Purpose: to tell a story

Structure:

**Orientation**
Inform: (who, where, when, why)

Eveline was eighteen, tall and lean like a tree and next in line for the throne she neither wanted nor felt she deserved.

**Complication**
A problem occurs

She had crept out, in the dead of night, to go hunting in the forbidden woods. This is where she felt alive; this is where she knew who she was meant to be but the woods had to remain a world she hid from her parents and everyone around her. They all had a different version of who she was and it had nothing to do with HER – it was all about the role she was born to fill; her destiny, to sit on a throne and rule.

Realising the time, she quickly hid her bow and arrows up a tree and started the long trek back home where she would sneak in the back way to avoid her parents.

Thoughts of her parents made Eveline sigh deeply. They loved her, she knew that. She smiled to herself, they had to love her, she was their only child and heir to their kingdom. And, of course, she loved them with all her heart. If only they could love her as she was, with her passion for nature, adventure and risk taking.

**Resolution**
The problem is solved

Eveline’s dreams ended abruptly when she arrived home. Her parents, staring disapprovingly at her hunting boots, sat her down and told her that she had to be Queen immediately as they were getting too old to rule. She knew that this decision would mean she would never be able to escape her destiny. She would be Queen, it would be her gift to her kingdom.

**Coda** (optional)
Tells the reader how the character has changed

Over time, Eveline grew to be a wise and fair Queen, beloved by all her subjects. All the same, even many many decades later, she still crept out to the woods for midnight hunts where she could feel completely free.