

Marlin Barton – Prose Assignment #1 – The Three P’s

Step One – Decide your *people*. Come up with some character ideas that you find dynamic and interesting. You can base this off of people on The Story Acorn or people in your own life.

Remember: all characters have a goal! What does your character want most?

Step Two – Decide your *place*. Where is your character? What time period and what location? You can use the Story Acorn or your own experiences as a reference for the place you select.

Remember: your person is going to exist in this place. Think about the most interesting or accurate places to situate your character in.

Step Three – Decide your *problem*. What is that character going to encounter that stops them from reaching their goal? What obstacles do they run into?

Remember: all problems have multiple layers. If the problem is too easily solved, it wouldn’t make for a very interesting story. Come up with something juicy.

People	Place	Problem

Step Four– You’ve got all your basic components, so just let the story play out. How would these characters react to their problem? How does the place play into this conflict? Let your imagination overflow.

Remember: We can edit at the end of the story! Don’t spend all your time worrying about grammar or finding the perfect word. Get your ideas down first, and then go back and refine them.