

Eight-Beat

STORY STRUCTURE WORKSHEET

*Write a couple lines that describe what happens in each part of your story.
Use the information on the following page as a guide to fill-out each section.*

BEAT ONE: Status Quo and Inciting Incident

BEAT TWO: Predicament and Lock-In

BEAT THREE: First Obstacle and Stakes are Raised

BEAT FOUR: First Shift and Midpoint

BEAT FIVE: It Hits the Fan

BEAT SIX: Black Moment

BEAT SEVEN: Second Shift and Climax

BEAT EIGHT: The Resolution

Eight-Beat

EXPLANATIONS AND DESCRIPTIONS

Beat One: Status Quo and Inciting Incident

- This is the start of your story
- Here, you can hint at what dangers and problems are lurking ahead
- The inciting incident is what throws out the balance and sets the plot in motion
- The inciting incident usually comes at the end of beat sequence one

Beat Two: Predicament and Lock-In

- Sets up the problem that will be central to the entire story
- First hints at possible obstacles
- At the end of this sequence, tension is established when the main character is locked-into the problem and propelled in a new direction to obtain their goal

Beat Three: First Obstacle and Stakes are Raised

- The first major obstacle is introduced
- Ways to solve the problem are starting to be eliminated
- The goal is starting to seem less attainable

Beat Four: First Shift and Midpoint

- A bigger obstacle is presented (rising action)
- There is a shift that changes the entire direction of the story
- This leads to the first culmination, which parallels the end outcome:
 - In some way, this is the main character's first victory
 - For the first time, success seems like a possibility

Beat Five: It Hits the Fan

- Internal and external forces mount to defeat the main character in their goal
 - Internal: Insecurities such as doubt, jealousy, and fear
 - External: Antagonists regroup for attack
- Main character demonstrates their reaffirmed commitment to the goal

Beat Six: Black Moment

- This is inverse of the end outcome
- The last idea to solve the problem is tried—and fails
- This is the Black Moment, the lowest point, all is lost
- The main character cannot see a way out
- The reader should not be able to see a way out of this situation either
- The immense consequences and stakes that have been building over the entire novel are not enough to force the main character to continue--they lose hope and give up
- Things somehow keep getting worse—right on into the first half of beat seven

Beat Seven: Second Shift and Climax

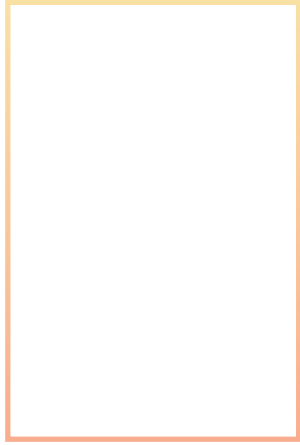
- This is the second shift—something major happens that, again, changes the entire direction of the story
- Tension is ramping up for the final showdown
- The main character has gathered all their mental and physical resources to achieve their goal
- At the climax, everything learned so far is used
- If the character has fatal flaws, this is the time to show how they can triumph over their shortcomings

Beat Eight: The Resolution

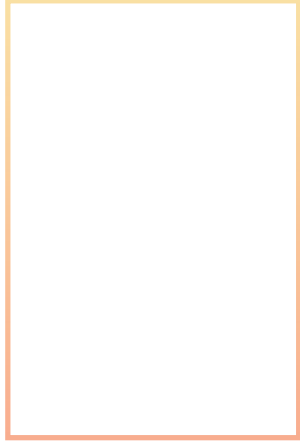
- At long last, balance is regained
- However, this balance has been changed and developed by the cumulative events of the story
- Whether or not there is a happy ending, the main character is, at least in some way, in a better place than when they began

Eight-Beat

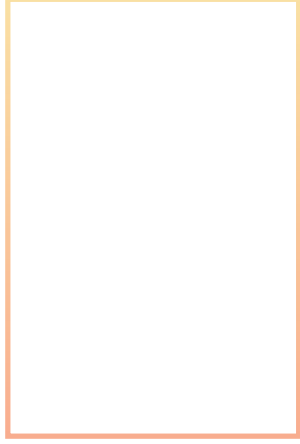
STORYBOARD TEMPLATE

A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat One.

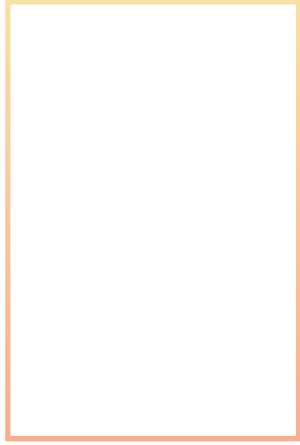
BEAT ONE

Three horizontal lines for writing notes related to Beat One.A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat Two.

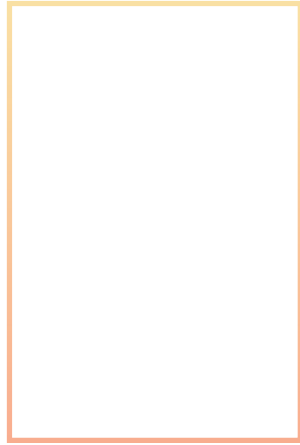
BEAT TWO

Three horizontal lines for writing notes related to Beat Two.A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat Three.

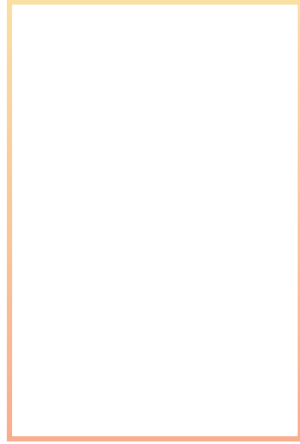
BEAT THREE

Three horizontal lines for writing notes related to Beat Three.A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat Four.

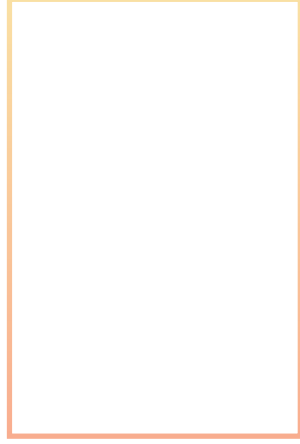
BEAT FOUR

Three horizontal lines for writing notes related to Beat Four.A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat Five.

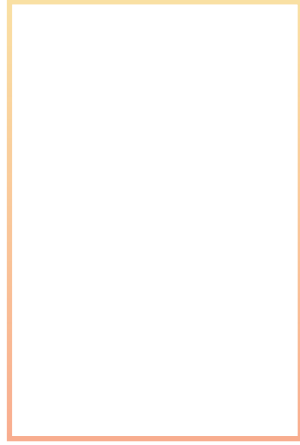
BEAT FIVE

Three horizontal lines for writing notes related to Beat Five.A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat Six.

BEAT SIX

Three horizontal lines for writing notes related to Beat Six.A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat Seven.

BEAT SEVEN

Three horizontal lines for writing notes related to Beat Seven.A large empty rectangular box with a double-line border, intended for drawing a storyboard panel for Beat Eight.

BEAT EIGHT

Three horizontal lines for writing notes related to Beat Eight.