10 Scenes to Start a Story

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Briefly identify an event in your ancestor's life for each scene. Once you identified each scene you can begin to create a scribble draft for each one in preparation to write.

1. **Opening Scene/Hook** – an engaging opening scene that will grab your reader's attention, introduce us to your ancestor and their world.

2. **Inciting Incident** – an event that disrupts your ancestor's world. It may not affect them directly yet, but it gives them pause.

3. **Point of No Return** – Your ancestor is fully engaged with the inciting incident and as a result has made a decision that sends them into a new world from which there is no turning back.

4. **Ancestor New World Response** – Your ancestor has landed in their new world and they are finding their footing. Obstacles and challenges await.

5. **Antagonist Acts**- something or someone stands in the way of your ancestor achieving their goal. It flexes its' muscle in this scene.

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6. **Mid-Point Change of Direction** – at the half-way point in your story, your ancestor makes a change. They no longer are reactionary to the events happening around them and decides to take action.

7. **Antagonist Acts** – The antagonist yet again flexes his power over your ancestor.

8. **Low Point** – As a result your ancestor has hit rock bottom. They don't see how they can achieve their goals.

9. **Ancestor Rallies** -your ancestor comes to an internal understanding, epiphany or realization of what they must do internally in order to defeat the antagonist.

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10. **Climactic Event**- your ancestor faces the antagonist for the last time and wins. They achieve their goal.