STORY LOGIC NET

Freytag's Pyramid

Image Source: https://www.flickr.com/photos/rosenfeldmedia/25698275295
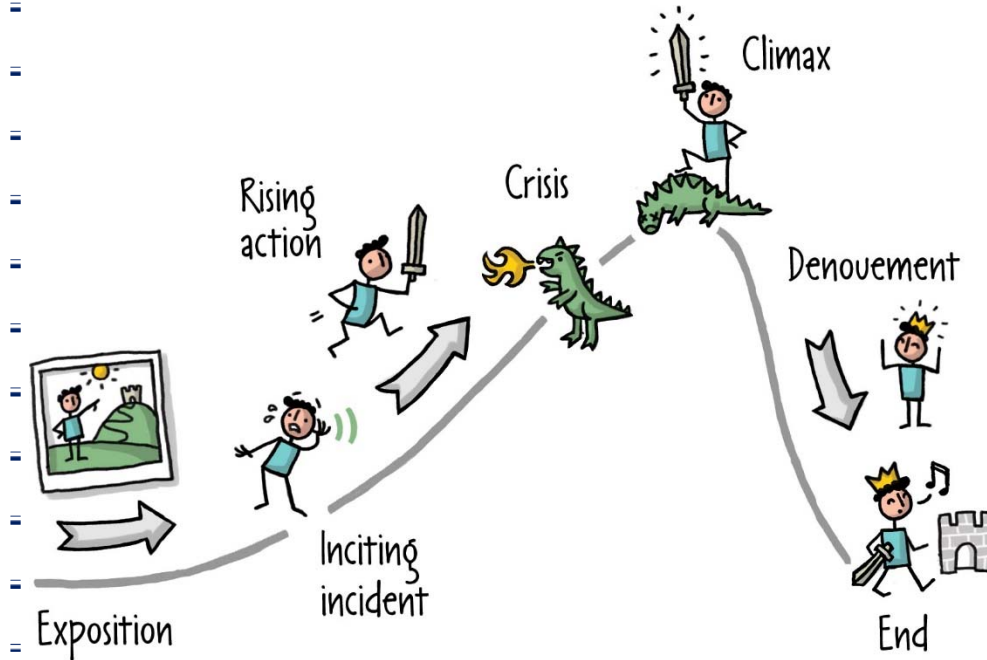
STORY LOGIC NET

Exposition: Event happens than sets the story beginning

Inciting incident: Complication occurs. Something disrupts the balance (for better or worse).

Rising Action - Crisis: Events/actions start developing after the character chooses between crisis questions

Climax: Character chooses climax choice/action in response to the crisis question

Denouement: As a result of the character's action, resolution happens.

The End

Explanation

Freytag's pyramid is the fundamental structure of a complete story. A story starts with the *Exposition*. During this stage, the basic elements are introduced, including at least the main character (usually referred to as the hero) and the setting. The setting can be a description of the place and/or a specific situation that the hero is in (presenting something that can be considered as usual). Then, an *Inciting Incident* is something that happens and completely disrupts the balance of the presented situation. This can be anything between the appearance of another person or animal, a feeling, a natural phenomenon, etc. This makes the hero pose (not literally) a question (referred to as a dramatic question and often it is a dilemma; "what will the hero do and why?") which leads to a series of actions and events which constitute the plot (*Crisis*), eventually reaching a *Climax*. At that point, the question/dilemma can be answered (choices are offered). Depending on the choice made, the *Denouement* of the story leads to the end, the resolution of the disrupting element and thus the *End* of the story. All the stories include a pyramid structure, but more complex stories contain multiple and interconnected pyramid structures (sub-stories).

Instructions

Try to work one step at a time. It is good to be more analytic than probably needed at the beginning (exposition) and go back to delete parts, than miss elements and go back and forth. Try to connect the inciting incident with the main hero and the exposition. It is better to be something that gets the hero out of a comfort zone or usual situation and create a dilemma (choose between 2 options in which he/she gains and loses something). Assist the children with questions such as "what if…".

The crisis is better to include multiple (at least more than one) activities/actions and the climax needs to be clear. Try to formulate the crisis point with a question like "What to do now?". This indicates a decisive point which totally affects the ending of the story. The Denouement is shorter than the Crisis (in duration). It is not necessary to have a happy ending every time or in some cases no-ending at all makes it interesting

Suggestions

1. Print the pyramid or draw one on a big sheet of paper. Ask the children to brainstorm and add ideas using post-it stickers on the pyramid. This will help them to eventually think more accurately about their stories. Also try to put on the drawing leading questions with post-it notes
2. Select famous stories/fairytales and try to identify Freytag's Pyramid elements in them. This helps the children understand the stages better
3. To differentiate teaching, try creating story elements, select random ones and try to connect them in order to create a story.