

Opening

plazoom

**Character
is singing**

**Character
is walking
somewhere**

**A royal
character
is in a
castle**

**Character
wants
or needs
something**

**Character
is having a
normal day**

Opening

plazoom

**Character
has a special
object**

**Two friends
are playing**

**Character
is in a
difficult
situation**

**Character
is scared**

**Character
is given
a task**

Build up

plazoom

**Character
hears a
strange
noise**

**Character
describes
the setting**

**Character
hears a
story about
a monster**

**Character
sees
something
that they
need**

**A stranger
arrives**

Build up

plazoom

**Description
of a special
object**

**Character
is warned
not to go
somewhere**

**Go to
find help**

**Describe
character**

**Character
finds
something**

Problem

plazoom

**Something
is broken**

**Character
gets lost**

**Monster
arrives and
attacks**

**Character
has to
overcome
an obstacle**

**Something
scary
happens**

Problem

plazoom

**Something
gets lost**

**A character
is somewhere
they
shouldn't be**

**Someone
needs help**

**Character
meets
something
they are
scared of**

**Something
goes wrong**

Resolution



**Character
helps to fix
something**

**Character
finds a
map**

**Hero
comes to
the rescue**

**A stranger
helps out**

**A friend
arrives
to help**

Resolution



**Character
finds
something**

**Character
finds their
way home**

**Character
helps
someone**

**Character
overcomes
a fear**

**Character
completes
task**

Ending

plazoom

**Character
has a
special
object**

**Character
promises
to listen
next time**

**There's a
party**

**Character
gets what
they need**

**Character
goes back
home**

Ending

plazoom

**Something
is put in a
safe place**

**Character
doesn't
tell anyone
where
they've been**

**Character
has a new
friend**

**Character
now feels
brave**

**Give
something
to someone**