Planning grid for 'The Oceanmaker

Beginning-main events	Opportunities for dialogue	Emotions of characters (SHOW NOT TELL)
Setting the scene-pilot flying over dry sea bed/character description/ dialogue • Flying over the desolate waste ground that was once The Pacific, Jalib was already fed up by the lack of clouds in the clear blue sky. How was she ever meant to collect enough water to survive, let alone refill the ocean? Sees a cloud/Sets off rainmaker device to collect water	"Sabina, can you hear me, over?"	She slammed her hand on the steering wheel.

Middle-main events	Opportunities for dialogue	Emotions of characters (SHOW NOT TELL)
Other planes bombard the cloud to steal the water (H2O hijakers/vapour thieves) Air battle breaks out Pilot fatally wounded in the battle	" No-one's taking MY water!" thought the pilot "Your plane is no match for ours!" "Let's see about that shall we?" radioed the pilot back.	With gritted teeth, she pulled sideways out of the aim of the gunner.

Ending-main events	Opportunities for dialogue	Emotions of characters (SHOW NOT TELL)

• pilot makes a decision • Lighthouse keeper tries to contact pilot, but radio signal lost • L.K. watches pilot collide with plane in cloud • Sees rainmaker diagram • A plan began to brew in her mind…she knew who she would have to become	"Jalib…Jalib? Come in….can you hear me?" "No!" screamed the L.K	Wincing in pain, the pilot battled to control her ramshackle plane.