STORY LOGIC NET

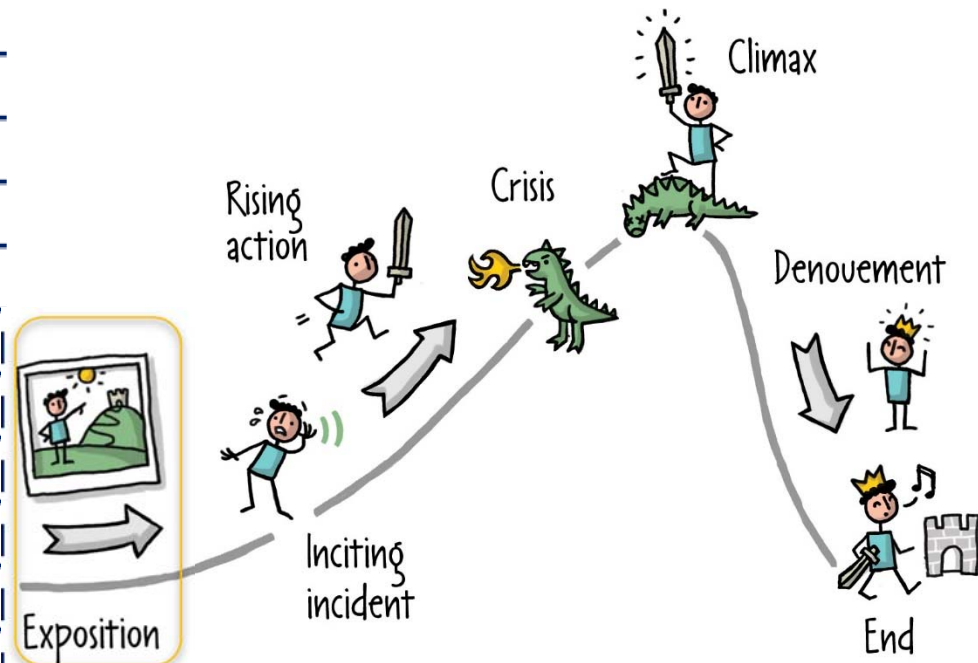## Freytag's Pyramid - Exposition

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

Exposition:

Try to answer to the 4W questions in order to setup the initial scene of the story. Remember, everything is balanced, normal…it's an everyday scene

Who : Describe the main character who will be the protagonist for the rest of the story. Is the character alone, are there others in this scene?

Where : Describe the place that the scene occurs. Is it in a building, at the beach, in a field, under a tree? Try to give details but not too much

Why : What is the reason for the character(s) being there? Is it a meeting, an everyday event, something good or terrible? Keep it short

When : Describe (vaguely or accurately) the time that this scene takes place in. Is it day, night? Is it now, in the past, the future? Is it during a known historical period?

What : Describe the character's actions. What is the character doing, thinking, dreaming, etc

Instructions

Print out the card and give it to a student or a group of students. Ask them to try to answer the 5 questions on the back of the card and then try to put it together in a small text. Ask them to be very clear in their descriptions. If needed, ask reflective questions to help them be more accurate.

Suggestions

1. It is a good idea to use post-it notes on 5 pieces of paper (one for each question). Even better, use colored post-its or colored pencils to brainstorm
2. Pose reflective questions. For example, if the student(s) present a character alone, ask "Are you sure he/she is alone there? What if someone was hidden behind the bushes?". This may widen the children's perspective of the opening scene.
3. Select stories that the children are familiar with and read out the exposition part of them. Discuss with the children what is included and what if something was missing (how would that affect the story later on?). This will help understand this section better
4. Whatever the students create, introduce a variation to enhance their creative thinking. For example if they choose to have one character, introduce one more.