Paper Planes Task; Sequel Reflection:

When I was writing the plot for my sequel, I had many ideas, but eventually narrowed them down to create my storyline. Much of my inspiration came from Paper Planes 1, and I decided to keep many of the main characters in the movie. This was because Robert Connelly (Director of Paper Planes 1) really inspired me, and I admired how he took such a seemingly simple storyline, and turned it into a work of art, filled with emotion and conflict.

Although I loved writing my sequel, I faced some challenges along the way, and had to overcome them. This sometimes resulted in changing my storyline. For example, after I had written my storyline for the first time, I realised that two of my main characters were not in it, and had to start again. Also, I found that it was hard to use concepts that both young children and adults could understand, without making the plot too complicated or simple.

I developed my story by putting myself into the character/s shoes. I thought about how I would react to certain emotions, or conflicts, and thought about how I could resolve them without ending the movie too suddenly.

I think that one of the strengths in my sequel is the basic plot, which develops into many scenarios. The plot, is Dylan trying to win the Paper Planes World Cup, and although at first it may seem like a basic storyline, it develops into other underlying scenarios such as Dylan’s father falling in love with Sarah, and Dylan seeing Kimi again.

Overall, I found it an enjoyable challenge to write this sequel, and believe that I have created a fun, interesting storyline, which people of all ages can relate to. Although it is not perfect, and I experienced some challenges along the way, I am fairly happy with the end result.

- Paige Cowles 8RT