B2W STRUCTURAL WORKSHEET

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**Set Up >>>**

- **Kick Off**
  - TIPS: WHERE do we meet your character? WHAT is s/he doing? WHY? HOW does this relate to your story?

**Dramatic Context**

**Mid Point**

- **TIP:** Each event in the plot should REVEAL CHARACTER and PUSH THE STORY FORWARD

**Antagonist's Actions**

- **TIP:** PLOT = obstacles AKA 'what happens' = literal events
- **TIP:** Problem gets even worse

**Protagonist's Actions**

- **TIP:** Decides to solve problem
- **Antagonist's Counter-Actions**
  - Antagonists think *they're* the protagonist!

**Conflict, pt 1**

- Obstacles, each one bigger than the last

**Conflict, pt 2**

- Obstacles, each one bigger than the last

**The Showdown**

- Serves problem (or not?)
- **TIPS:**
  - Save your biggest obstacle / event for your ENDING
  - Find plotting hard? Why not try plotting BACKWARDS from your ending to 'find' your beginning?

**Protagonist's Actions**

- Protagonist has problem
- Protagonist confronts Antagonist

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