

Understanding Plot

Q.

I don't understand how the same plot can be applied to many stories.

A.

Generally, story structure means detailed movement from A-Z. There's a lot involved. See <http://www.clickok.co.uk/index4.html>

At the very basic level:

Some kids are at home. A baddie is after them, so they have to leave. They have to get to a friend's house because it's safe there (for a while anyway). But the baddie and his buddies are waiting. Some dude appears, offers to protect them, helps them in the fight and gets them get to the house.

You have to write scenes that get you from A to B. Who are the kids? Who's the baddie? Why's everyone afraid of him? Show the kids at home. Show them leaving. Show the dude appear. Why is he offering protection? How does protection help in the fight? In what condition do they arrive? What's the house like?

You can see that the above is a specific plot that can be applied to many genres and situations. The baddies could be school bullies or the kids' parents or an evil wizard. The friend's house could be social services or a kindly aunty etc. The story could be set in the 1800s (a western) or in the year 3100 on another planet (sci-fi) etc.

The above is essentially the first 20 minutes or so of Harry Potter, Deathly Hallows Part I (2010); there's a video expanding on this here <http://www.youtube.com/watch?v=5wXNI85bBCI>

Once at the friend's house, if you want to complete the story, the kids have to go through the process of gaining the ability to confront and defeat the baddie. Again, see <http://www.clickok.co.uk/index4.html>

Best.