

NAME:  
PERIOD:

# PLOTCOASTER

TITLE:  
AUTHOR:

## 6. RISING ACTION #3:

Example of conflict

## 3. CLIMAX:

Solves the conflict/problem or...  
introduces a new one (sequel)

## 5. RISING ACTION #2:

Example of conflict

## 4. RISING ACTION #1:

Example of conflict

\*When the main problem starts

## 1. INTRODUCTION: (EXPOSITION)

Main Characters: mentioned frequently; involved in the main conflict

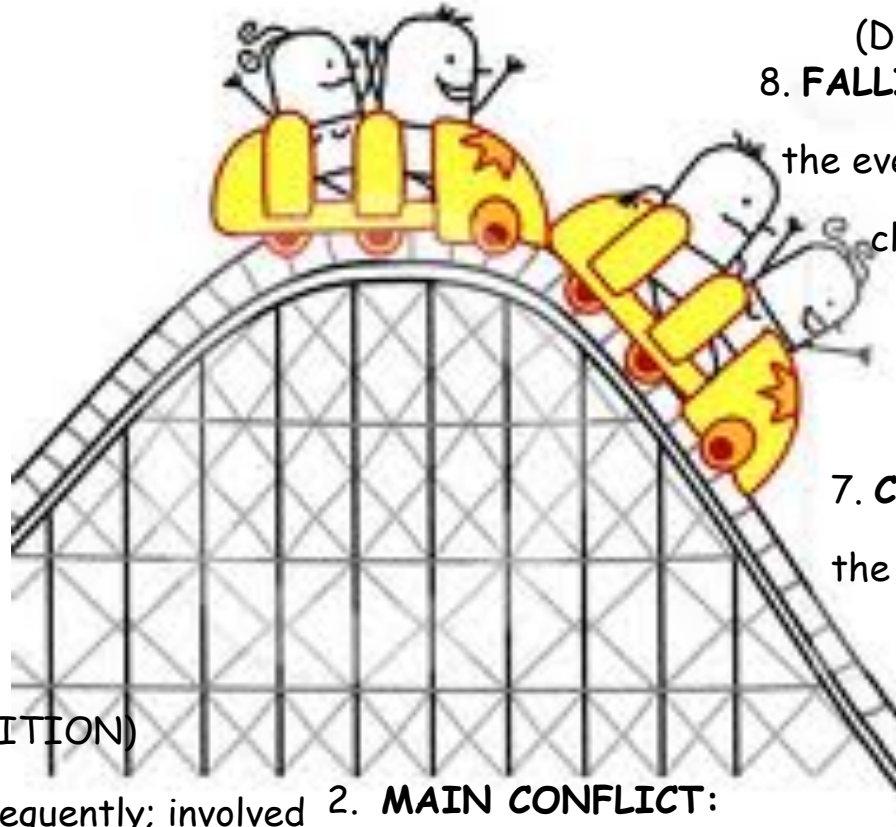
Time: actual dates/years; past, present, future

Place: specific name; use generic terms  
country/city/suburb

## 2. MAIN CONFLICT:

(wo)man vs. type (environment, machine, self, (wo)man, nature, society, supernatural

Problem Statement: explain conflict using sentences



(DENOUEMENT)

## 8. FALLING ACTION/RESOLUTION:

the event that occurs between the  
climax and conclusion

## 7. CONCLUSION:

the last idea you are left with