

RIDE THE STORY PLOT

1 BEGINNING
character, setting, and motivation

Characters:

- Mr. Plumbean
- the neighbor
- other people who live on the street

Setting:

- A street where all the houses are the same
- Mr. Plumbean's house

2 PROBLEM
conflict

There is an orange splot on Mr. Plumbean's house.

3 A seagull drops a can of paint on Mr. Plumbean's house.

4 Mr. Plumbean paints his house artistically. The neighbors get upset.

5 Mr. Plumbean builds a tower on his house. The neighbors get more upset.

6 Mr. Plumbean gets an alligator, plants and a hammock. Everyone thinks he is crazy.

7 CLIMAX

A neighbor talks to Mr. Plumbean and decides to change his house, too. The other neighbors think they are both crazy.

RIISING ACTION
problem gets worse/bigger

FALLING ACTION

8 The other neighbors talk to Mr. Plumbean, too - they all change their houses.

9 Every house on the street is different.

RESOLUTION