



Planning your Story



In the previous trail you have created a description for Beowulf (or your own character), a dialogue between Beowulf and Hrothgar, a plan for your own monster and its lair. We are going to use all of these to create a plan for our own Beowulf adventure story. We suggest you look back at this work to remind yourself what you have thought about so far.

Structure of a story

A story needs structure in order for the events to make sense. Stories usually always follow the same basic structure:

Beginning → Middle → End

The beginning sets up the main characters and settings and may include the set up to the dilemma. The middle usually contains most of the action, where the dilemma takes place. The end usually includes the resolution (how the dilemma is fixed) and the consequences of the dilemma being fixed.

This BBC link gives a basic example of beginning, middle and end:

<https://www.bbc.co.uk/bitesize/topics/zpccwmn/articles/zwmt4qt>

Can you think of stories you have read that follow this structure?

Planning your story

Before writing your story, it is important that you have a plan – that you have completed research and thought about what is going to happen in your story. You have started this already by researching the Anglo-Saxons and reading an example of an adventure story (Beowulf).

Your story will be made up of at least FIVE paragraphs (you can have more). How you plan your story is up to you, but we have included a couple of suggestions on how you may want to:

- **Story Mountain**
- **Flow map**
- **Table**

We have described how you could use each of these below and have put a blank version that you could print or copy into your books on the pages at the end of this document. You may want to use different colours to separate the different sections of your story. **You don't need to write in full sentences, but you do need to be able to understand your own plan!**

You could use the [Writing Your Story Guidance Page](#) to look at examples or word mats to help you think of what to include in your plan.

Structuring your Beowulf / Anglo-Saxon Warrior story

Before you start planning your story on paper, think about the following questions. You will need to have some idea of their answer in order for your story to work together and make sense. These question will also help you think about what to include in your plan:

Introduction / Opening

- Where is Beowulf / your character at the start of the story?
- What is he / she doing?

Build-Up

Beowulf/your character reaches Hrothgar:

- What does Hrothgar ask / say about the monster?
- Has Beowulf heard of the monster before?

Dilemma

Your monster:

- What is it doing?
 - In its lair?
 - Preparing to fight?
 - Attacks Heorot whilst Beowulf is there?
- What does your monster want?
 - How could you show this? (if not mentioned by Hrothgar)
- Does Beowulf have to travel to your monster?

Resolution / Fight

- Where does the fight take place?
- What happens in the fight?
- Is your monster defeated?
 - How is it defeated?

