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Revision Checklist:

1. STUFF HAS TO HAPPEN! & SHOW DON'T TELL (within scene *)
2. Who are the bad guys? What is the conflict?
3. Is this the best place to start my story?
4. What is the pivotal event toward which all major scenes lead?
5. * Are events unavoidable as they unfold? (Explain away “easy outs.”)
6. Does the pacing and rhythm vary throughout?
7. Are the character voices consistent?
8. Do I know the motivations of all my characters?
9. Is there a strong sense of time, and place?
10. Is the vernacular understandable & toned down?
11. Is there growth on the part of the main character/secondary characters?
12. Have I firmly grounded all flashbacks into the present of the story?
13. Subplots—too many? Too few?
14. Is there humor throughout—as appropriate to the topic?
15. Are the expository sections necessary, or am I just revealing my research?
16. Have I read it out loud/heard it read aloud?
17. Is there a consistent point of view? Is the perspective appropriate to the speaker? Is it supposed to vary?
18. Is the tense consistent? (Flashbacks in simple past or past perfect.)
19. Have I used strong verbs—have I power revised?
20. Have I cut any unnecessary characters, scenes, adverbs, adjectives?
21. Are pronouns specific?

Other items to consider:

I. 5 Keys of Good writing: (From *Writer's Digest Magazine*)

- 1.) Economy
- 2.) Precision
- 3.) Action
- 4.) Music
- 5.) Personality

II. Chapter Turners: (From *Writer's Digest Magazine*)

1. Keep secrets
2. Make plans and vows
3. Announce arrivals
4. Schedule departures
5. Reverse expectations
6. Ask a question
7. Uncover a new problem

III. Major Structure:

1. Use a hook at the beginning.
2. (Esp. for kids) Set the “who, when, what, where,” ASAP [some of this can be done in the illustrations]. The “how” and “why” make up the body of the story.
3. Keep the punch for the ends of things—(line), paragraph, chapter, story.
4. Keep a little “fillip” for a teaser at the tail.

IV. Esp. for Kids—Keep in mind: (from Jerry Griswold, *Feeling Like a Kid*, John Hopkins University Press, 2006.)

- 1.) Smallness
- 2.) Lightness
- 3.) Coziness
- 4.) Scariness
- 5.) Aliveness