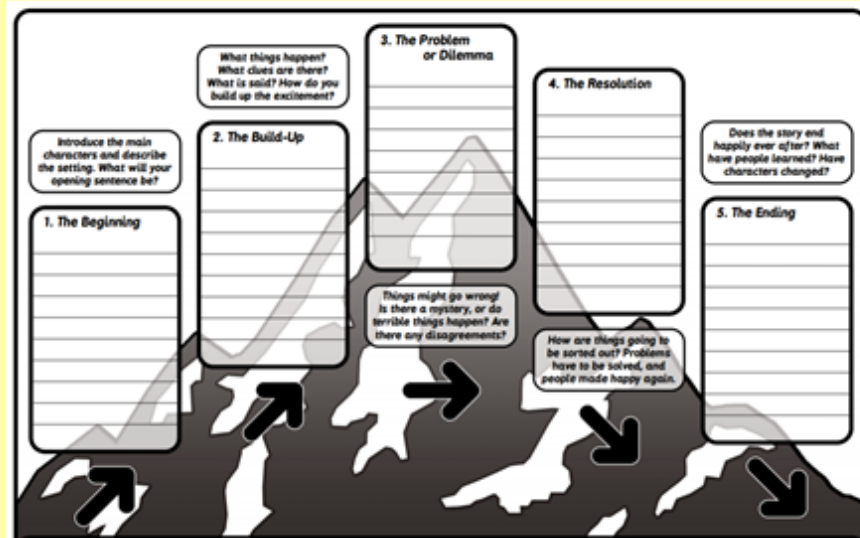


Monday 25th January

L.O. I can plan a new chapter for Goth Girl

Recap



On Friday, we looked at structures of stories and how they are designed.

Within *Goth Girl*, Chris Riddell used this same structure for some of his chapters. An example is Chapter 7.

Beginning	Build-Up	Conflict / Problem	Resolution	Ending
Ada & Emily hunt for the Bathroom of Zeus in the broken wing	They meet <u>Sesta</u> & <u>Harpies</u> – <u>Maltravers</u> has imprisoned them.	<u>William</u> arrives – <u>Maltravers</u> is on his way! The girls must get out...	They escape up a chimney. On the way, they discover two more captives.	They make a plan to tell Lord Goth what <u>Maltravers</u> is up to.

Let's re read the chapter and see if you can identify the parts.

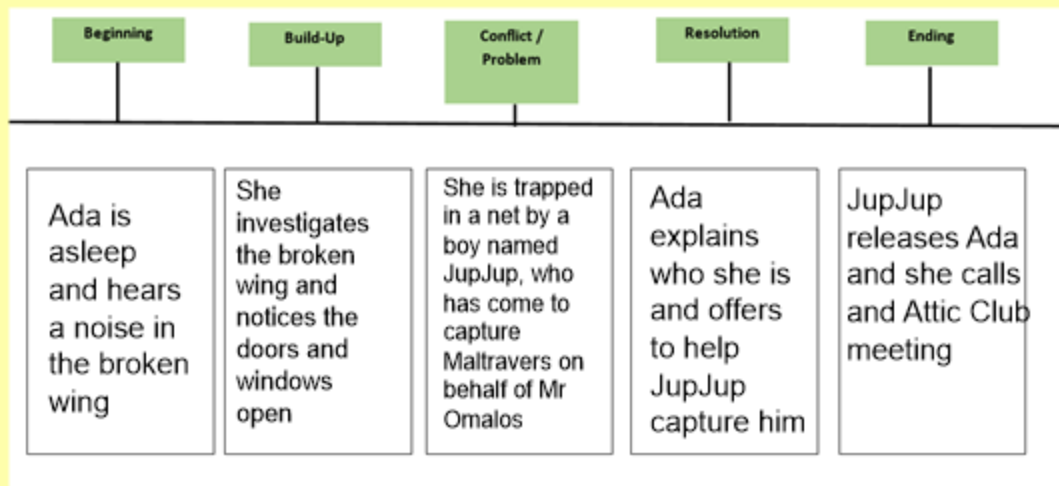
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Task

\* Using the blank timeline plan - plan your own chapter for Goth Girl.

\* Use your character you created last week and ideas from your argument that produced - the character comes to stay at Ghastly Gorm Hall and has an evil plan.



\* If you are stuck for ideas, look at the prompt cards in the folder