

Play: *Hotel for Dogs* • Issue: January 5, 2009

Name: _____ Class: _____ Date: _____

Picking Plot Points

Plot points are the events that move a story forward. Without a plot point, characters would be unable to advance to the next situation. In this activity, you will identify plot points in the play *Hotel for Dogs*.

Directions: For each group of scenes from the play, circle the letter next to the most important event listed. If you aren't sure, ask yourself, "Which of the events **MUST** happen to move the story to the next scene?"

SCENES 1 & 2

- Ⓐ Bernie drives Andi and Bruce home to their foster parents.
- Ⓑ That night, Andi and Bruce get ready for bed in the tiny room they share.
- Ⓒ The kids chase Friday into an abandoned hotel.

SCENE 3

- Ⓐ Andi buys dog food.
- Ⓑ Bruce builds a fetch machine.
- Ⓒ Dave and Heather find out about the dog hotel and offer to help.

SCENE 4

- Ⓐ Andi worries that they are all in over their heads.
- Ⓑ The kids free dogs in the animal control van and take them to the hotel to live.
- Ⓒ The kids rescue a dog named Juliet, who falls in love with the dog Romeo.

SCENE 5 & 6

- Ⓐ Jason uncovers Andi's lie at a party.
- Ⓑ The cops take the dogs to the pound and Andi and Bruce to the police station.
- Ⓒ Friday escapes from the pound.

SCENE 7

- Ⓐ The kids free the dogs from the pound.
- Ⓑ Jake jumps up when Heather pounds on the window.
- Ⓒ Mark tackles Max.

SCENE 8

- Ⓐ The dogs stop following the van and head to the hotel.
- Ⓑ A reporter is at the scene.
- Ⓒ Bernie says he has been trying to find homes for kids for 15 years.

Are there any plot points that you think should be included? List two of them below, and explain why they are important.

1. **SCENE** _____
 Plot point: _____

2. **SCENE** _____
 Plot point: _____

