

Name:

Date:

Section:

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Score:

20-Sentence Dialogue Story Challenge

Rules: Write exactly 20 sentences. At least 4 of your sentences must be dialogue (characters talking). Each part of the story should still follow the plot rollercoaster.

Exposition (Sentences 1-4)

1. Introduce the main character.
2. Describe the setting.
3. Show their normal life.
4. Hint at a problem or challenge ahead.

Rising Action (Sentences 5-10)

5. Something changes in the character's world.
6. Add dialogue showing their first reaction.
7. The problem grows more complicated.
8. The character tries something to fix it, but it doesn't work.
9. Use dialogue to show frustration, fear, or determination.
10. The character realizes this problem won't go away easily.

Climax (Sentences 11-13)

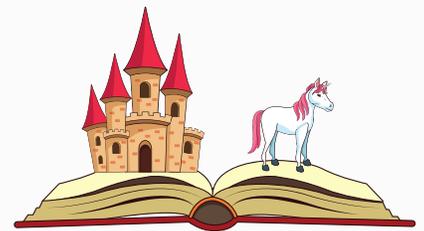
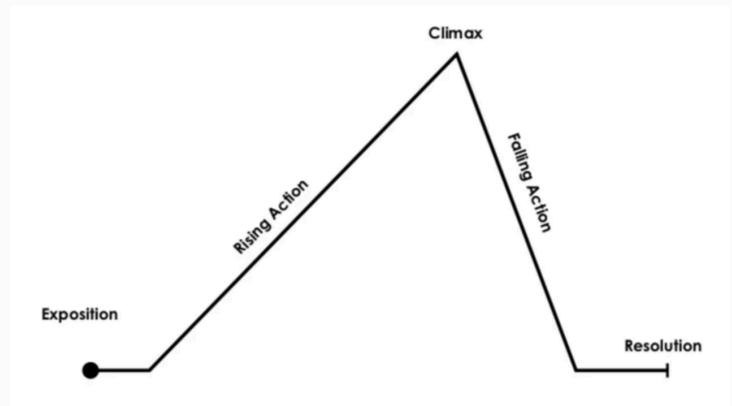
11. The character faces their biggest challenge.
12. Include dramatic dialogue at the most intense moment.
13. Everything hangs in the balance—will they win or lose?

Falling Action (Sentences 14-17)

14. The character's actions begin to settle the problem.
15. Use dialogue to show relief, confusion, or regret.
16. The tension starts to drop.
17. The character notices how things are different now.

Resolution (Sentences 18-20)

18. The character reflects on what they learned.
19. Life after the challenge is shown.
20. End with a powerful final thought, twist, or image.



Example Story

Exposition (1-4)

1. Emma sat on the front steps of her house, staring at the darkening sky.
2. She lived in a small town where nothing exciting ever seemed to happen.
3. Most afternoons she did homework and then helped her mom cook dinner.
4. But tonight, a strange buzzing noise from the woods made her sit up straight.

Rising Action (5-10)

5. Suddenly, a bright flash lit up between the trees.
6. “Did you hear that?” Emma whispered to her little brother, Max.
7. The buzzing grew louder, almost like a swarm of bees mixed with a car engine.
8. Emma grabbed a flashlight and stepped toward the woods, but the light flickered out.
9. “This is a bad idea,” Max muttered, shuffling nervously.
10. Emma swallowed hard—whatever it was, it wasn’t going away on its own.

Climax (11-13)

11. They pushed through the bushes and found a glowing silver object half-buried in the dirt.
12. “It’s...it’s a spaceship!” Max gasped as the object suddenly hissed and a door slid open.
13. Emma’s heart pounded—should they run, or see what was inside?

Falling Action (14-17)

14. A small robot rolled out and beeped, scanning them with a soft blue light.
15. “Don’t be afraid,” a gentle voice crackled from the robot. “I only need help to fix my ship.”
16. The buzzing sound quieted as the robot powered down to wait for their response.
17. Emma and Max exchanged a look—they had just met a visitor from beyond the stars.

Resolution (18-20)

18. Walking back home, Emma whispered, “I guess our town isn’t so boring after all.”
19. Life went back to normal, except for the secret she and Max kept between them.
20. And sometimes, at night, Emma still listened for the soft hum in the woods.

