

Harrington  
21M.604 Fall 2005  
Week 3, Handout

Some notes:

### **Thinking about PLOT**

Plot = arrangement of incidents/ EVENTS

Plot = series of EVENTS

We build EVENTS to build or create a play.

What do we DO first? Then what do we DO next?

The plot unfolds in time.

Does every one of your scenes have an event?

What event caused each scene?

What event might each scene cause?

### **Decision defines character**

Watch for your character's progression of decision and how these decisions connect up to other characters in the play.

Follow each character along each decision to see if each one comes out of the one before.

Action = decisions = action.

That is what makes a plot come alive.

### **URGENCY is the prime factor in a scene.**

If a scene isn't working, look at it and determine if anything URGENT is going on.

Ex. I have to get what I want in the next five minutes.

Urgency is a form of tension that drives the play forward, such as a need, a dream, a yearning, that's INTENSE.

Every art form has to have its own form of tension.

Once you create what your characters WANT INTENSELY in a scene, that's the barometer you set the scene by.

Not just what they want, but what they NEED.

Once a character makes a commitment to what they want and what they'll do to get it—you (the writer) need to get down to it.

Your characters may not always make the right choice of tacks/approaches/actions to get what they want. Allow them their flexibility and fallibility.