Scripting an Adventure: A Playscript Writing Frame

Learning objective: To use the features of a playscript, including stage directions, character names, and dialogue, to structure a short dramatic scene.

Follow this scaffold to write a short scene featuring Max the monkey and Kit the fox. Remember that in a playscript, we do not use quotation marks for speech; instead, we write the character's name followed by a colon.

Setting: A dusty, abandoned attic filled with ancient trunks and forgotten maps.

Word bank: suddenly · meanwhile · anxiously · triumphantly · despite · furthermore · consequently · the stage is set · in the background · with a mysterious tone

1. Character Introduction: Describe the scene and introduce Max and Kit using stage directions in brackets to show how they are moving or feeling. Start with: [The stage is dimly lit, and Max enters the room...] (3 marks)

2. The Problem: Write the opening lines of dialogue where Max reveals a maths puzzle he has found, and Kit responds by suggesting a clever solution. Start with: Max: (looking confused) ... (3 marks)

3. Rising Action: Add a moment of tension. What do they discover hidden inside one of the trunks? Use a stage direction to show a character's reaction. Start with: Kit: (gasps as he lifts the heavy lid) ... (3 marks)

4. The Climax: How do they work together to solve the mystery? Write the dialogue where they finally crack the code. Start with: Max: (excitedly tapping the floor) ... (3 marks)

5. Resolution: Write the final stage direction and closing line as the characters prepare for their next adventure. Start with: (They both look towards the window as)... (2 marks)

Extension challenge: Try writing a 'prop list' for your play. Include three items the characters might need, along with the estimated cost of each item in Australian dollars and cents (e.g., 'An old magnifying glass: £4.50').