

# A World of Complications

After School Village – Tarzana CA

Teacher:  
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**Oops!**

# A World of Complications

- You had two stories to choose from, in order to write a little dialogue.
- Why did you choose the one you did?



# Only Trouble is Interesting

How can you make these characters' lives *more* difficult?

- A. Shluffy wakes up at 9 am for his class at 8 am.
- B. Krenky falls in love with an orangutan.
- C. Kishuf sleeps under the stairs in a foster home.
- D. Tzippy's bike wheel falls off when she is ten miles from home.

# Which Option is Juicier?

- You see your best friend cheating on an exam
  - You and your buddy drive over to the local quarry
  - You want to do better in school but keep on staying up late playing Grand Theft Auto.
- You help your best friend do better on the exam
  - You and your buddy start pushing each other when you are standing on the edge of the quarry, about two hundred feet above the water.
  - You make a plan for yourself to go to bed on time so you can do better in school

Why, as a writer, would you make those choices?

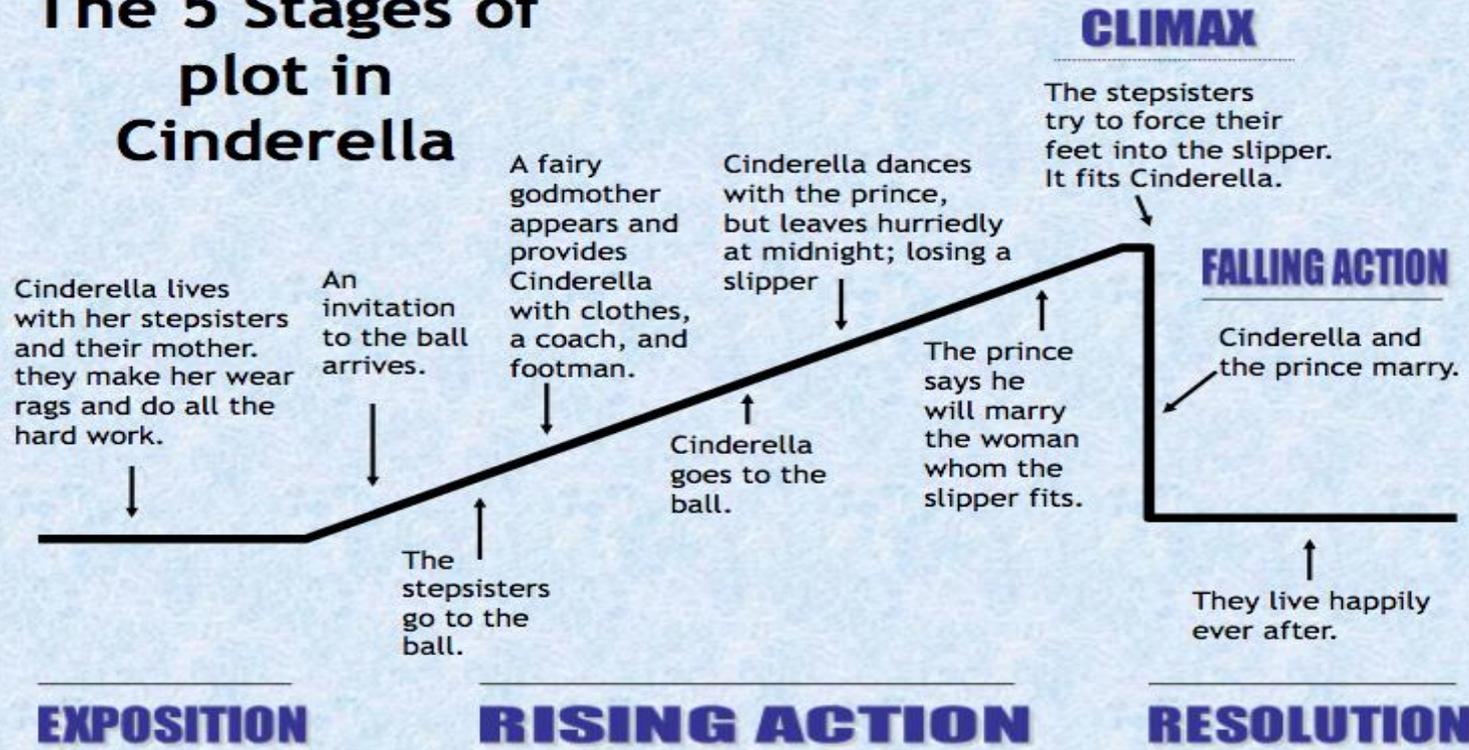
# Aristotle and Plato and Cinderella

- Aristotle said that to be complete, a story has to have a beginning, a middle and an end. What do you think happens in the beginning? The middle? The end?



# Cinderella

## The 5 Stages of plot in Cinderella



# Cinderella without Trouble

- Can you tell the story of Cinderella without any trouble (aka perturbations/conflict)?



Why is or isn't this satisfying?

# Omne Trium Perfectum

- Goldilocks and the Three Bears
- The Three Musketeers
- The Three Billy Goats Gruff
- The Three Little Pigs
