



Module Three

Task: Brainstorm endings

It might feel counterintuitive to plan an ending before writing your story. But as Margrete Lamond recommends in *Seven Steps To Story*, planning a 'bittersweet' ending before you write can help you create a more complex and interesting story arc for your character.

Take a look at the character you developed in Module Two.

Think about and make notes in answer to the questions below.

- What is your character's goal?
- What is your character's need? (This might be different from the character's goal. Think of *Maslow's Hierarchy of Needs* as a guide. Examples might include: needing to belong; needing love.)
- What is your character's normal at the beginning?
- What question are you trying to answer with your story? For example: Will Miss Nancy find her memory?
- How will your character transform during the story?

Now, make a bullet list of potential endings for your character. Push yourself outside of your box with this one. Go beyond the obvious. Think 'surprising' yet 'inevitable'. Think about what could be satisfying for the reader. Will one of these ideas make them laugh? Cry? Have goosebumps?

Note: Your ending may well change when you write the story. And that's OK!

