

1. The Beginning
Introduce the main characters and describe the setting. What will your opening sentence be?
Introduce the hero and setting.

2. The Build-Up
What things happen? What clues are there? What is said? How do you build up the excitement?
Begin the quest.
Meet the helper.

3. The Problem or Dilemma
Meet the danger
Things might go wrong! Is there a mystery, or do terrible things happen? Are there any disagreements?

4. The Resolution
Defeat the danger and get the object.
How are things going to be sorted out? Problems have to be solved, and people made happy again.

5. The Ending
Does the story end happily ever after? What have people learned? Have characters changed?
Return home

THE STORY MOUNTAIN PLANNER Name Date

A hero

Who was your hero?

Describe them

Was there anything special about them?

What were they like? (And how would someone know?)



Oliver was an explorer. He hadn't chosen to be an explorer. He was born into it. He had climbed all of the mountains in India by the time he was two. He had seen an erupting volcano, an angry snake and the lost city of Atlantis before his third birthday. Oliver learned to be an explorer from his parents. Oliver looked like an explorer too. He always wore his yellow climbing shoes and carried a rope around his waste in case he found something to climb. His hat had a compass built into it. Being an explorer had made Oliver brave. He wouldn't go looking for danger, but when found it he wouldn't flinch. He had learned that screaming and crying rarely helped him get out of trouble.

The Quest begins

Where does the Quest begin?

Describe the setting

Where does your hero need to go? Why?

How will the hero travel



Oliver lived in a rickety old house by the sea. He wasn't there very often. From his window he could see huge waves crashing onto the pebble beach beside his house. He could hear the seagulls sqawking above him and the wind whispering to him as it flew through the crack in his window. Oliver wasn't worried when he saw his parents dinghy washed up on the shore beside his house. Oliver never worried. However, he knew his quest to find his parents was about to begin. As he jumped into the dinghy to find his parents, he wondered when he would see his lovely bedroom again.

The Quest gets tricky / Meet a helper

Where does the hero get to?
What problems is the hero having?
Who is the helper?
How what will the helper give the hero?



Oliver had sailed for twenty long days. He had searched every island for his parents. He had looked in every dark cave and every creepy forest. He was beginning to give up hope. He was almost out of water and his face stung with sunburn. "Oliver, I can help you." A voice called from above. Oliver was confused. Was this a voice in his head? "Look up!". Oliver looked up and he saw a seagull with a map between his beak. "Seagulls can't talk!" exclaimed Oliver. "Well I can," responded the seagull "and I know where your parents are. I've drawn you a map."

Find the danger

Where does the Quest end?

Describe the setting.

Who / what is the danger?



The seagull gave Oliver the map. It was very well drawn for a seagull's map. The map had an 'X' marked on it in a place called "fire dragon's cave." The seagull had followed the dragon all the way from Oliver's house.

Oliver wasn't worried. He never worried. As he entered the fire dragon's cave his eyes stung with thick smoke. The smoke and salty air filled his lungs. He could see the glowing eye of the dragon ahead of him like a lantern guing the way. Suddenly it went dark. The sound of snoring echoed in the darkness. The dragon had fallen asleep! The sound of snoring echoed in the darkness. This was his chance.

Get the object.

Defeat or escape the danger?
Get the object.
Go home.



Oliver held a lantern above his head and tiptoed past the sleeping dragon. He could see his parents tied up with dragon scales at the back of the nest. Oliver wasn't worried. He never worried. He could feel the heat of the dragon's breath on his sunburnt face. Bravely and silently, he used his knife to untie his parents. "Shh" he whispered as he guided them back to the dinghy. "We're going home."

As they sailed home they saw...

They felt....

Oliver was excited because...

He wasn't worried. Oliver never worried.