

# PLOT

TITLE: \_\_\_\_\_

AUTHOR: \_\_\_\_\_

## CLIMAX

When the problem is solved

## RISING ACTION

(List examples that create complications or suspense)

Complications along the way

## FALLING ACTION

Wrapping up minor conflicts

## CONFLICT

the problem  
internal  
external?

## RESOLUTION

How our characters end up.

## EXPOSITION

the beginning  
Setting: time/place  
Situation/climate: what's the deal?  
Characters: who?

## PROTAGONIST vs. ANTAGONIST

main character vs. force or person(s) opposed

THEME "The Big Idea"

# PLOT

TITLE: \_\_\_\_\_

AUTHOR: \_\_\_\_\_

## CLIMAX

w

Wolf falls  
in pot and  
is boiled

## FALLING ACTION

Piggies  
have  
dinner!

## RESOLUTION

The pigs live  
happily ever  
after

## RIISING ACTION

(List examples that create complications or suspense)

1. Blows down straw house
2. Blows down stick house
3. Can't blow down brick house

## Conflict

Wolf wants to  
eat pigs  
(external)

Protagonist: 3 pigs  
Antagonist: Wolf

## THEME "The Big Idea"

## Theme

Don't be lazy!

## Exposition

Setting: "Once upon a  
time..." /  
the woods

Situation: going out into  
the world

Characters: 3 little  
pigs  
wolf

COM  
in  
ex

ST