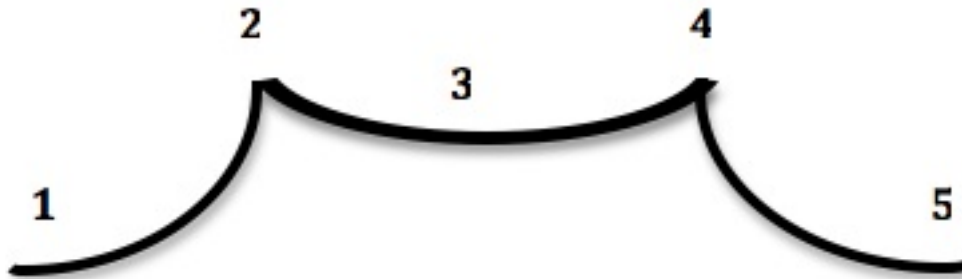


## Story mapping key



Remember, a *story* is a *journey*: A character is changed (decides, learns, grows) by confronting and solving a problem.

Think of your character's journey – where they start, how they change, and where they end up as a result. The journey can be short or long, simple or complex.

Then map its major points. Be sure to map all five:

### **1. Introduce the character and their circumstance**

Example: "Come and listen to my story 'bout a man named Jed, a poor mountaineer barely kept his family fed. And then one day he was shootin' at some food ..."

### **2. Introduce the challenge**

Example: "... and up from the ground come a-bubblin' crude. Oil, that is. ... Well, the first thing you know, old Jed's a millionaire."

### **3. Show the character wrestling with the challenge**

Example: "The kin folk said, 'Jed, move away from there.' Said, 'Californy is the place you oughta be.'"

### **4. Show the character finding a solution/resolving the challenge**

Example: "So they loaded up the truck ..." (Jed agrees with his family's advice ...)

### **5. Show the character living with the results of their choice**

Example: "... and they moved to Beverly. Hills, that is. Swimming pools, movie stars." (... and moves where the millionaires live.)