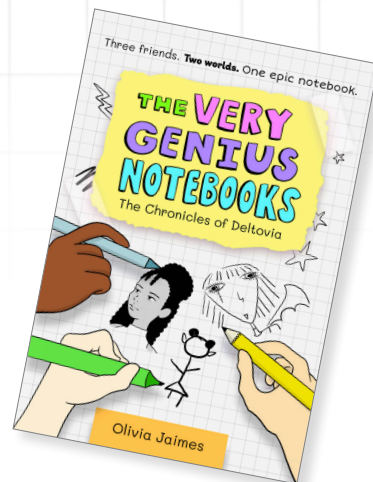


THE VERY GENIUS NOTEBOOKS

The Chronicles of Deltovia

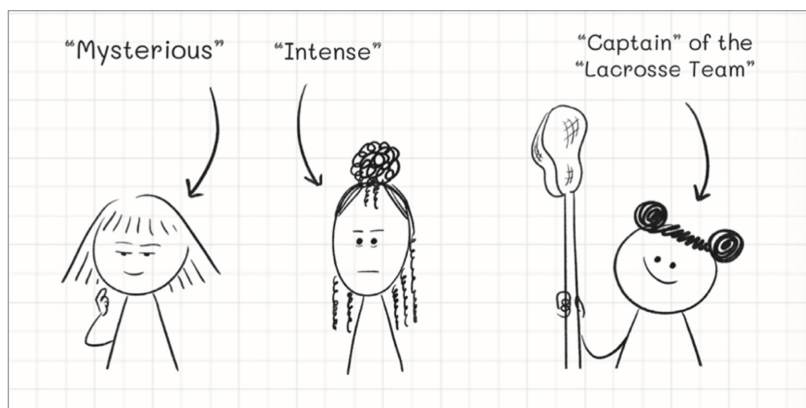
Creative Writing Activity

In *The Very Genius Notebooks: The Chronicles of Deltovia*, friends Misha, June, and Ollie pass around a notebook to create the greatest story ever told. In this activity, form your own small group and create a story together just like the main characters in the book.

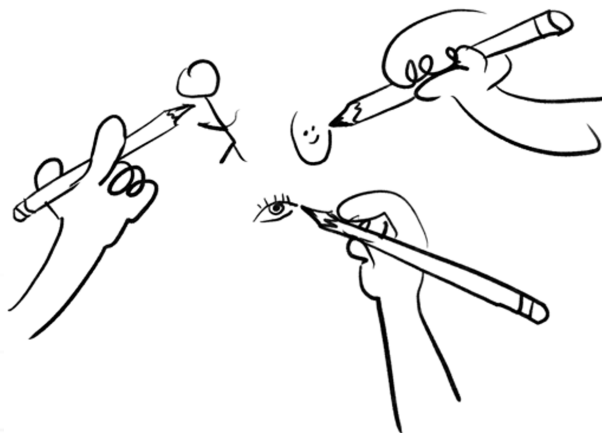


Consider Skills of Group Members

Discover the various strengths of your group members. In *The Chronicles of Deltovia*, Misha is interested in making the plot interesting and keeping the story moving. June is extremely detail oriented and loves pausing to create world-building. Ollie is always there to provide support for the ideas being presented as well as cheering on the team.



What kinds of strengths do members of your group have? Is anyone funny, dramatic, good at grammar, a fan of mysteries, artistic, or well-traveled? Knowing some skills of the group can illuminate opportunities for many aspects of your story, and it will allow for everyone to implement their styles into the project.



Choose a Story

Start with the basic questions of who, what, when, where, why, and how. Discuss story ideas, or feel free to use one of the *Deltovia* story starters.

Story Starters

Here are a selection of story starters from the book to inspire your story:

- She felt like the mirror was calling to her. She couldn't stop her feet from walking toward it and neither could anyone around her.
- The girl bolted upright, confused. Was she even on Earth anymore?
- The Royal Academy had seemed like a normal school when she first arrived, but the longer she spent there, the more she noticed that the school was actually. . .
- It was time for the trial of strength. The group headed down to the Field of Victory, where the assessment was to take place.
- She went home yesterday determined to walk back to the school that night and sneak into the teacher's room to get the book back.

