**Save the CAT! HOW TO TRAIN YOUR DRAGON**

**Opening Image:** A visual that represents the struggle & tone of the story. A snapshot of the main character’s problem, before the adventure begins.

1. What type of village is Burk where they live?
2. What is the problem with Burk?
3. How does the opening image grab the attention of the audience?

**Set-Up:** Expand on the “before” snapshot. Present the main character’s world as it is, and what is missing in their life.

1. What is wrong with Vikings according the narrator?
2. Who are we introduced to?
3. What do the Viking think of Hiccup?
4. What does Hiccup do for work?

**Theme Stated:** (happens during the Set-up) – What your story is about; the message, the truth. Usually, it is spoken to the main character or in their presence, but they don’t understand the truth…not until they have some personal experience and context to support it.

1. How does the audience know that Hiccup likes Astrid?
2. What is theme that is stated by all the Vikings pushing Hiccup to the side and his boss telling him that he is not ready to become a warrior?
3. What is everything to a Viking?

**Set-Up (Continued):**

1. In the hierarchy of Dragons what is a Night Fury?
2. Since he doesn’t have the muscle, how does Hiccup try to kill dragons?
3. After hitting something with his invention, who is forced to save him reinforcing how the Viking feel about Hiccup?
4. Why does the Burk not see the value in Hiccup and his creativity?
5. What does Hiccup want?
6. What doesn’t the blacksmith let Hiccup’s father shelter him?

**Catalyst:** The moment where life as it is changes. It is the telegram, the act of catching your loved-one cheating, allowing a monster onboard the ship, meeting the true love of your life, etc. The “before” world is no more, change is underway.

1. What is the Catalyst that sends the story and our hero in a different direction?

**B Story foreshowing:**

1. Who is at the fighter training that may be a love interest to Hiccup?

**Debate:** But change is scary and for a moment, or a brief number of moments, the main character doubts the journey they must take. Can I face this challenge? Do I have what it takes? Should I go at all? It is the last chance for the hero to chicken out.

1. What does Hiccup try to tell his father?

**Break into Two:** The main character makes a choice and the journey begins. We leave the “Thesis” world and enter the upside-down, opposite world of Act Two.

1. DRAMATIC IRONY: Why would Hiccup probably not believe the blacksmith, about a dragon always going for the kill?

B-Story or Sub story- This is when there’s a discussion about the Theme – the nugget of truth. Usually, this discussion is between the main character and the love interest. So, the B Story is usually called the “love story”.

1. Why can’t the dragon fly?
2. How does Hiccup find out about dragons and is the information complete and accuracy?
3. What is Hiccup doing as they practice?
4. In the scene with the fish and dragon when do we know that have broken into the second act?
5. Hiccup knows he must do what since he broke the dragons tail?
6. How does Hiccup find out that he may be able to fly a dragon?
7. What does Hiccup use to control the two headed dragon?

**Fun and Games:** phrase “**the promise of the premise**.” Blake Snyder used it to describe the screenplay beat he called “Fun and Games,” in which the crux of the action offered within the screenwriter’s premise really comes into

1. After learning some tricks about dragons from Toothless, what does Hiccup gain from the other Vikings?
2. Who gets mad and jealous at Hiccup’s new skills?
3. How does Astrid think Hiccup is acting?

**Midpoint:** – Dependent upon the story, this moment is when everything is “great” or everything is “awful”. The main character either gets everything they think they want (“great”) or doesn’t get what they think they want at all (“awful”). But not everything we think we want is what we actually need in the end.

1. Is the midpoint a defeat or victory for our hero?
2. What did Hiccup finally do after all his preparation and practice?
3. What does Hiccup learn about the inside of dragons?

**Bad Guys Close In:** Doubt, jealousy, fear, foes both physical and emotional regroup to defeat the main character’s goal, and the main character’s “great”/“awful” situation disintegrates.

1. What is his dad really proud off?
2. Who is chosen by the Elder to kill the dragon?
3. Who follows Hiccup to expose his secret?
4. How does Hiccup get Astrid to listen?
5. Why does Toothless stop acting up and be nice?
6. Where are all the dragons taking the food?
7. What does Astrid give Hiccup for everything else?

**All Is Lost** – The opposite moment from the Midpoint: “awful”/“great”. The moment that the main character realizes they’ve lost everything they gained, or everything they now have has no meaning. The initial goal now looks even more impossible than before. And here, something or someone dies. It can be physical or emotional, but the death of something old makes way for something new to be born.

1. What does the Burk and Hiccup’s father think of how Hiccup handles the fight and sees Hiccup?
2. Why doesn’t Hiccup’s father listen to him?

**Dark Night of the Soul -** The main character hits bottom, and wallows in hopelessness. The *Why hast thou forsaken me, Lord?*moment. Mourning the loss of what has “died” – the dream, the goal, the mentor character, the love of your life, etc. But, you must fall completely before you can pick yourself back up and try again.

1. How does his father use Toothless?
2. Why is Hiccup upset?
3. Who helps and reminds him of how special and different he is?
4. Why didn’t Hiccup kill Toothless?

**Break into Three (Choosing Act Three)** – Thanks to a fresh idea, new inspiration, or last-minute Thematic advice from the B Story (usually the love interest), the main character chooses to try again.

1. What do you see Hiccup and Astrid teach the other young fighters?
2. What comes out of the mountain that the dragons are running from?

**Finale**– This time around, the main character incorporates the Theme – the nugget of truth that now makes sense to them – into their fight for the goal because they have experience from the A Story and context from the B Story. Act Three is about Synthesis!

1. What is the plan from the chief and blacksmith to deal with the queen?
2. How does Hiccup and the other kids show up to save the day?
3. Who save Toothless from drowning?
4. More important than living, Hiccup father tells when what?
5. Why doesn’t Hiccup die?
6. What does Hiccup remember about dragons that saves the day?

**Final Image** – opposite of Opening Image, proving, visually, that a change has occurred within the character.

1. Now returned as a hero, what must Hiccup learn to do like Toothless had too?
2. Burks is a quiet little boring Viking Burk, with what one difference?