

Pick-a-Path Adventure Story

What is a Pick-a-Path Adventure Story?

Pick-a-path books first became popular in the 1980's. This type of story is written from a second person point of view, with the reader assuming the role of the protagonist. As the main character, the reader takes on a defined role in the adventure, such as an explorer, knight, sailor, etc. As the book progresses, the reader makes choices that determine the main character's actions and, eventually, the plot's outcome. The fun of a pick-a-path book is that the story can be read again and again, choosing different paths each time, and as a result, different endings to the story.

How Are Pick-a-Path Stories Different?

Point of View: The point of view is always second person, using the pronoun *you*. This allows readers to be the center of the action. To create an exciting experience, write in present tense, making it seem as if the story is happening as they read.

Setting: The setting is one designed for adventure. Writers can choose a fantasy, science fiction, or realistic setting.

Character: There is only one main character--the reader. The introduction to the story places the reader into a defined role. For example, if your setting is a jungle, the main character might be an explorer hunting for long-lost treasure. In these types of stories, the protagonist isn't a well-developed character. There may be other people in the story, but they are minor characters.

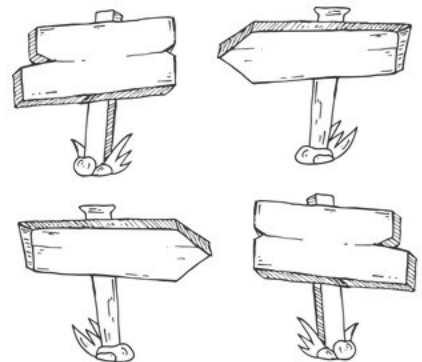
Plot: The central idea of a pick-a-path adventure story is in its name--adventure. The reader is first presented with a scenario. For example, our explorer is given the task of searching for treasure in the jungle. As the story progresses, the reader comes to several forks in the road; they are presented with two or more options, and they get to decide which path they will take. The explorer in the jungle might discover a river with a cave nearby. The reader must then decide 1) Will they explore the cave? or 2) Will they cross the river? These series of choices continue until the story concludes.

There are four basic kinds of endings in a pick-a-path story:

1. The protagonist is captured.
2. The protagonist is killed.
3. The protagonist succeeds in their quest (by acquiring treasure, finding true love, or otherwise triumphing).
4. The protagonist fails in his/her quest.

You will want to make sure you use each of these types of endings in your pick-a-path story.

This doesn't mean that your story should be predictable or boring though. You can still keep your reader surprised. For example, our explorer might search the cave and find the treasure, find another obstacle (a venomous snake, perhaps), or find nothing. You can also combine the types of endings. The explorer might find the treasure, but in the process is bitten by the snake and dies.



Create Your Own Pick-a-Path Adventure Story

Create a pick-a-path adventure hypertext story using either PowerPoint or Google Slides.

Be sure to include the following elements:

- Point of view should be second person and written in present tense.
- Setting should be a fantasy, science fiction, or realistic location designed for adventure.
- Main character must be the reader and should be given a defined role. The number of other characters should be limited and be given only minor roles in the story.
- Plot should follow the basic outline of a pick-a-path story, including introductory scenario, multiple stopping points for reader to choose paths, and a minimum of four separate endings.
- Story must be created using PowerPoint or Google Slides and contain a minimum of eight slides.
- Slides must be correctly linked to other slides via hyperlinks.
- Slides must include text and photos or clipart.
- Slides should include color (text and/or backgrounds).
- Fonts should be easily readable and appropriately sized.
- Slides should be free of errors in grammar and mechanics.

Brainstorming Ideas

Point of view: Make sure you describe the sights, sounds, smells, tastes, physical sensations, thoughts, and feelings that your hero experiences, omitting everything else.

Setting: List places such as castles, deserted islands, forests, jungles, oceans, haunted houses, or even other planets as possible locations for your story.

Character: Consider a protagonist such as a knight, an astronaut, a sailor, a cowboy, a mountain climber, etc. for your story. Brainstorm special skills or knowledge your protagonist might have to succeed on this adventure (how to pick a lock, build a fire, or use a gun).

Plot: Consider the setting. What kinds of obstacles might your hero encounter as their adventure unfolds? Imagine physical barriers (anything from a locked door to a raging river), dangerous animals, and people. Also evaluate any gear (tools, weapons, etc.) your hero might have that could help them. Finally, remember to develop each of the four types of pick-a-path endings. Tip: It's helpful to write "The End" after each conclusion so your reader can be sure the story is over.

If you get stuck, think about other adventure stories you know--*Indiana Jones, King Arthur, Star Wars, The Princess Bride, The Lord of the Rings, Harry Potter, Hatchet, Brave, Tangled, Finding Nemo*... Consider the setting, characters, and plot. How could you incorporate some of those elements into your story?

Use the outline on the next page to plot out your pick-a-path story before you write. This outline will also be helpful in making sure each section of the story connects correctly to the other sections via hyperlinks.

Slide 1
Title & author



Slide 2
Introduction of setting, main
character, & plot



Slide 3
Option 1

Slide 4
Option 2



Slide 5
Ending 1

Slide 6
Ending 2



Slide 7
Ending 3

Slide 8
Ending 4

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Rubric

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Areas for Improvement	Criteria	Evidence of Exceeding Standards
	Uses second person point of view written in present tense.	
	Setting is fantasy, sci-fi, or realistic adventure location.	
	Main character is given defined role. Limits number of minor characters.	
	Plot follows pick-a-path outline: basic scenario, stopping points for reader to choose paths, at least 4 separate endings.	
	Story is formatted in PowerPoint or Google Slides & contains at least 8 correctly hyperlinked slides.	
	Images, colors, & fonts are easily readable & visually pleasing.	
	Slides are free from errors in grammar & mechanics.	