Mile Markers for Your Story

Establish a general idea for the beginning, middle, and end. This can change as the story develops but it does provide an initial road map that may be helpful getting started.

Conflict/Climax/Resolution

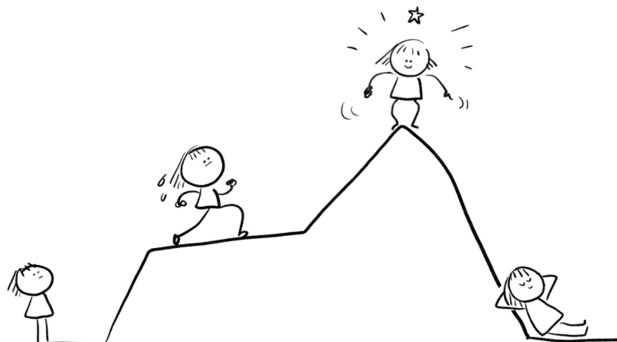
Conflict is meant to be an obstacle for characters in a story to overcome. This often anchors the story's plot, sometimes providing a goal for the characters to achieve, or it may be attempting to stop characters from reaching a goal.

The **climax** is what occurs at the height of a story's action. This is usually where the characters confront the conflict and overcome it. This can be anything, ranging from a climactic battle to the final moments of a close game to finally telling the person a character has a crush on how they feel. On occasion, the climax may occur in tandem with the resolution.

The **resolution** is what happens after the conflict has been resolved, the goal has been achieved, and the story is nearing a close. This wraps the story up in a satisfying manner, bringing together all prior elements from the story and leaving it feeling conclusive. Another term for resolution is *dénouement*.

Analyze these elements in *The Very Genius Notebooks: The Chronicles of Deltovia*. How are these elements different in the story of June, Misha, and Ollie compared to their *Deltovian* story?

Using what you now know about conflict, climax, and resolution, plan out and write these elements for your own story.



Establish Characters

In *The Chronicles of Deltovia*, the main characters are the three friends and their alter egos. Misha's is *Melodia*, June's is *Jayana*, and Ollie's is *Ollie!*

Create and establish the main characters for the story. Also consider who the side characters and antagonists are as well.

Character Development

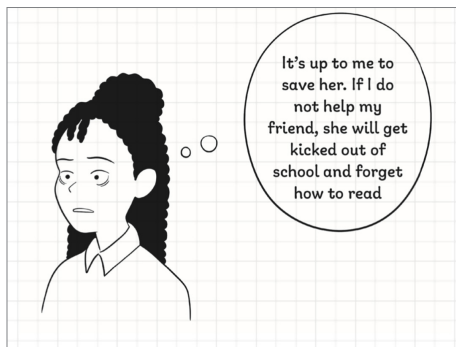
In most stories, characters experience changes as the story unfolds. What they may have been like in the beginning could be very different from who they are by the end. This is called character development.

A lot of what drives a character is their individual motivation. Does your character desire to become rich and famous like Misha? Do they wish to solve every problem like June? Do they want to be supportive of everyone like Ollie?

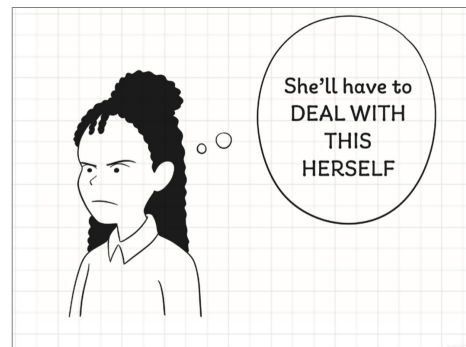
These drives can also lead to interesting character development as what motivates the character changes.

For example:

Early in story:



Later in story:



Consider questions like the following: Does your character begin the story as selfish and grow to be altruistic? Are they initially a loner but grow to want friendship? Do they begin as ultra-competitive but grow to realize winning isn't everything?

Having a character change over the course of a story can make it all the more compelling and bring a life-like touch to the tale you are weaving. Everyone changes, and seeing a character go through similar changes makes for an interesting story.

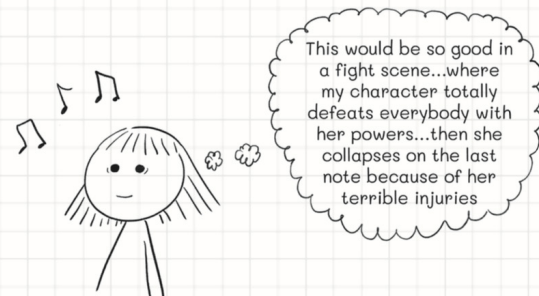
Think of your own characters. How might they change over the course of your story?

Before, when I'd hear the songs they play in the ice cream parlor, I'd be like:



EXTREMELY SIMPLISTIC

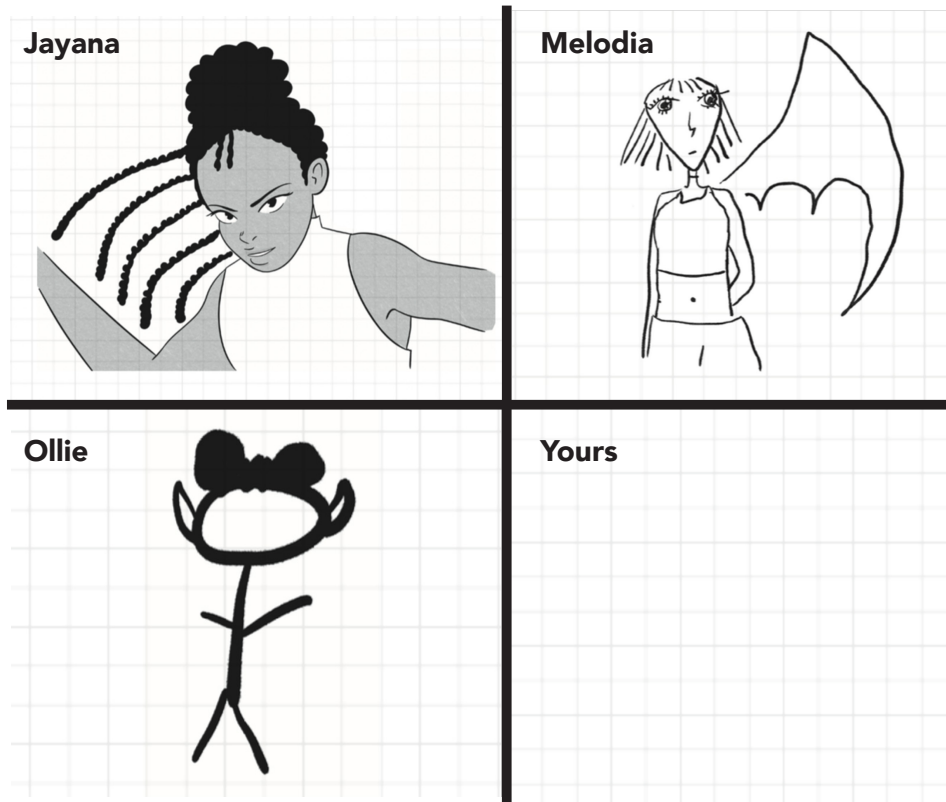
Now I'm like:



DEEP

Create Your Own Original Character (OC)

In *The Chronicles of Deltovia*, each girl has her own drawing style used to showcase her Deltovia character. Be creative! Draw yourself as an original character in your own style!



On Your Mark, Get Set...

You're now ready to go! Determine the order of who writes first and who follows. You can even make a game of it: Thumb wrestle, roll a die, or play rock-paper-scissors.

Take turns passing the notebook between members of the group to create your "greatest story ever told!"