- “Veni, vidi, vici!”
- “Liberté, égalité, fraternité”
- A priest, an imam and a rabbi walk into a bar...”
- Aristotle’s *Ars Poetica*: “a beginning, a middle and an end”

# Add Trouble and Stir Three Times

- Think about your story. Can you imagine some more trouble that your character can fall into? Can you imagine three different, escalating problems?



# calvin and Hobbes

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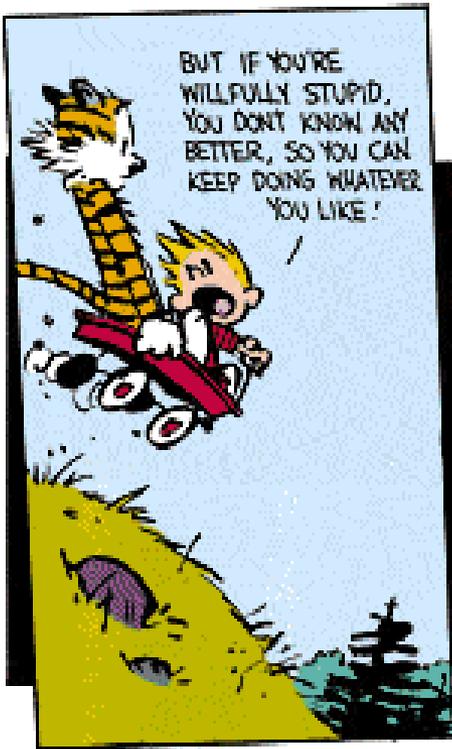
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ONCE YOU KNOW THINGS, YOU START SEEING PROBLEMS EVERYWHERE...

...AND ONCE YOU SEE PROBLEMS, YOU FEEL LIKE YOU OUGHT TO TRY TO FIX THEM...

...AND FIXING PROBLEMS ALWAYS SEEMS TO REQUIRE PERSONAL CHANGE...

...AND CHANGE MEANS DOING THINGS THAT AREN'T FUN! I SAY PROSEY TO THAT!



BUT IF YOU'RE WILLFULLY STUPID, YOU DON'T KNOW ANY BETTER, SO YOU CAN KEEP DOING WHATEVER YOU LIKE!



THE SECRET TO HAPPINESS IS SHORT-TERM, STUPID SELF-INTEREST!



WE'RE HEADING FOR THAT CLIFF!

I DON'T WANT TO KNOW ABOUT IT.



WAAALGGHH!



I'M NOT SURE I CAN STAND SO MUCH BLISS.

CAREFUL! WE DON'T WANT TO LEARN ANYTHING FROM THIS.

# Anticipation of Disaster

- Creates tension
- Makes the reader think ahead and worry
- Releases adrenaline and kicks of the thrill-seeker part of brain chemistry
- Why might a writer want to have these things happen to their reader?



# Go on an Adventure

- This week, think about something that would be really challenging for your character and then think about what might happen next. How could it get even worse?
- See if you can come up with a chain of three wild events that are linked to and caused by one another.
- Write as much of it as you'd like to!