

# *Children's* **Book Blueprint**

How to write your children's book  
outline in less than 24 hours.

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PUBLISHING

## About Miriam

Miriam began with a simple goal to empower children. Her very first book, *I CAN Believe in Myself*, ended up setting a Guinness World Record®. After finding success with her own self-published books, Miriam began collaborating with *Chicken Soup for the Soul*® originator, Jack Canfield, and landed a book deal with HCI Books. Her unique position with both self-published and traditionally published books gives her a great perspective for new authors. She continues to write award-winning children's books and now mentors other aspiring authors so they can share their stories with the world, too. She founded her own publishing company with the goal of empowering even more children by partnering with new authors.

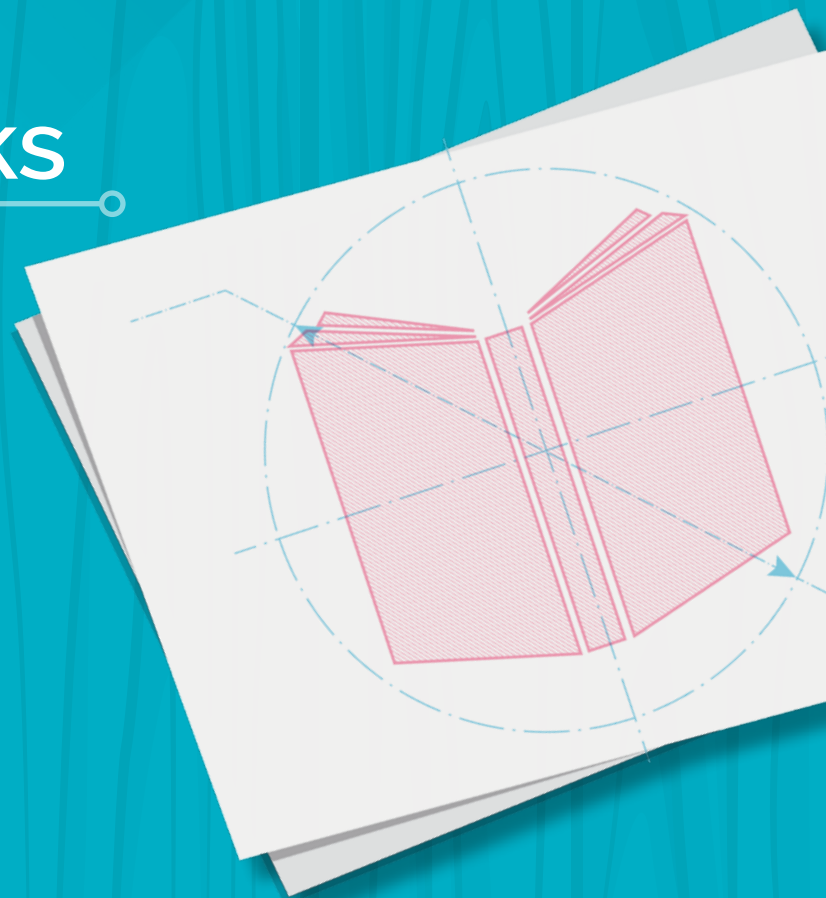


## WHAT YOU'RE GOING TO LEARN

I will be teaching you the Blueprint I used to write all my best-selling children's books. It has been used not only by me but by many of my students as well. This Blueprint will help you organize your thoughts. It will help you get started, especially if you have been procrastinating on your book idea. If you have ever had difficulty carving out time to work on your writing, or you don't know where to start, this is the place. Use the space provided in this workbook to fill in your story details.

# The Blueprint

- 1 Message
- 2 Problem
- 3 Roadblocks
- 4 Solution
- 5 Ending



# Children's Book Blueprint

## 1. The Message

This is the one thing you want children to remember after they read your story. Also known as "The Big Takeaway". Every story will have a message - the values you convey to the reader.

Your Message:

## 2. The Problem

This is the character, concept, or thing your main character needs to overcome by the end of the book. Whatever the opposite of the message is, that's the problem for your story.

The Problem:

*Tip*

If you aren't sure what your message is, come back to it later.

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## 3. The Roadblocks

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These are three smaller obstacles that, once resolved, help your main character grow. You can adjust the number of roadblocks to what you need.

Roadblock 1:

Roadblock 2:

Roadblock 3:

*Tip*

*I use threes because I find children respond best when something repeats three times. It helps them understand what's going on.*

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## 4. The Solution

This is the moment when your character finally conquers the main problem. It's the most important part of your story, so you want to make sure it's communicated in a clear and concise way.

**Your Solution:**

## 5. The Ending

This is the very last scene in your book and you want to make sure it leaves the reader smiling. A great way to do this is to connect your Ending to something that happened earlier in the story.

**Your Ending:**

*Tip*

The Hero (child) has to solve the problem, a secondary character (adult) can't step in and steal the glory.

# Brainstorm

Use the empty space below to brainstorm ideas for your story. Let your imagination run free and write down anything that comes to you.

*Remember* The purpose of a children's book is to entertain.


*Thank you for  
joining me!*

Have more questions?

Reach out to me on Social Media or by Email

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