

PLANNING – KEEP IT SIMPLE

presentation by

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MASTER
CLASS



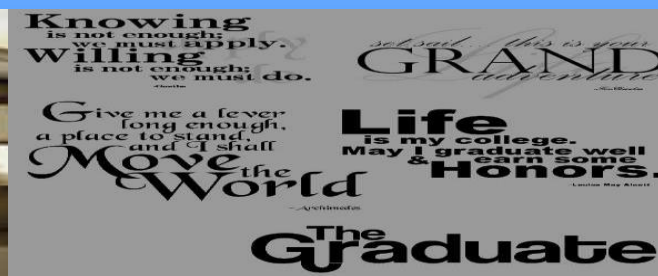
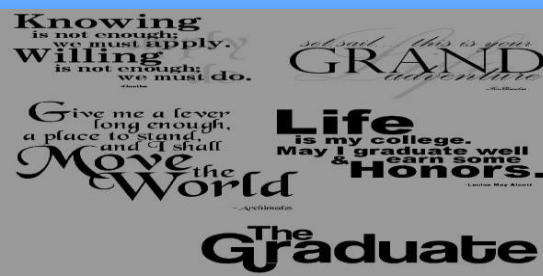
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CREATIVE WRITING

Welcome to the Virtual Classroom

This presentation looks at
PLANNING and how to
KEEP IT SIMPLE





PLANNING THE PROJECT

BRAINSTORM THE IDEA.

Write a rough story outline.

Think about where the story will take place.

What message do you want to get across to your readers.

What is the central point of the work.

How can you break the story into three segments i.e.

Beginning – Middle – End



The Beginning is the introduction to tell the readers about location, setting, and creates the scene for the plot.

Primary characters will usually be introduced here, but don't try to cram too much into the introduction.

Think of the introduction as just giving the reader enough to make them really interested and want to know more.

NEXT STEP

Develop a sequence map.

This is usually a flow chart that maps the action of the story from beginning to end.

Draw a series of boxes and use them to analyse how the story will flow.

Write bullet point messages to explain what will happen in each sequence.



Make sure you decide which characters will be involved in each sequence and what you want them to tell the reader.

Develop the characters.

Write detailed profiles for each character in your project diary.



Include how they will enter the story and how they will interact with the primary character/s.

Name them. Write about their beliefs and values.

GET TO KNOW YOUR CHARACTERS



KEEP IT SIMPLE

Use the sequence maps.

Use the boxes as thumbnail sketches only.

Don't fill the boxes up with the details.

Just key words and headings that will allow you to flesh out the story later.



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Print out all your sequence boxes and stick them above your desk.

When you start writing you can use them to check your journey.

You'll be able to see if you've gone off on a tangent.



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The Sequence Map will also help you to stay on track with the story.

Planning is important.

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The three primary steps
in the writing process are:

1. Plan the story.

Work out the beginning, middle and end.

Work out the characters and give
them a real personality.



KEEP IT SIMPLE

- 2. Write from your imagination**
- 3. Edit the work and check it against the original map.**



KEEP IT SIMPLE

**It's okay if you find the story has
changed direction,**

As long as the change is
better than the original idea.



KEEP IT SIMPLE

And, as long as the change is realistic, logical and interesting.

AVOID PADDING



CREATIVE WRITING

KEEP IT SIMPLE

Edit ... **Edit** ... Edit ... **Edit** ...

Get rid of **EVERY** unnecessary word.

Remember,
Less is More.



Use the Sequence Action Plan to plot your story.

There's a sample tool at the end
for you to use.

