

# **Plotting 101**

with Sue Viders and Becky Martinez

## **Plotting methods:**

- **No plotting (pantsers)**
- **The Five W's**
- **Detailed Outline**
- **Mythical Journey**
- **Three Acts**
- **Turning Points**
- **Story Boards**
- **Chapter by Chapter**
- **Scene by scene**
- **Using a Timeline**
- **Plotting Backwards**
- **Plotting Wheel**

# **The PLOTTING WHEEL**

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**Think ten spokes on a wheel – all of which are needed, at one time or another, in order to plot a great story.**

- 1 – Characters**  
Begin with well-developed main characters – hero, heroine, villain
- 2 – Crusade**  
Give that character something to do (begin with inciting incident)
- 3 – Cause**  
Give character a reason for undertaking that crusade
- 4 – Complication(s)**  
Provide plenty of complications, internal and external
- 5 – Companions**  
Give character friends/mentors/ people who share story
- 6 – Clashes**  
Provide action for character where he/she must show skills or lack of skills
- 7 – Crisis**  
Plot must move forward with each clash until there is a crisis point
- 8 – Change**  
Character must finally change to succeed a
- 9 – Climax**  
The final struggle where the character **MUST** succeed or all is lost
- 10 – Conclusion**  
Give the character and the reader a final resolution