LitFest is on Saturday, August 19 from 10am - 4pm at the Downtown Library! For more information, scan here!
How to Use Your Paper Predictor

Insert your thumbs and pointing fingers inside the four pockets so you can pinch and pull the paper predictor.

Pick a number between 1 and 8, and pinch and pull the pockets according to the number you selected.

Once you've stopped counting, pick and number again. Open the panel and find out what symbol you have chosen. Consult the symbol key and write the corresponding prompt.

Poetry
Use the paper predictor to construct each stanza of your poem. Your poem can be however long you want it to be, but every stanza should explore the theme the die gives you.

Characters
Use the paper predictor to give your character the characteristic that the die gives you or asks you to explore.

Plot
Use the paper predictor to construct a three act story structure. Roll the die three times: the first time is the beginning, the second is the middle, and the third is the ending.

Definitions for the symbols are provided but if your mind automatically thinks of great then pursue that idea!

How to Make Your Paper Predictor

Cut out the attached paper predictor.

Fold the purple M over so it touches the orange M, making sure to leave a good crease, and unfold back to normal. Fold the blue M over so it touches the black M, making sure to leave a good crease, and unfold back to normal. There should be a creased X across the page.

Turn the paper predictor around so the blank side is facing up. Fold over each corner of the page to the center of the page. Once you've folded over all the corners, the colored M's should form a diamond in the center and the numbers should form a triangle on the edges.

Flip over the paper predictor and repeat the previous step with all the corners. Once you've finished, the numbers should be on one side and the colored M's on the other.

Holding it as a square, fold the paper predictor in half and make a rectangle. Unfold it and repeat the process on the opposite side.

Insert your thumbs and pointing fingers inside the four pockets so you can pinch and pull the paper predictor.

For a video instructions, please look at the following website:
https://www.youtube.com/watch?v=PAZKv_PVcn0
Poetry
Write a stanza that explores a literal or metaphorical survivor that lives in a barren landscape.

Characters
Make your character resourceful in some regard. Maybe they can always get themselves out of a tricky situation? Or maybe they're always able to get money in legal or illegal ways?

Plot
Whether it's the beginning, middle, or end, have your character become abandoned in some barren landscape.

Deserts can symbolize barrenness and abandonment, though cacti can survive these conditions.

Poetry
Write a stanza that explores a mystery, a haunting, or death.

Characters
Give your character something that they're haunted by. Maybe it's something from their past that they're ashamed of?

Plot
Whether it's the beginning, middle, or end, have your character have to deal with a mysterious object that is given to them.

Crows can symbolize haunting, mystery, or death.

Poetry
Write a stanza centered around the image of an isolated place or person.

Characters
Make your character a "loner" or explore isolation.

Plot
Whether it's the beginning, middle, or end, have your character go through loneliness or have their friends completely abandon them.

Islands can symbolize a refuge or a lost paradise, but also loneliness and isolation.

Poetry
Write a stanza centered around the image of a place or person with unknown depths.

Characters
Give your character some unknown secret that only they know about themselves. Slowly reveal it as your story goes along.

Plot
Whether it's the beginning, middle, or end, have your character go on a journey to some underworld they know little about.

Caves can symbolize secret passages to an underworld, but also unknown depths.

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Plot
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Caves can symbolize secret passages to an underworld, but also unknown depths.
Castles can symbolize enclosure, where treasure is hidden or something is imprisoned.

Poetry
Write a stanza about something hidden or imprisoned.

Characters
Make your character someone who is always on the go and never settles down for any reason.

Plot
Whether it's the beginning, middle, or end, have your character go on a journey for something important.

Poetry
Write a stanza centered around a journey.

Characters
Make your character someone who is always on the go and never settles down for any reason.

Plot
Whether it's the beginning, middle, or end, have your character go on a journey for something important.

Boats can symbolize a journey or exploration, but also salvation.

Poetry
Write a stanza centered around a journey.

Characters
Make your character someone who is always on the go and never settles down for any reason.

Plot
Whether it's the beginning, middle, or end, have your character go on a journey for something important.

Mountains can symbolize durability, stability, and dependability.

Poetry
Write a stanza that explores something durable and dependable.

Characters
Make your character either exceptional dependable or exceptionally unreliable.

Plot
Whether it's the beginning, middle, or end, give some stability to your main character, only to take it away later.

Rivers can symbolize life, like birth or fertility, or destruction, like floods or erosion.

Poetry
Write a stanza about the birth or destruction of something important to you.

Characters
Give your character either a life saving quality, like having medical training, or a destructive quality.

Plot
Whether it's the beginning, middle, or end, have your plot focus on the birth or death of something important to the main character.