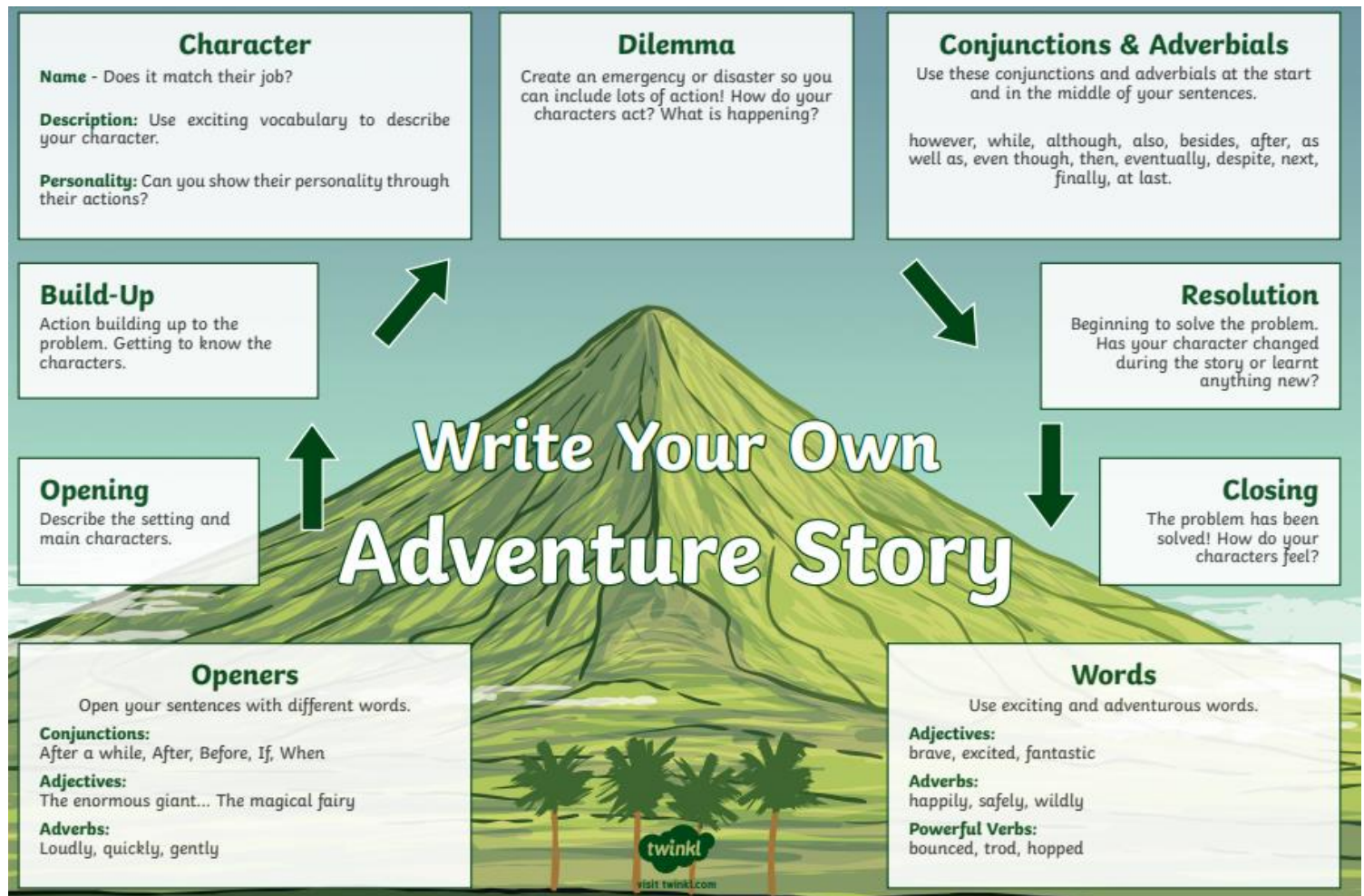
Ending

- How does your story end?
- Is Beowulf celebrated?
- Was your monster successful?
- Are you going to leave it on a cliff-hanger?

Story Mountain

Story Mountain uses a diagram to help you see the structure of the narrative and planning how different parts are pieced together. Using this method will allow you to think about the five distinct areas your story will be arranged into.

opening/introduction → build up → dilemma → resolution → closing/ending



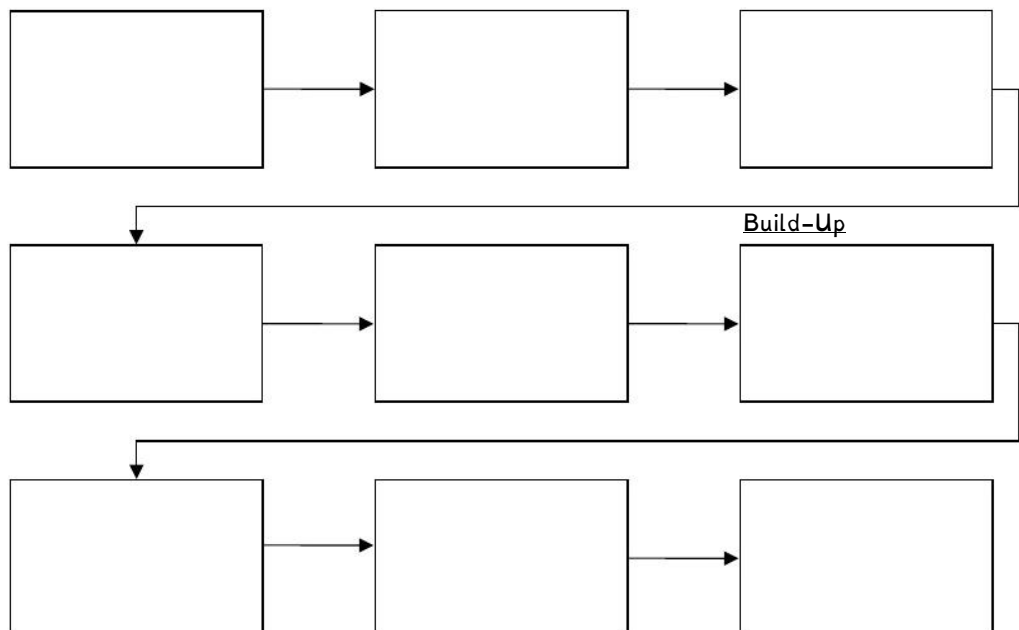
Flow Map

You have looked at Flow Maps in the last Unexpected Trail where you summarised the story of Beowulf.

You can use a Flow Map to plan the events in your own story. The Flow Map may be helpful to plan each or most of the steps in your story as you can include as many boxes as you like.

To help keep track of which sections you have included, you may want to add a subtitle above the boxes to say if they are part of the introduction, build-up, dilemma, resolution or ending. Alternatively, you could colour code the boxes, e.g. all blue boxes refer to the introduction.

