



You Write!

### Writing Your Story: Activity #3



#### Give Your Characters a Life!

It might seem strange, but it's true: to really have a good time in a story, a character must have a big problem. For a character, there's just no fun in a story unless there's a problem to solve. So I recommend that you start out by giving your hero a lot of trouble. He or she will thank you for it! Then you'll have a great time figuring out what your hero and the other characters should do next. One thing will lead to another, and before you know it the story will be over. Then it'll be time to start a new one!

#### Some problems your hero might have:

Arch-nemesis has threatened to unleash a Secret Weapon on your hometown (or home planet)

Girl/Guy Next Door has been kidnapped by your Arch-nemesis

A troublemaking ghost has set up residence in some part of your house, office, or vehicle

Your best friend decides to "borrow" your Secret Ability or special gear, they mess up, and you must rescue him/her

Someone among The Folks is not who he or she seems to be!

All of the above

## **Making Trouble for Your Characters**

You can make trouble for your characters using one (or all) of the above problems, or give them some trouble of your own making! It may not be entirely nice, but writers really love getting their characters into trouble. And then getting them out again, of course.

Write On!

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