

GRAIN 9, WORKSHEET n.1: Give birth to an idea

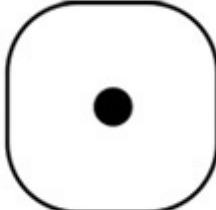
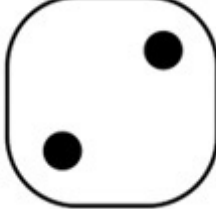

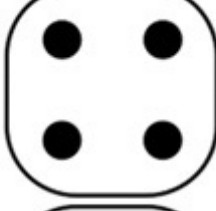

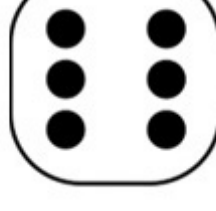
Roll a dice to find all the ingredients for your next story.



In any case, the theme of escape must be present!

Your goal is to come up with the idea, including all the elements.

Some elements might seem in stark contrast, but try to find an original way to integrate them into the story!

| | 1st and 2nd role CHARACTERS | 3rd and 4th role TRAILS | 5th role CONFLIT | 6TH role LOCATION | 7TH role OBJECT |
|---------------------------------------------------------------------------------------|-----------------------------------|-------------------------------|------------------------|-------------------------|-----------------------|
|  | ILLUSIO- NIST | GLOOMY | THEFT | SCHOOL | PAINTING |
|  | CHEF | TIMID | RIVALRY | OLD BARN | KEY |
|  | POLITICIAN | NERVOUS | JEALOUSY | CRUISE SHIP | TORCH |
|  | SCIENTIST | CRAZY | SCANDAL | CELLAR | OLD JOURNAL |
|  | CHILD | DISORDERLY | ENVY | WAREHOUSE | PAN |
|  | GLOBE- TROTTER | PERFECTIONIST | EXCHANGE OF PERSON | ABANDONED SCHOOL | MIRROR |