

# Leaving Space and Time

Thinking about space and time in new ways can inspire great stories. Use another sheet of paper for your answers as needed.

## Part 1: Bending the Rules of Geometry

1. Pick a shape or a way of gluing a shape that interests you. Describe or draw it here.
2. How would life be different if this shape were your world?
  - What would be good about it?
  - What would be bad about it?
  - Who would be most affected by it?

## Part 2: Time for Time

3. Pick a twist in time that interests you. Describe it here.
4. How would life be different if time worked this way in your world?
  - What would be good about it?
  - What would be bad about it?
  - What types of people would be most affected by it?

## Part 3: Story Time

Pick whichever of the two preceding ideas interests you most. Or combine both ideas!

5. Develop your characters.
  - Pick one or two people in your world, and describe them in more detail (personalities, jobs, names, where they live, hobbies, and so on).
6. Outline the plot of your story.

How do the changes you made to space and/or time in your world introduce conflict into your characters' lives?

  - How do the characters react to the conflict?
  - How can you resolve that conflict?