



ONE YEAR  
**ADVENTURE  
NOVEL**

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**SYLLABUS**

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**Objective**

Students should complete the One Year Adventure Novel course understanding and applying basic elements of storytelling in the creation of a rough draft of a unique adventure novel in one school year (two semesters).

**Students will**

1. Learn the basic elements that make stories fulfilling and meaningful.
2. Understand three-Act story structure.
3. Recognize and practice the basic fictional modes.
4. Complete their own original novel.

**Course Credit**

The course takes approximately 120 hours to complete and is worth one English credit as a Creative Writing program.

**Overview**

**Semester one:**

- 1** The five elements of story  
Character roles and depth  
Conflict (disaster and dilemma)  
Story structure (Acts & Scenes)  
The four defining moments of every story  
The novel outline: twelve chapters and their characteristics

**Semester two:**

- 2** How to write - writing a novel rough draft  
Creating emotion and the illusion of reality  
Modes (Summary, Detail, Dialogue)  
Modifiers  
Various techniques of fiction (character masks and handles, the unexpected, cliffhangers, etc.)  
Revision

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## **Grading**

Grading is based on 26 weekly quizzes and the teacher's evaluation of the lessons in the workbook and the student's rough draft of a novel. The teacher's evaluations are simple rubrics explained in the Teacher's Guide. Weekly quizzes impact the student's final grade about as much as a single lesson. The final draft of the novel in the second semester has slightly more impact on the final grade than the lessons in the workbook.

## **Reading**

Students read all of Anthony Hope's adventure novel, *The Prisoner of Zenda* as well as the textbook (*The Compass*). Included on the Resource Disc are 14 classic adventure novels for optional reading. All excerpts from classic novels discussed in the course are printed in the textbook.

## **Forum**

Participation in the online student forum ([www.oneyearnovel.com/forum](http://www.oneyearnovel.com/forum)) is optional but encouraged. It will be especially helpful for students to post excerpts of their work in the critique boards and review the work of their peers. The process of analyzing another student's work is an excellent way for a young writer to learn to recognize what works and what doesn't work in fiction. Seeing it in someone else's work makes it easier for the student to see the strengths and weaknesses in his own.

## **Lesson Topics**

### **Story Building**

- 1 The Heroic Quest
- 2 Point of View
- 3 The Synopsis
- 4 The Five Elements of Story
- 5 Someone to Care About
- 6 Someone to Care About, pt 2
- 7 Something to Want
- 8 Something to Want, pt 2
- 9 Something to Want, pt 3
- 10 Something to Dread
- 11 Something to Dread, pt 2
- 12 Something to Dread, pt 3
- 13 Something to Suffer
- 14 Something to Suffer, pt 2
- 15 Something to Suffer, pt 3
- 16 Something to Learn
- 17 Something to Learn, pt 2
- 18 Something to Learn, pt 3
- 19 The Supporting Cast
- 20 The Villain

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- 21 Synopsis, pt 2
- 22 Conflict
- 23 Disaster
- 24 Dilemma

### **The Story Skeleton**

- 25 Acts and Scenes
- 26 The Four Defining Chapters
- 27 Chapter One: The Inciting Incident
- 28 Chapter Three: Embracing Destiny
- 29 Chapter Nine: The Black Moment
- 30 Chapter Eleven: The Showdown

### **The Novel Outline**

- 31 The Novel Outline: Formulas, Plots and Subplots
- 32 Chapter Two: Promises, Prophecies, Predicaments
- 33 Chapter Four: The New World
- 34 Chapter Five: The Middle Cycle
- 35 Chapter Six: Failure
- 36 Chapter Seven: Lessons
- 37 Chapter Eight: Achievement & Atonement
- 38 Chapter Ten: The Coming Storm
- 39 Chapter Twelve: Denouement

### **Writing**

- 40 How to Write a Chapter
- 1 41 Creating Emotion
- 42 The Illusion of Reality
- 43 Summary (Telling)
- 2 44 Detail (Showing)
- 45 Narrative Order
- 46 Dialog
- 3 47 Gestures
- 48 To Be or Not To Be
- 49 Too Many Modifiers
- 4 50 Sliding Eyes & Grasping Hands
- 51 Symbols
- 52 Flashbacks
- 5 53 I Saw, I Heard
- 54 Raising the Stakes
- 55 What's Likely to Go Wrong?
- 6 56 Falling Bodies (What to do when stuck)
- 57 The Character Interview

	58	Setting
7	59	Character Masks
	60	Character Handles
	61	Unexpected Humor
8	62	Unexpected Tragedy
	63	Unexpected Grace
	64	Cliches
9	65	Irony
	66	Cliffhangers
	67	Voice
10	68	Transparency
	69	Double Disasters
	70	Writing the Climax
11	71	Setups & Payoffs
	72	Deus ex Machina
	73	Loose Ends
12	74	Parting Words

### **Revision**

	75	Revision & Rewriting
	76	Revising by Verb
	77	Formatting Your Manuscript
	78	Sharing & Publishing Your Novel

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**Daniel Schwabauer, M.A.** has won numerous writing awards for his work as a novelist and playwright. His professional work includes stage play, radio scripts, short stories, newspaper columns, comic books, and scripting for the PBS animated series Auto-B-Good.