826 DIGITAL

WRITING

The Great Achievement

by Marco, 826LA

TYPE

NARRATIVE
PLAYWRITING

GENRE

GRADES 5–8

Scene 1

Setting: On an airplane

Marco: Are you enjoying the trip to Mexico?

Emmanuel: Yes, but something’s not right!

Pilot: Mayday! Mayday! We’re going down!

Marco: So that’s what’s not right!

Pilot: Find the nearest exit, we’re landing on water.

Narrator: Emmanuel and Marco take parachutes for a soft landing.

Emmanuel: Look, there’s an island! Let’s go there because we might find something or someone that can help.

Scene 2

Narrator: They swam to the island and found some coconuts.

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Marco: Look! Maybe we can use the plane’s bits to make shelter.

Emmanuel: Whatever we do we have got to do it fast because in the distance, it looks like a storm!

Marco: C’mon we’ve got to try. Let’s collect rubbish to make a hut!

Narrator: Eventually their hut is complete.

Emmanuel: Quickly, get in! Close the hut!

Narrator: Lightning struck the hut and the tiny island is on fire!

Marco: Look out for that palm tree!

Emmanuel: This island is unstable! Look there—zombies!

Marco: Noooo! We died! Do you want to play Minecraft again?

Emmanuel: Sure!

Epilogue

Together: We ended up playing Minecraft again and again until we won the achievement we wanted to win. It’s called… Ultimate Survivor! The lesson of this story is: don’t get carried away with a video game!

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