Imagining Your Play

Choose Your Setting
Anything goes! Does your play take place in a different country? On another planet? On a boat or in a rocket ship? Don’t worry about creating the setting physically, just worry about how the setting affects who your characters are and what happens in your story. If your setting is another planet, name the planet. If your setting is on a rocket ship, name the rocket ship!

Write Your Setting Here:

Name Your Characters
Get creative! Think of how your setting might affect your characters’ names. For example, if you decide your play takes place on another planet, then your Hero might be the Captain of a Starship, so their name could be “Captain Star.”

Your Hero’s Name:

Your Villain’s Name:

Your Mythical Creature’s Name:

Create Your Conflict
You create the action of the play through **Conflict** and you create conflict by having your different characters want completely different things. SO, let’s decide what our characters want.
**Hero’s Want:** Does your Hero want to rescue the Mythic Creature? Find the Mythic Creature in order to solve a problem for themselves or others? Are they in charge of guarding the Mythic Creature for eternity, but they are planning on hiding it somewhere and leaving it so they can pursue their lifelong dream of becoming a famous Hockey player?

**Write Your Hero’s Want Here:**

**Villain’s Want:** The Villains want could simply be to stop the Hero from getting their want, but you could also get more specific. For example, if your Hero needs to find the Mythic Creature to save their planet, then the Villain could be hiding the Mythical Creature in their lair. Or maybe the Villain is also trying to find the Mythic Creature so they can use its atomic breath to blow up the galaxy.

**Write Your Villain’s Want Here:**

**Plan Your Story Arc**

**Act 1:** This Act is where you introduce your audience to your **Setting**, your Hero and what your Hero wants. You can also use this Act to introduce other characters and show your Hero going after what they want.

**Act 2:** This act is where the Villain enters and creates **Conflict!** Create a scene where your Hero and Villain come into conflict with each. This Act might be where we meet our Mythical Creature. You could also use this act to introduce new information or reveal a surprise. For example, maybe the Villain is also the Hero’s brother, or maybe the Mythic Creature doesn’t actually exist!

**Act 3:** This Act is where we create a **Resolution** to the conflict. Decide who wins. Does the Hero win, does the Villain win, or neither of them? If someone wins and gets what they want, how do they do it? How are things different after one character gets what they want? Do they end up becoming friends? Does the Doom Patrol help Captain Star get back to her home planet?

**Create Your Play**

Remember this is theatre, anything goes and the bigger the better - all you need is your imagination! You can just use your body and voices to create the story, or you can use objects in your house as props or puppets, or you can create original drawings or paintings for your setting. Good luck and have FUN!!!

When you are finished, make a video of your play and send it to Dexter Ellis, dexter@chicagochildrenstheatre.org