Use the graphic organizer on the next three pages to plot out your group’s Choose Your Own Adventure story.

Brainstorm and outline the characters, setting, introduction and rising action as a group on page 2. Then, decide which group member will do the IF branch for the climax, who will do the ELSE IF branch and who will do the ELSE branch.

For the IF and ELSE IF branches, you'll come up with a choice the reader will make at that point (for example: continuing down a road or deciding to explore a nearby cave) and then the climax that will happen if the reader chooses that path. For the ELSE, the reader won't make a choice. Instead, you'll come with a plot event that happens immediately. This should be an event that happens passively to the reader, or an event the reader doesn't have control over, such as a sudden storm or the appearance of a monster. Fill in notes for your branch individually on page 3. Share your notes with the group, and fill in your group members’ notes on your sheet.

Then, decide who will do the IF branch for the falling action and conclusion, who will do the ELSE IF and who will do the ELSE. Fill in notes your branch individually on page 4. Share your notes with the group, and fill in your group members’ notes on your sheet.

Choose one of the paths of the story—from introduction to conclusion—and write out the full story with more details on a separate sheet.
What happens? What's the climax?

What choice does the reader make?

Then, what happens? What's the climax?

What does the reader choose?

Then, what happens? What's the climax?

What happens? What's the climax?