Introduction



Paragraphs (five part structure)		Grammar or vocabulary
Opening	<ul style="list-style-type: none"> • Beowulf arrives by boat • Approached by soldiers on the shore • Led to Heorot 	
Build-up	<ul style="list-style-type: none"> • Hrothgar recognises Beowulf • Beowulf tells Hrothgar why he's there • He agrees to beat the monster 	“ “ boomed declared explained
Dilemma	<ul style="list-style-type: none"> • Beowulf takes his men and some of Hrothgar's to the Barghest's lair (a mere in a forest) • Forest is creepily silent • Noises startle the men as they approach the mere • Some of the men flee 	
Resolution		
Ending		

Table

Another way you could plan your story is to use a table. Similar to the flow map, you decide how much information you include and how – you could use full sentences, key words, bullet points.

Using a table also gives you an opportunity to add an extra column to include either grammar or punctuation you want to include or if there are any interesting words you want to use to challenge your writing.

Story Mountain

Character

Dilemma

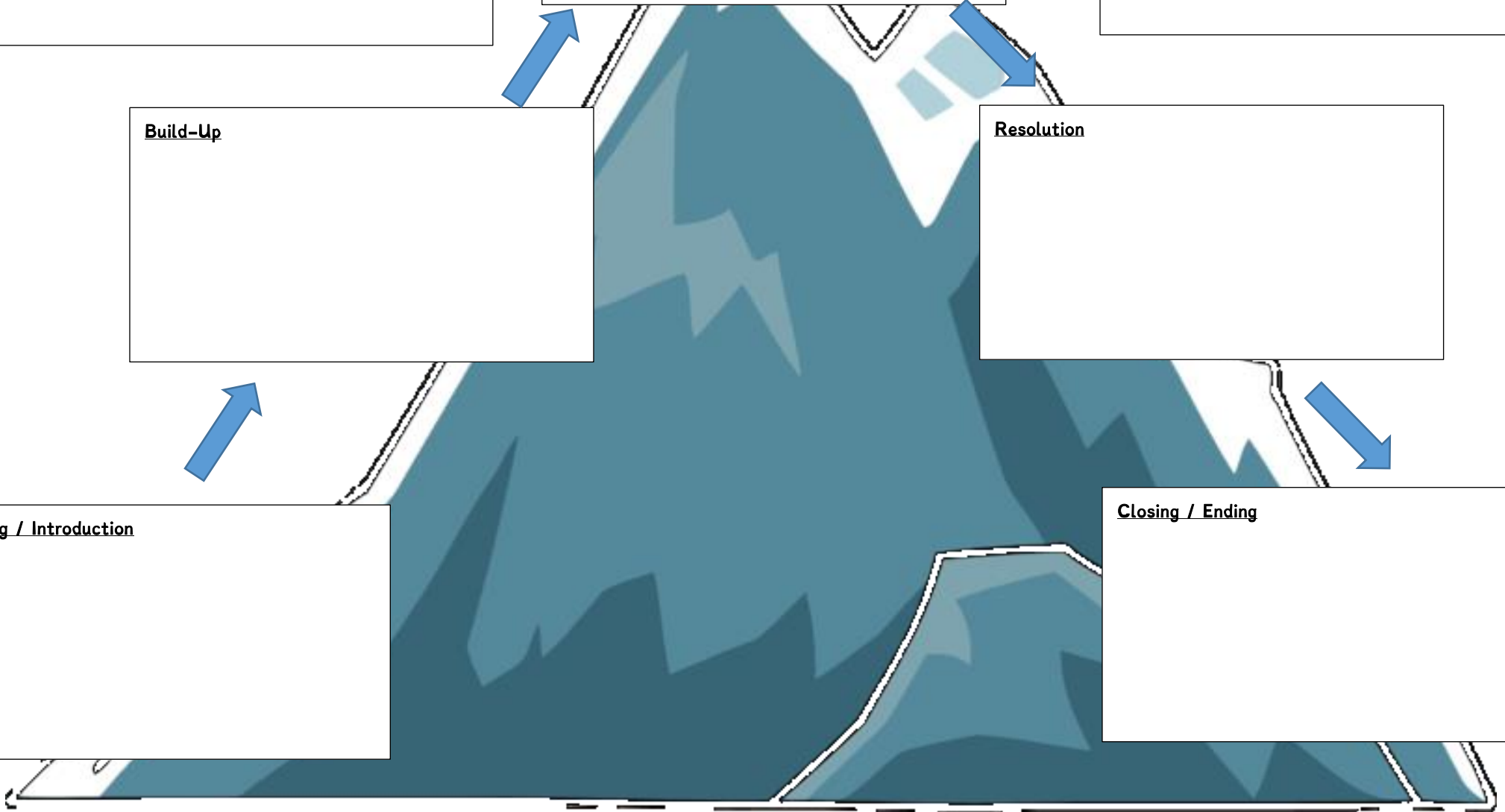
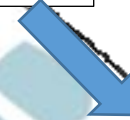
Setting

