

Character(s) shown / not told	Setting	Purpose: Kick off (problem / conflict), feeling, plan/goal	Action	Conclusion	Emotion
<ul style="list-style-type: none"> - Show – don't tell personality hints - Dialogue moves story ahead, reveals character or impacts 	<ul style="list-style-type: none"> - Hints/detail time, place, weather... 	<ul style="list-style-type: none"> - Disruption and goal - Character responses/changes 	<ul style="list-style-type: none"> - Events/pacing/tension/ally - Details - Transitions 	<ul style="list-style-type: none"> - Events wrap-up 	<ul style="list-style-type: none"> - Observation/lesson