**Think about all the stages of the story,
including the sub-plots.**



**Use the Sequence Action Plan
to analyse your story.**

**If you're going to develop a sub-plot,
make sure you know how to bring it
back into the main storyline.**

Plan Plan Plan

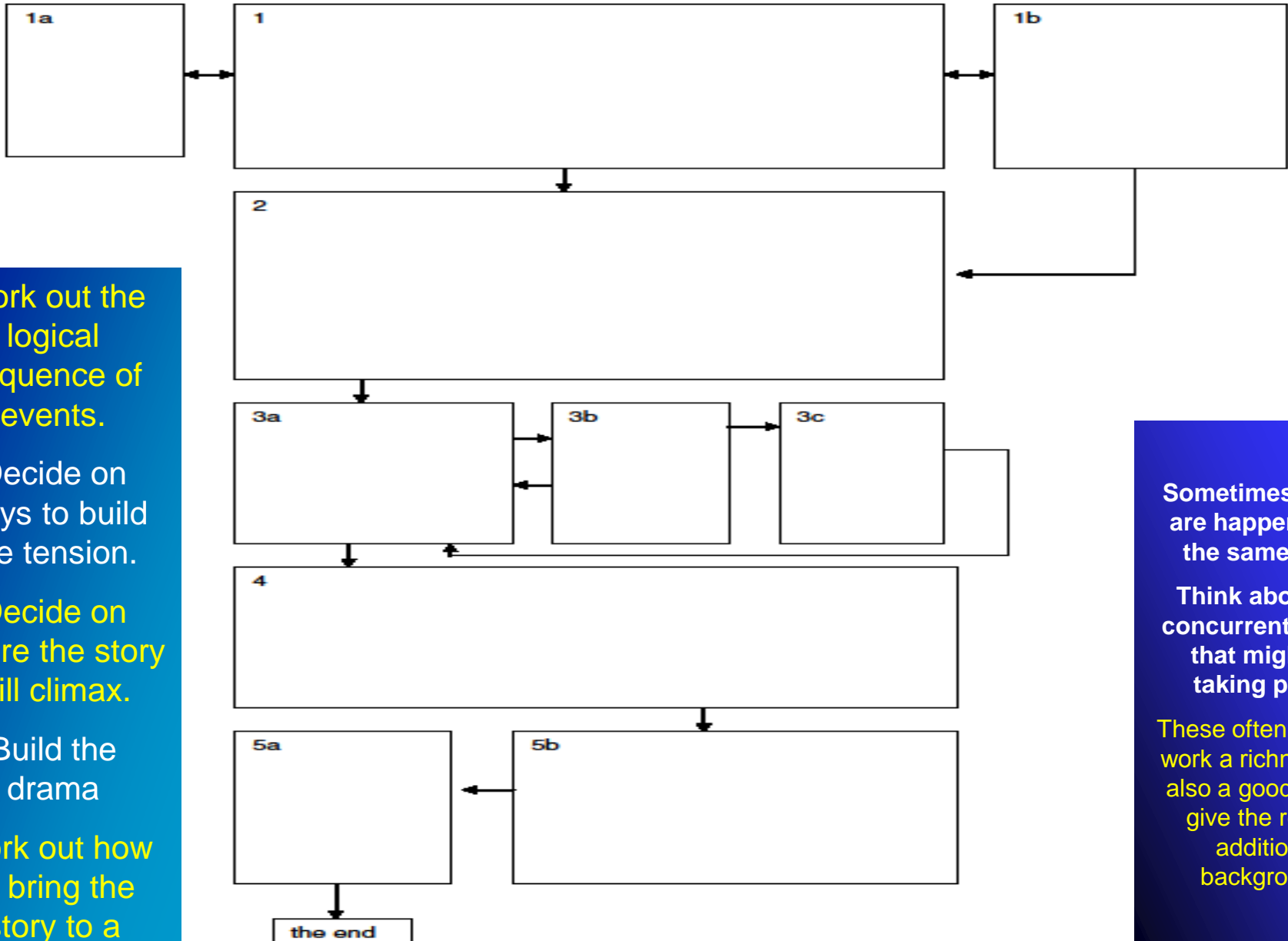


Use the Sequence Action Plan to plot your story.

**I will post separate files of the Sequence
Action Plan and a great
WRITER'S ROADMAP.**

The Roadmap is a useful tool to help you timeframe the events, so you bring the story to its climax and conclude it in a timely manner.

ACTION SEQUENCE PLAN (sometimes things happen at the same time. Timing is important in films. The smaller boxes are for concurrent activity.)



Work out the logical sequence of events.

Decide on ways to build the tension.

Decide on where the story will climax.

Build the drama

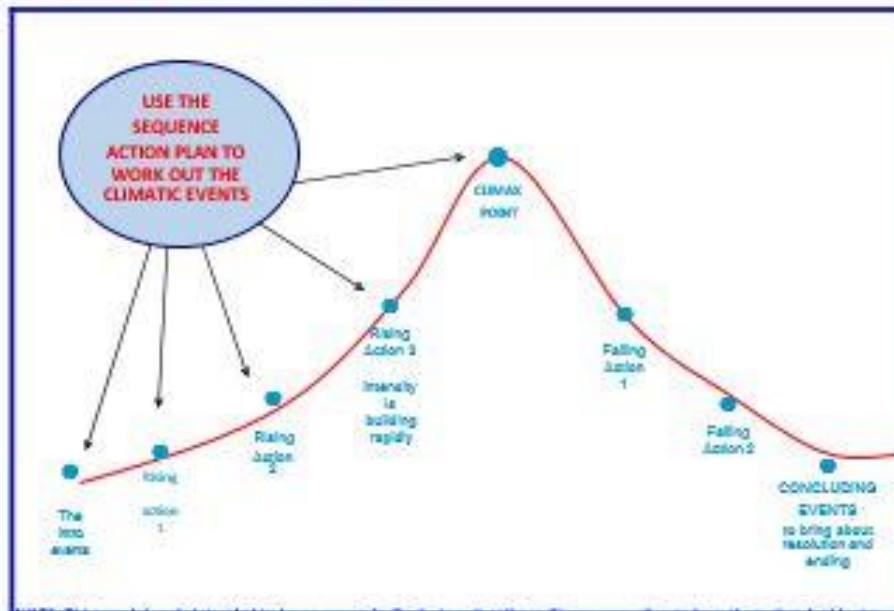
Work out how to bring the story to a realistic close.

Sometimes things are happening at the same time.

Think about the concurrent events that might be taking place.

These often give the work a richness. It's also a good way to give the reader additional background.

PLOT THE ACTION PLANNING THE STORY TIMELINE



sequence the events. The graph points will change according to individual stories.

Plotting the storyline will help you test the logical interplay of events. It will also allow you to see how much time you need to spend of each section of the story.

New writers often find they spend too much time on the introduction and rising action, and then run out of time to focus on the primary story climax points. It is important to bring the story to a realistic conclusion and this takes time. Don't leave the reader stranded. Provide sufficient information to bring about a final resolution, even if you want to leave the reader wondering about an important aspect of the story.

MASTER CLASS



*Well that's it
for now folks.*

I hope you check in
each week and stay
up-to-date with the
latest material.

Cheers,

Suzanne



PLANNING – KEEP IT SIMPLE



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