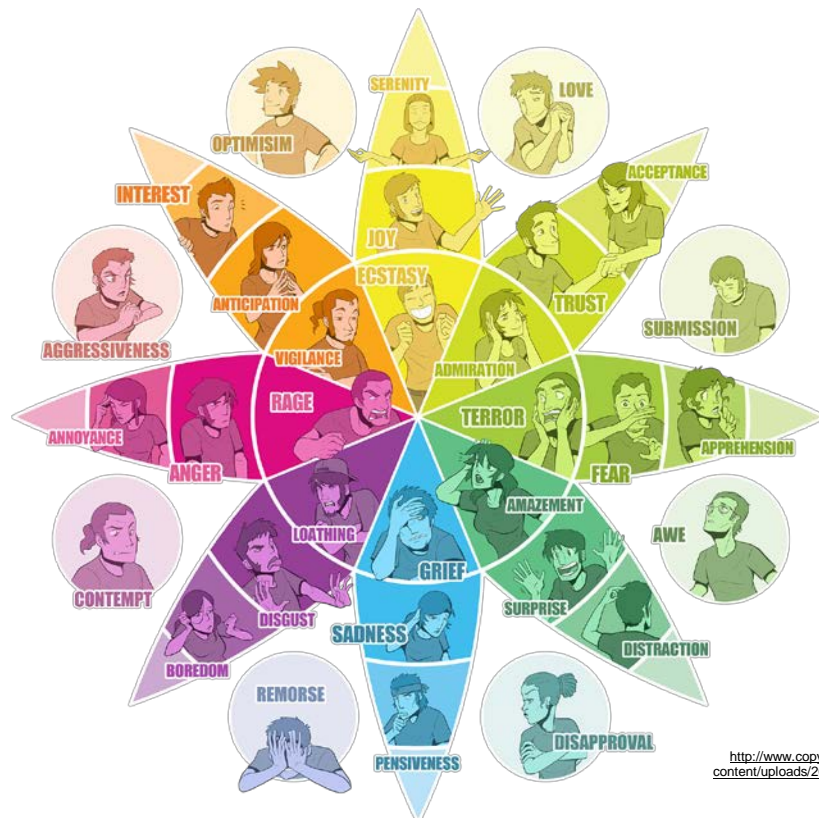


Develop dialogue to show emotion and ask a friend to identify it

Below is a version of Plutchik's Wheel of Emotions. This is a very useful way of considering how characters can react and display a subtle range of emotions. Using this, aim to create a range of examples of dialogue that are just one sentence long that display a specific emotion. Think carefully about language and grammar choice, punctuation and even the length of sentence to help display what the emotion is.

Be sure not to write the emotion down; when you've written down 5 examples of dialogue, ask a friend to read them and then write down what they think the emotion is. If they aren't able to correctly guess the emotion, go back and develop until it's a bit clearer.



Emotion 1:

Dialogue:

Emotion 2:

Dialogue:

Emotion 3:

Dialogue:

Emotion 4:

Dialogue:

Emotion 5:

Dialogue: