

PLOT MAP

TRIP PREVIEW: TEASER

1



Ride the roaring rapids!
Look inside the mouth of a crocodile!
See a ten-foot-tall ball of yarn!
A glossy brochure advertising the
incredible trip ahead...

Fool's Gold
CASINO



BACK HOME: THE DENOUEMENT

There's no place like home. Or is there?
By the time you go to bed, you're already
feeling antsy. When's the next trip?



PACKING UP: INTRODUCTION
OF CHARACTERS AND WORLD

2

When you get to see all your
belongings in piles on the floor.
Don't forget to bring clean
underwear!



DEPARTURE: INCITING INCIDENT

3

What? They discovered gold in the
Grand Canyon after all these years!
Let's go—now!





THE ROAD HOME

6

So your car was smashed and the only gold you found was the fool's kind. At least you got to see the Grand Canyon—the bottom of it. And now you get to walk hundreds of miles back home! What a lesson you've learned. (Wait—what was the lesson again?)

DESTINATION REACHED: THE CLIMAX

Grand Canyon

5

Hooray, you finally reached the Grand Canyon! Only it's so foggy that you can't see anything, and your father is about to drive over the edge. Can you stop the car even though you're afraid of heights and you've only just discovered your superpowers...?

GETTING THERE IS HALF THE FUN: THE QUEST

4

The main part of your road trip—when everything that can go wrong does. Flat tire... broken cell phone... parents threatening divorce... lost baby brother... Bad luck? Are you kidding? This is the stuff that stories are made of. As writers, we call it "conflict."

