

Developing dialogue as a reaction

This activity features two parts to it; firstly select a situation. Then, aim to create dialogue that reacts to this situation. The key is to not make it explicitly clear and obvious in what your character is referring to or how they are reacting. For example, avoid dialogue that is too “on the nose” such as: “I’m so upset that I have just lost my mobile phone” or “it’s shocking that we’ve just discovered alien life”.

This will help you to develop the ability to write dialogue that is informative, descriptive and also entertaining.

Carefully consider how punctuation, grammar and syntax can all have an effect on how someone is saying something and what it communicates to your audience. Finally, avoid using action or any form of parenthesis to explain reaction and instead focus on using dialogue only.

- An explosion
- A lottery win
- An unexpected birth of a baby
- Alien life discovered
- Teleportation working for the first time
- A lost mobile phone
- A boring event
- Everything was exactly as predicted
- Something escaped at the zoo