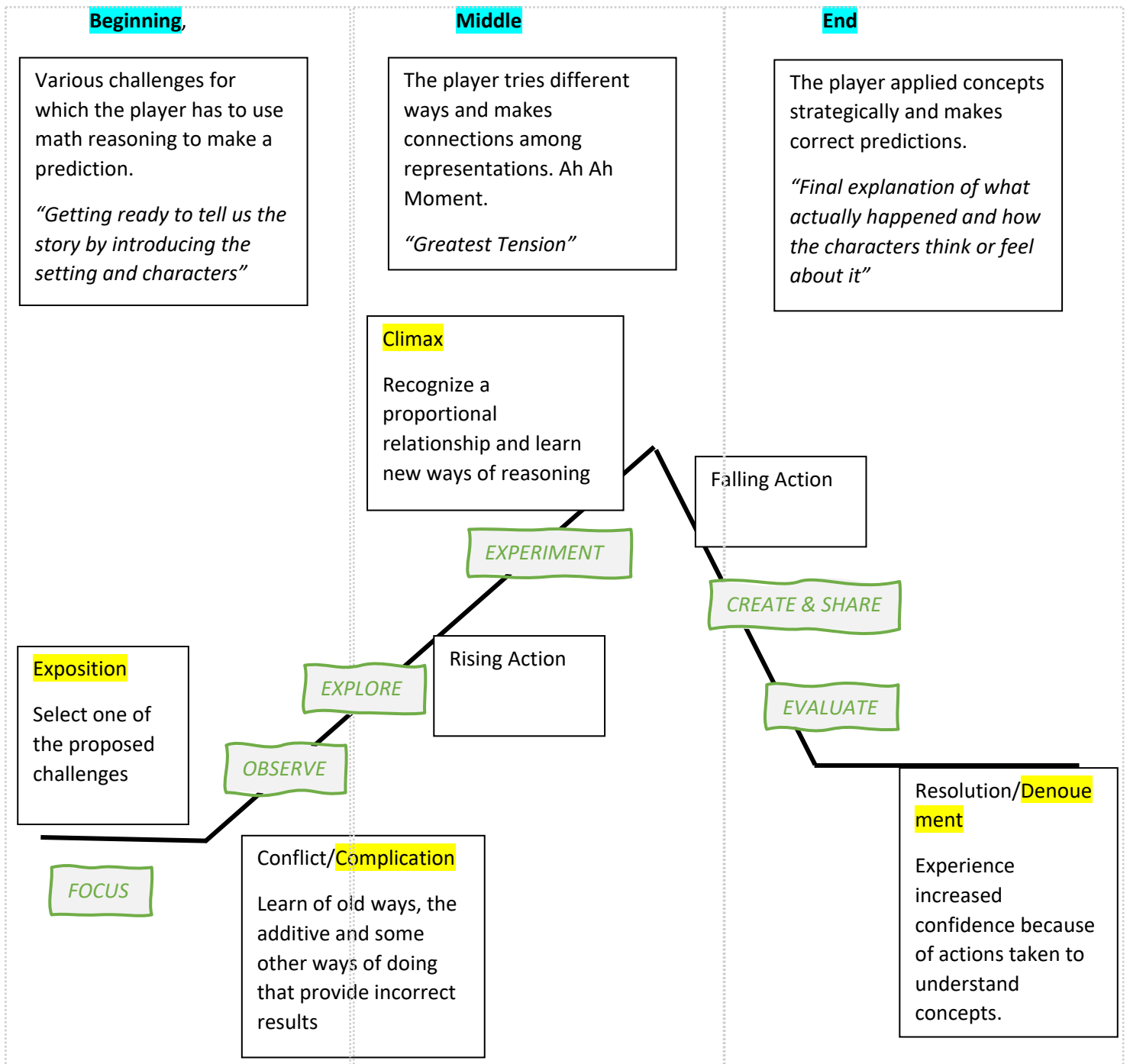


Story Plot points



References:

- Freytag's pyramid (From course resources)
- Morisset : <https://patents.google.com/patent/US20150010894A1/>

Complexity of Your Story Plot

Original Plot Point Description	Possible Alternative	Possible Alternative	Possible Alternative
Beginning	A weight is $\frac{2}{3}$ rd of B	A weight is $\frac{1}{2}$ of B	A weight is $\frac{4}{5}$ th of B
Middle	Earth's Moon	Planet Mercury	Planet Jupiter
End	Medium retaining wall	small	large

Multiple actions to move from your conflict to the climax:

- observe
- explore
- experiment

Climax to the resolution:

- create and share
- evaluate

Rising and Falling Action. How are your players going to experience the journey between the main plot points? Think about what activities would need to happen for your player to reach each plot point, then start branching.

Rising Action	Falling Action
Observe solutions that do not work (addition, guess, etc.)	Help the apprentice to create a working solution (retaining wall) with peers
Explore various representations	Share a prediction with supervisor
Experiment with ratios and various planets	Take quizzes to self-check your new level of mastery

Ideas I have already some work done this year (the retaining wall activity):

- Version 1 of game, reworked several times, eventually got into a road block, and finally broke it until I find a new way of approaching this:
<https://kay6.itch.io/modern-math-enterprise-proportion>
- New shorter scenario will be used for the experiment, create, and share part:
<https://prezi.com/i/sl4bka3z1gbb/my-game-library-archive-story/>