

Joanne Haynes

Story Writing Tips

Yuh ever wonder if a ghost really haunts the Solomon
Hochoy Highway?

Or...

How that one man coulda build that temple in the sea
all by himself?

Or...

If somebody we call 'mad' might be able to do things
you and I cah do?

Well we going to wonder bout all those things and
more, right here,

on the Sapotee Soil.

And if yuh never wonder,

Then is time...

Time to let yuh imagination roam free...

Time to let yuh curiosity ask WHY?

Time to let yuh creativity come out and play.

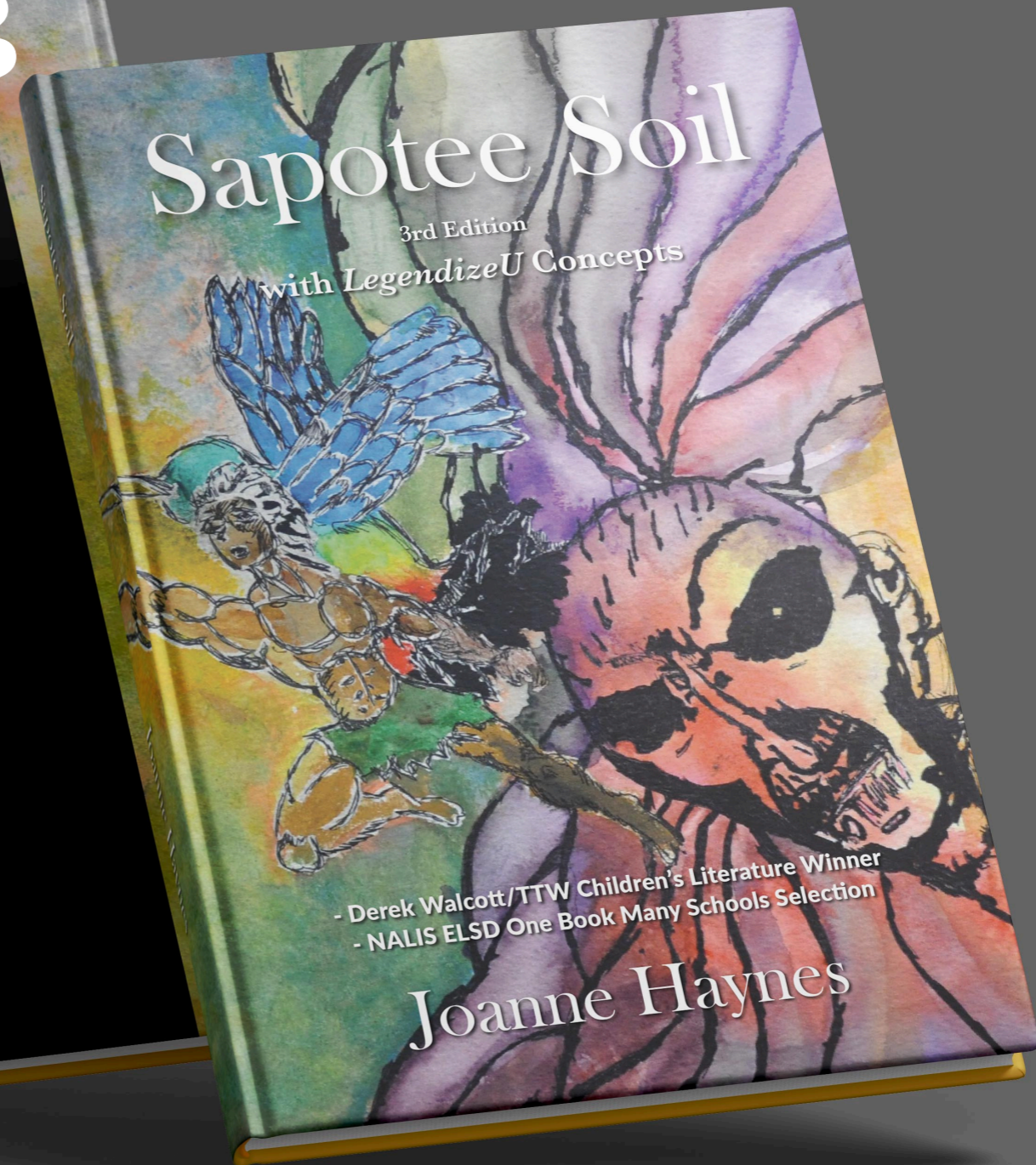
So come with me

On a Journey of Possibility

As we travel

the Sapotee Soil.

ISBN



HSAC - His Shoes Are Cool



Artwork: Ka'en Haynes

From the story Superhero, Trini Style in Sapotee Soil

Examples in Sapotee Soil:

HERE - Color-In Language, Cracking Up
'Is just stupidity, Errol!' Rather than:
'What nonsense, Errol!'

SETTINGS - Long Ago, paragraph 1 - She
Never Walks Alone.

ACTION: MAPPING in A Tale from Sobo
village & DIALOGUE in: Close Encounters
of the Caribbean Kind.

CHARACTERS: The Mislaid Lady
shows how the Bell is brought to
character.

H - HERE

You are a Caribbean Creation, be proudly HERE. Write about WE place, WE people, WE selves. So unless you've experienced winter, don't write about snow! Let WE language **COLOR-IN** your story.

S - SETTINGS

Does your story take place NOW, LONG AGO or in the FUTURE? Use your **CURIOSITY** to IMAGINE the time - how is clothing different from then to now, to in the future?

A - ACTION

Think of your story like Waze, how do you get from it from start to finish? Create a MAP. Then remember action isn't only about what your characters DO, it's also about what they SAY. DIALOGUE allows free **CREATIVITY**, it lets your characters breathe, it shows who they are, and it brings out the drama, horror, love, fear, anger, hope, joy, in your story.

C - CHARACTERS

Of all the elements of a good short story, your CHARACTERS add the most COLOR! Use your **CONSCIOUSNESS** of an aunt, an uncle, a teacher, a brother, a neighbour...think of how this person walks, talks, acts, and use this to give your characters personality!