


Miriam Webster defines **PLOT** as a secret plan for accomplishing an evil or



unlawful end. In fiction it is defined to be the plan or main story. But if there is no problem, there is no story. As a writer then, it is your responsibility to create trouble.

Plot is the events supplying the conflict. Conflict, struggle and opposition create suspense. In fiction these appear in three or four main categories. They are:

- Man against nature
- Man against self
- Man against man
- Man against his creation (technology, viruses, pollution)

Good fiction uses more than one of these at a time. Your character must have strong motivation to overcome these problems. Strong motives include the urge to survive, the urge to be loved and to experience loyalty/devotion, the urge to have power which could be good or bad. Weak motives mean weak stories.

Assignment: Create a three-dimensional character with a need or desire and **STRONG** motivation to reach his goal. Then, plot trouble, obstacles, conflict and struggle for him not to achieve those goals. Decide how he will overcome the problems. Condense your ideas into one sentence. Bingo. You have plot. Add emotion, and you have a story.