Build-Up

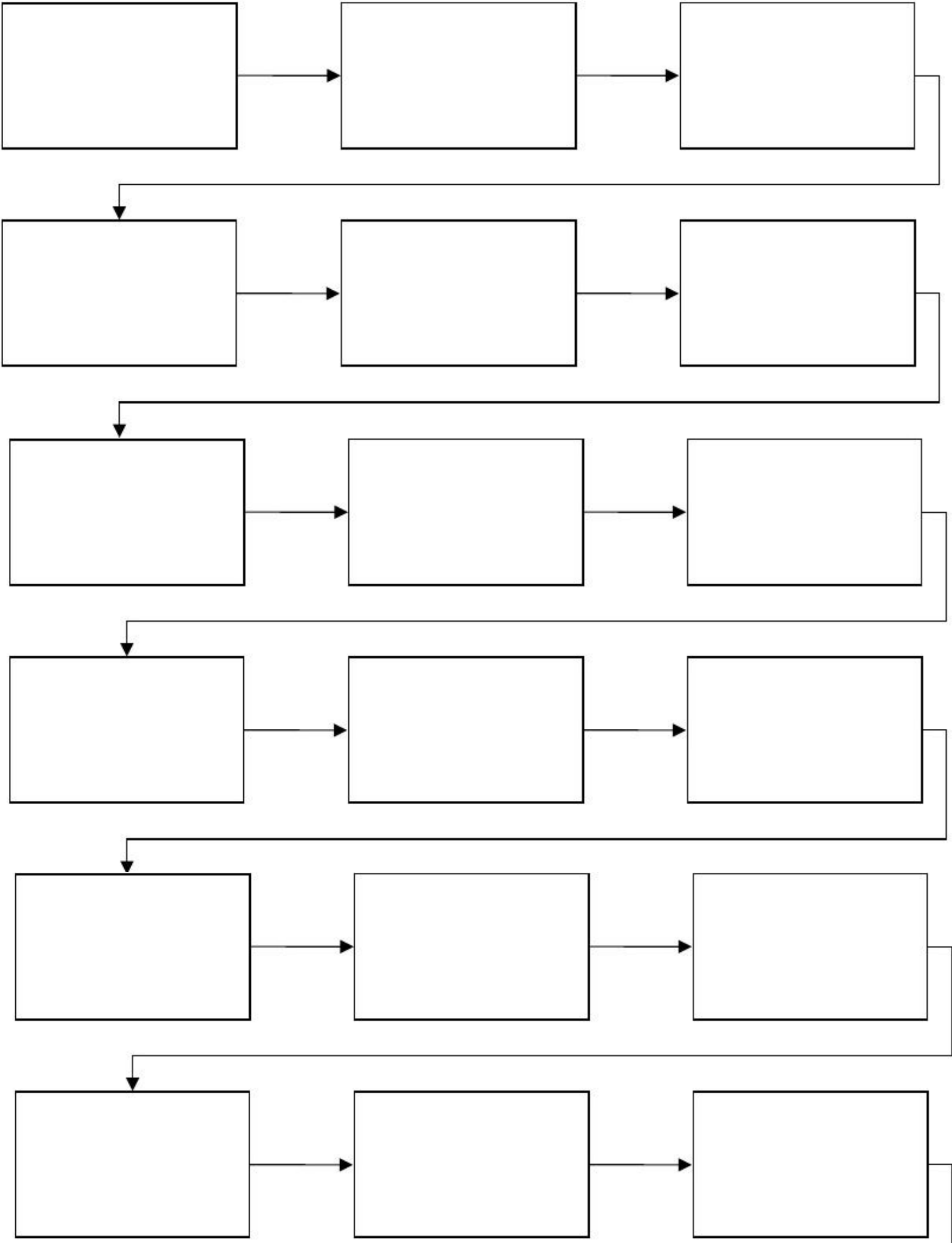
Resolution

Opening / Introduction

Closing / Ending



Flow Map



Table

Paragraphs (five part structure)		Grammar or Vocabulary
Opening Where is Beowulf at the start of the story? Who is he with? What is he doing?		
Build-Up What does Hrothgar say about the monster? Does Beowulf know the monster?		
Dilemma What goes wrong? What is your monster doing? Does it attack whilst Beowulf is at Heorot? Does Beowulf have to travel to the monster?		
Resolution Where does the fight take place? Who wins? How do they win?		
Closing Who was successful in your fight? Is Beowulf celebrated? Are you going to leave it on a cliff-hanger?		