

# RIDE THE STORY PLOT

**1 BEGINNING**  
character, setting, and motivation

Characters:

- Neighbor
- Mr. Plumbean
- other neighbors on the street.

Setting:

• A street where all the houses are the same.

**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** The Neighbors want Mr. Plumbean to fix it. Mr. Plumbean re-paints, keeping Neighbor awake all night.

**5** Mr. Plumbean adds more to his house the next night, keeping Neighbor awake.

**6** Mr. Plumbean adds even more. Other neighbors ask Neighbor to talk to Mr. Plumbean about his crazy house.

**7 CLIMAX**

Neighbor and Mr. Plumbean talk and Mr. Plumbean makes perfect sense to Neighbor.

**8** Neighbor changes his house into a ship.

**9** Other neighbors talk to Mr. Plumbean and change their houses, too.

**RIISING ACTION**  
problem gets worse/bigger

**FALLING ACTION**

**RESOLUTION**