



# CHARACTER DEVELOPMENT

Fiction reading leads to questions such as:  
What does the character know/want/feel?

This leads on to the construction of a character:

- Flesh out a character
- Give the character a name
- Consider appearance
- Think about typical behaviour

Always double-sketch your character:

- Write 5 points about your character
- Draw your character
  
- Any bizarre element must have something to do with the story.
- Choose a situation that will reveal your character.
- Create a context that explains your character's actions.
- Character should not exist purely to serve plot – explore motive and consequence too!
- Think of what a character wants and why.
- Unfolding plot as well as dialogue should reveal character.



# CHARACTER-LED STORY PLAN

This is a story about a \_\_\_\_\_

(don't forget: character + a few adjectives)

who wants \_\_\_\_\_

but \_\_\_\_\_

so \_\_\_\_\_

but \_\_\_\_\_

so \_\_\_\_\_

(you may have as many of these as you like)

and in the end \_\_\_\_\_

(will your character win? Loose? Learn a lesson?)

>>>>>.....<<<<<<

Other characters

(as they emerge)

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Settings

(as they emerge)

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Research I may need to do: \_\_\_\_\_

