## Story Elements in OM

## Characters

What are the required characters?

Do they need to be human?

If not, what other creatures might they be?

Who should be the main character? What makes this character interesting? Does he/she have a special talent?

What is motivating this character? Is he/she nervous about something? Is he/she excited about something? What is their personality like?

What other characters do we need? How do they get along with the main character? Friends? Relatives? Enemies?

How old are the characters?

What do the characters look like? What are they wearing?

## Selling

Are there required locations, time periods?

What are 3 different places where this story might take place?
Which one do you think will make the most interesting story or fits best with other ideas?

Does the story take place in present time? Should it take place in the past? How far in the past? Should it take place in the future? How far in the future?

Is the time of day or time of year important?

What about the weather?

## Plof

What are the required actions/events? What order do you want them in? What order makes sense?

What should happen at the beginning?

What should happen in the middle?

What should happen at the end?

The Mat is an overall message you want to convey in the story? OR What idea or object would be fun to use over and over again?