

FICTION PROJECT: TREATMENT AND NARRATIVE SCRIPT (FIRST DRAFT)

PURPOSE: The student will learn the basics of three-act structure; writing a treatment for the screen; and writing a narrative single column script.

PROCESS: This assignment requires TWO documents:

- 1) A log line and treatment that are at least 2 pages long, DUE ON THE DAY OF THE FIRST WORKSHOP READING, that:
 - has a concise, 1-3 sentence log line at the top
 - is based on and adds audio/visual details to the Step Outline assignment (WA# 4 or WA#6, depending on whether Fiction or Nonfiction Project is done first)
 - must be more than one page must be 12 point type, double-spaced
 - may use the font COURIER or COURIER NEW
 - must tell a fictional story from beginning through middle and end. To help achieve this, break into Acts 1, 2, & 3 Must have a clear protagonist and an "arc," Must follow general rules and guidelines of writing a treatment¹.
- 2) A 4 (minimum)-to-20 (maximum) page screenplay/teleplay (single column), DUE ON THE CHOSEN WORKSHOP DAY, that:
 - is directly based on treatment above, must tell a fictional story from beginning through middle and end. Must have a clear protagonist, goal, conflict/obstacle(s), and an “arc”
 - correctly uses screenplay/teleplay format (via a word processing program template or commercial/shareware screenwriting program such as Final Draft (\$), Celtx(\$), Highland2(\$), Amazon Storywriter (free with Amazon account), Trelby.org (free), DramaQueen (free), etc.

Students will schedule their time slots for IN-CLASS workshop/critique

Students will send a pdf to gstevenson@bmcc.cuny.edu on or before the morning of their workshop day, which will be posted on Blackboard, and bring hard copies of script only for 1) the professor, 2) themselves, and 3) one for each speaking role.

PAYOFF: The student will master the fundamentals of 3-act structure, treatments, and single column script. Students will also gain insight into their writing by hearing their work read aloud and receiving feedback from the class.

¹ See handout/lecture notes: for example, use strong visual language; do not say what a character thinks, rather, show what they do: SHOW, DON'T TELL; etc.