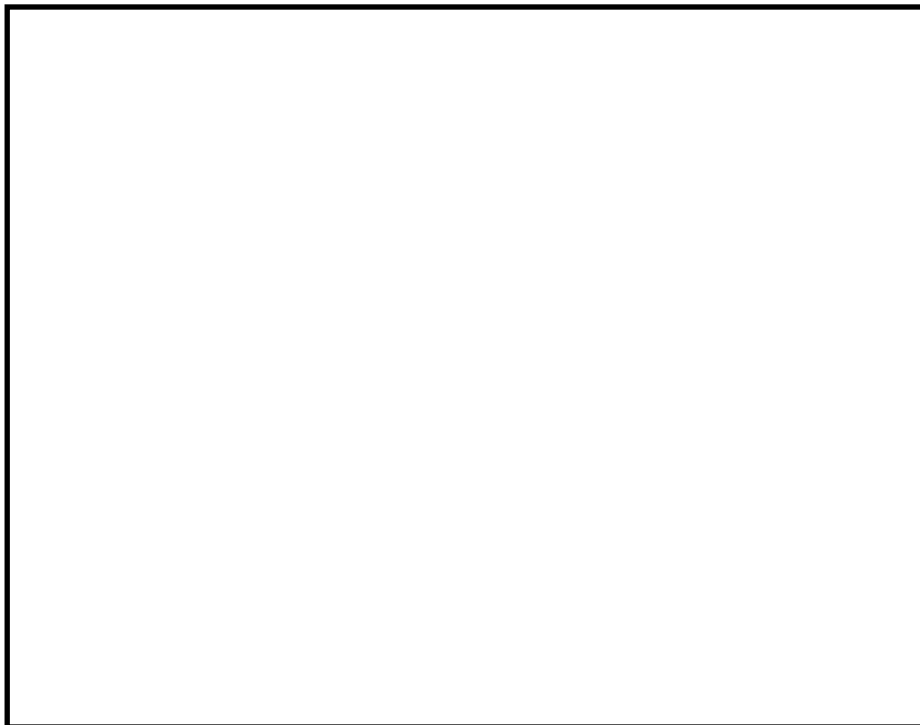
Science Fiction Blueprint: A story based on the author's imagination. It depends on known or speculated scientific knowledge. The purpose of this genre is to provide an explanation of what could happen in the future to human beings or the future world as we know it.

Story Beginning: Describe hypothetical prediction of what could come.



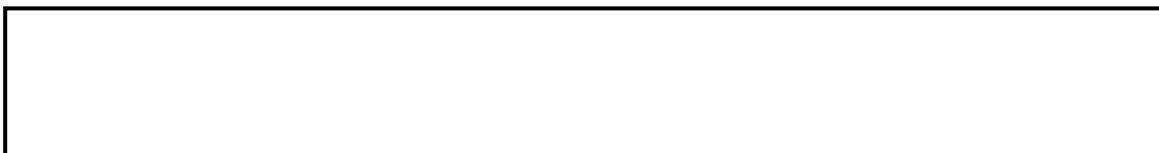
- ✓ Story beginning: setting takes place in the here and now
- ✓ Time, place, weather are important to the plot development

Plot: Show that main characters' problem is a typical problem of the human condition. The progression of events is constrained by this concept. Many roadblocks occur that complicate the situation.



- ✓ Plot: The conflict is a typical human problem
- ✓ Resolution to the problem requires the use of special scientific knowledge
- ✓ Suspense is created by questions as to whether the scientific solution will work

Story Ending: Conflict is resolved.



- ✓ Story Ending: Ends with insight into the human race

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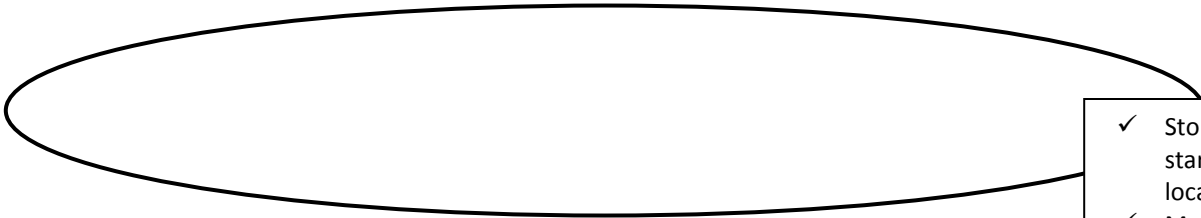
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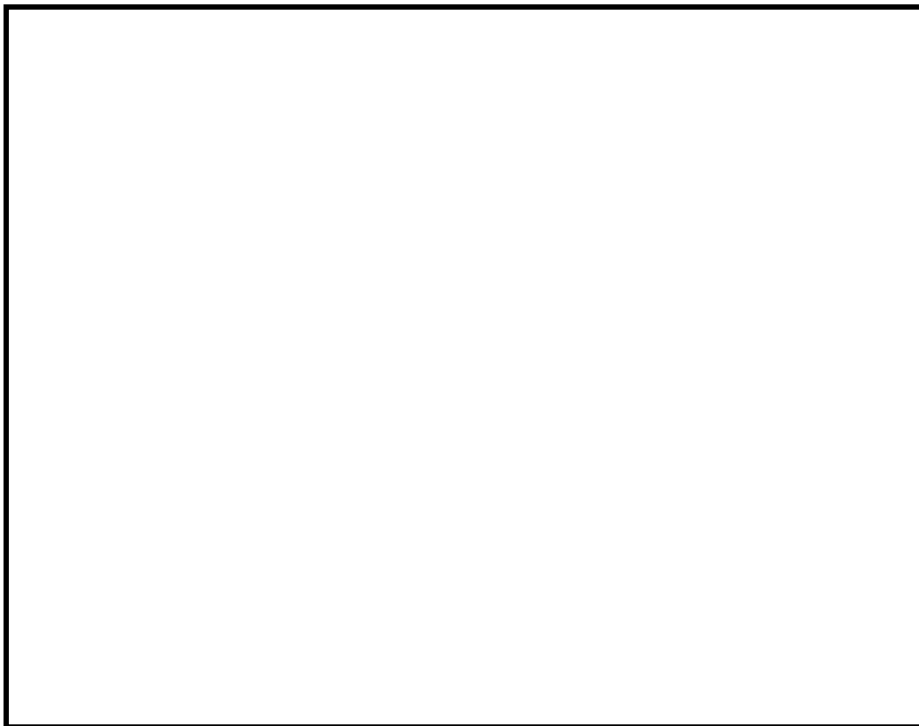
Tall Tale Blueprint: A story that tells of an extraordinary person accomplishing extraordinary feats. The purpose of this genre is to entertain.

Story Beginning: Describe the setting which is a real place.



- ✓ Story beginning starts in a real location
- ✓ Main character is a real person with extraordinary qualities;

Plot: Serious problem arises often inadvertently created. Main character uses extraordinary qualities to solve problem.



- ✓ Plot: Conflict is key
- ✓ Main character is challenged by extraordinary problems.
- ✓ Uses special qualities to save the day

Story Ending: End to conflict with a moral lesson learned



- ✓ Story Ending: conflict resolved with lesson learned by those creating problem