Wednesday 23rd June 2021

LO: To create a plan for our innovated defeating a monster tale.

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| Story pattern | Innovation |
| Introduce bad character who tricks MC into undertaking deadly mission to defeat a monster. |  |
| Say where the monster lives and describe it. |  |
| Some kind characters give MC objects that will help on the mission. |  |
| MC starts mission and uses some of the objects to find out where the monster is hiding. |  |
| MC finds monster and uses other objects to protect himself/help in his mission.  MC returns part of the monster to the bad character and is hurts/kills the bad character. |  |
| MC uses that part of the monster for protection on other missions.  Eventually MC gives it to one of the kind characters to say thank you. |  |