The following pages contain Blueprints (graphic organizers) for most of the narrative genres taught in grades K through 8. Hint: Remember to teach the 1’s, 2’s & 3’s for each and every genre!
Adventure Blueprint: Story where the main character pursues a difficult situation in an exotic setting and there is usually a chase or struggle that is dangerous! The purpose of this genre is to entertain the audience while teaching a lesson to all.

**Story Beginning:** Define the setting and characters.

**Plot:** Storyline line with details leading to a climax.

**Story Ending:** Resolution to the plot with main character prevailing in adverse situation & learning the life’s lesson.
**Drama Blueprint:** Story that is written to be performed. The purpose of this genre is to entertain and is used as a life reflection.

**Story Beginning:** Special effects are most important with lighting and staffing described.

**Plot:** Storyline line with details leading to a turning point with the development of conflict between the protagonist and antagonist.

**Story Ending:** Resolution to the plot with protagonist winning in adverse situation.
Fable Blueprint: A story that teaches a moral lesson via a brief plot using animal characters that have human characteristics. The purpose of this genre is to teach a moral lesson.

Story Beginning: Briefly describe the setting which is usually generic but carefully define the characters in conflict.

Plot: Storyline line with details that teaches a moral lesson.

Story Ending: Plot is resolved by learning a lesson usually based on a universal theme.
Fantasy Blueprint: A magical adventure story! The purpose of this genre is to entertain the audience while taking them to a magical land and teaching a life lesson.

**Story Beginning:** Describe the setting with unrestrained imagination.

- Story beginning: Often begins with “Once upon a time…”
- Introduce unreal characters having supernatural powers
- Takes place in a magical place/future world

**Plot:** Detailed storyline line leading to a turning point involving conflict between the protagonist and antagonist.

- Plot: Conflict between good and evil is key
- Clearly defined storyline develops through magical adventure
- Storyline resolves a “real” conflict in a supernatural way
- Magic is key

**Story Ending:** Plot resolved using magic and includes a lesson learned.

- Story Ending: Usually a happy ending
- Includes a lesson learned

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**Name____________________________________________**
**Date__________________________________________**

**Theme____________________________________________**
**Topic____________________________________________**
Folktale Blueprint: Story using a simple plot based on the oral tradition of a specific culture passed down from generation to generation. The purpose of this genre is to entertain the audience while learning universal truths about human nature and showing how cultures have common elements.

**Story Beginning:** Describe the setting of past.

- Story beginning takes place in the past
- Emphasize the specific culture or country
- Characters have some real characteristics but can’t be real

**Plot:** Simple plot that uses irony to teach a lesson.

- Plot: Key is a plot that challenges the main character
- Storyline develops and is resolved through trickery
- Story resolution is quick and often uses magic

**Story Ending:** Magical change at the end of the story.

- Story Ending: ironic and swiftly accomplished
Historical Fiction Blueprint: A story that takes place in a specific historical period. All characters and events are real. Only the detailed interaction between characters is fictional. The purpose of this genre is to learn from the past.

**Story Beginning:** Include real historical events to set the stage.

**Plot:** Revolves around a problem that happens in a specific historical time frame. Often developed using flashbacks and foreshadowing.

**Story Ending:** Resolution to story is historically correct but uses fictional details.
Legend Blueprint: A story that originated as a part of an oral tradition about a hero, a natural disaster or people in general. Focus is on the characteristics of the main character and is thought to be true. The purpose of this genre is to learn a deeper truth.

**Story Beginning:** Introduce characters who posse strong positive character traits.

**Plot:** Developed around miraculous events.

**Story Ending:** Plot is resolved by having main character overcome the adverse situation.
Memoir Blueprint: A short form of an autobiography. The focus in a memoir is on a single event or a brief period in the author’s life. The purpose is to recall actual events with a special emphasis on emotions and memories related to the events.

**Story Beginning:** Setting is a real place from the writer’s past.

- Story beginning uses the senses to thoroughly describe the setting
- Defines the time and place of the event
- Describes the key people involved

**Plot:** Storyline involves a small slice of time from the writer’s past that describes a problem.

- Plot: Author travels back in time and describes a single life-shaping event
- The event may seem mundane but has emotional content that changes the author’s future

**Story Ending:** Author solves problem which will change future behavior.

- Story ending: plot or problem is resolved through the authors insightful experience
- New lesson is learned which guides future behavior
Mystery Blueprint: A mystery is usually centered on a baffling crime or some hidden truth that needs to be explained. The story builds suspense by using slowly-revealed clues. The purpose of this genre is to challenge the reader to interpret the clues that eventually provide the surprising solution to the mystery.

**Story Beginning:** Describe the setting and begin revealing the mysterious problem situation.

**Plot:** Must be suspenseful, with an unexpected climax that leads to a surprise resolution. Suspense is built by slowly revealing the details using clues.

**Story Ending:** Main character explains how clues were used to deduce the surprising solution.
Myth Blueprint: Myths come from man’s earliest oral traditions. They are the source of basic cultural beliefs and explain how things came to be. The purpose of this genre is to answer the most fundamental questions about existence as envisioned by early superstitious man.

Story Beginning: Describes the story setting which is usually a nascent chaotic world.

Plot: Adventures of god and goddesses that impact humans.

Story Ending: Purpose of the adventure is revealed.
Personal Narrative Blueprint: A short story that entertains the audience using an interesting life experience that resulted in a lesson learned.

**Story Beginning:** Tell about the setting by using your senses and imagery.

**Plot:** Storyline line with details explaining the main character’s problem usually based on a universal theme. Leads to a story climax with a resolution that eventually culminates in a lesson.

**Story Ending:** Resolution to the plot/problem. Usually a simple solution resulting in a new level of enlightenment.
Realistic Fiction Blueprint: A fictional story that actually could happen in the real world but is created totally within the author’s imagination. In addition to entertainment, the purpose of this genre is to challenge the audience by creating realistic problem situations that they may run across in their own lives.

Story Beginning: Describe the story setting which is usually in the present.

Plot: Conflict arises between a protagonist and antagonist. This causes a tense rising action that finishes with a resolution for all.

Story Ending: The story resolution uses the common problem-solution pattern.
Science Fiction Blueprint: A story based on the author’s imagination. It depends on known or speculated scientific knowledge. The purpose of this genre is to provide an explanation of what could happen in the future to human beings or the future world as we know it.

**Story Beginning:** Describe hypothetical prediction of what could come.

**Plot:** Show that main characters’ problem is a typical problem of the human condition. The progression of events is constrained by this concept. Many roadblocks occur that complicate the situation.

**Story Ending:** Conflict is resolved.
Tall Tale Blueprint: A story that tells of an extraordinary person accomplishing extraordinary feats. The purpose of this genre is to entertain.

**Story Beginning:** Describe the setting which is a real place.

**Plot:** Serious problem arises often inadvertently created. Main character uses extraordinary qualities to solve problem.

**Story Ending:** End to conflict with a moral lesson learned