



SCENE LEVEL CHECKLIST

Some of these questions might be best left to revision after you have completed your discovery draft and know the whole story you are telling. Don't overwhelm yourself before you even know how the story goes or how it ends.

As you grow as a writer in skill, you will be able to implement techniques in the first writing/draft, but don't sweat if you cannot. –Write the story first and write what you need to know to understand it. Let your muse play and have fun. ENJOY the journey with your character. The REAL WRITING and MAGIC start happening in the revision-second draft or even third.

First drafts are crap and for playing-tell yourself the story first. Second drafts are when the real writing begins and brings transformation and genius.

WHAT'S IN A SCENE? This is a checklist to get your thoughts churning on the story–It is a list of thoughts and possibilities to challenge you to grow and imagination.

All scenes and story use cause and effect, stimulus and response, which leads to result-consequence=response or reactions. Cycle starts over.

If there is a stimulus, a response will immediately follow, which will spark a reaction or decision.

Acceptance is a decision or reaction. No action is a decision and says something about the character. This is a repeating pattern with a logical order. The response WILL NOT happen before the stimulus.

The cause generally happens before the effect. *Clarity* is essential in the conveyance of our words and understanding to your readers, so *clarity check when you can*. In writing, others' input can help you discover if you are being clear or not.

Basic to Intermediate Scene Level Checklist: Elements in Scenes

- Scene Goal/Purpose:** What part does the scene play in the overall story arc or story movement moving the story toward the END goal? Why does it matter?
- Opening Hook:** Grab the reader's attention. Use things like curiosity, questions, wonder, surprise, shock, emotion, or gentle wooing into the story. The hook is often in the first line or first paragraph or first two to three. Something that makes the reader keep reading to find out what next or an answer to the question posed or action shown.
- Opening:** Character in a setting (The MC: told from the MC's Point Of View in their ordinary world.)
- Opening:** [Mindset, Mood, Motivation](#) of character: What is the character goal in the scene? Want vs Need. Are they unhappy in their ordinary world or are they happy with the status quo, before the inciting incident introduces a big change that sets or hints at the stakes of the story going forward?
- Middling through:** Action, Conflict, [Micro-tension](#) in the rising and falling action through scene (Create a mountain starting at the base of it, and then climb up, climb down or fall down and start again, whatever, it's a lightning bolt ride.) [8 Elements that get readers invested in your story](#).
- Middling through the emotional arc throughout:** Make the READER FEEL through the character's eyes and experience. [DPOV article Live Write Thrive](#). Learn about [Deep Point of View Rayne Hall](#). [Deep Point of View Marcy Kennedy](#).
- Active Writing:** Are you using [Active Hooks](#), [Active Setting](#), and [Deep Description](#)?
- Ending on high moments**—some type of CHANGE (gradual or fast) shown from the beginning to the end, small or large, as the scene requires—physical, emotional, metaphorical, situational, or on a question, surprise, shock, or change in perspective. This is what keeps the reader, reading and turning the page, to find out what happens next.
- Ending:** How is the character different than they were at the beginning of the story? You should consider all three of these elements about your character: Mindset, Mood, Motivation. How has the character changed or grown by the time they have reached the end of that scene or how have they NOT or has something else changed which changes or redirects the want vs need for the character?