

Nine-Box for The Help

One of the misconceptions about this story is that it is about the maids.

An examination of the plot vehicles shows it is a story about Skeeter.

<p>1. Triggering Event</p> <p>Skeeter comes home and witnesses the increased hostility between the white women and the help, especially regarding use of the bathroom.</p>	<p>2. Characterization</p> <p>Skeeter is trying to become a journalist, and decides to write from the point of view of the help and how they are treated.</p>	<p>3. First Major Turning Point</p> <p>Skeeter convinces one maid, Abileen, to talk to her, but she gets cut off by her friend Elizabeth, the maid's employer. Other maids refuse to talk to her out of worry.</p>
<p>4. Exposition</p> <p>Skeeter tries to find out what happened to Constantine, the maid who raised her. We are filled in on the back story of her life and how the maid lifted her self esteem, and the society mother who only wants Skeeter to get married and have babies. We realize there is a rift between Skeeter and her mother.</p>	<p>5. Connect the Dots</p> <p>One maid, Abileen, agrees to tell her story to Skeeter. Abileen convinces Minny to also be interviewed.</p> <p>Skeeter begins to understand the world the maids live in.</p>	<p>6. Negative Turning Point</p> <p>The murder of Edgar Mevens scares the maids, and now no one wants to take the risk of talking to Skeeter right as she learns from the publisher that she needs to have twelve maids for her book.</p>
<p>7. Antagonist Wins</p> <p>Skeeter learns why her own maid Constantine left. Her mother kicked her out when Constantine's saucy daughter made an appearance, threatening the mother's receipt of a civic award. The very thing she is fighting is what cost her personally by the hand of her own family.</p> <p>Skeeter's friend's maid, Yule May, is sent to jail for stealing a ring to pay for her son to go to college.</p>	<p>8. Revelation</p> <p>The maids, upset over Yule May, decide to tell their stories.</p> <p>Skeeter works feverishly to make the deadline and her book <i>The Help</i> is published.</p> <p>(Note that this is not a revelation, but a plot point. Skeeter doesn't actually grow and change during this process, she just manages to succeed at what she set out to do, still a good thing, but not the same as actually learning something new about herself and others.)</p>	<p>9. Protagonist Wins</p> <p>The women from the opening scene are embarrassed and their secrets revealed, Skeeter's mom tells her she is proud of her, and Skeeter goes to New York to work on the job she wanted.</p>

Nine-Box Method for Despicable Me

<p>1. Triggering Event</p> <p>The pyramids get stolen, and some new unnamed villain takes all the notoriety. Gru's mother calls to ask if he is the super villain and is disappointed that he isn't. He is determined to impress her.</p>	<p>2. Characterization</p> <p>Gru decides in a rousing speech to his minions to steal the moon.</p>	<p>3. First Major Turning Point</p> <p>Gru needs money to build the rocket to get to the moon. He is turned down by the bank unless he can get a shrink ray, a necessary part of the process.</p>
<p>4. Exposition</p> <p>Gru attempts to steal the shrink ray in several hilarious scenes that show the home of Vector, the boy-villain who possesses it. Gru is unsuccessful until he realizes the three orphan girls selling cookies get in easily.</p>	<p>5. Connect the Dots</p> <p>Gru pretends to be a dentist and goes to the adoption agency, convincing the head mistress to let him have the three girls.</p> <p>With cookie bots made by Gru's scientist, the girls infiltrate Vector's home and Gru successfully steals the shrink ray.</p> <p>Gru begins to like the girls and become invested in their lives.</p>	<p>6. Negative Turning Point</p> <p>The scientist insists the girls have to leave and calls the head mistress to come get them. Gru has to let them go.</p>
<p>7. Antagonist Wins</p> <p>Gru succeeds in shrinking and stealing the moon, but while he is out there, the girls are kidnapped by Vector.</p>	<p>8. Revelation</p> <p>Gru realizes when he is too late to see the girls' recital that they are more important than his villain status.</p>	<p>9. Protagonist Wins</p> <p>Gru rescues the girls and returns the moon. He becomes their father, sees their recital, and gains the approval of his mother.</p>

Source of the nine-box is unknown. First mentioned at www.verlakay.com/boards. Grid and example by www.deannaroy.com

Nine-Box Method of Monsters, Inc.

<p>1. Triggering Event</p> <p>The Scream Competition is considered to be wrapped up by Sulley and Mike, but Randall is still trying to gain the title.</p>	<p>2. Characterization</p> <p>Sulley and Mike are good at their job and a good team. They are shown working out, acting as each other's conscious (when Mike isn't allowed to drive his car due to the scream shortage) and being popular among the other factory employees.</p>	<p>3. First Major Turning Point</p> <p>Randall goes to scare floor during the break but doesn't shut the door. Sulley investigates and ends up with Boo, the human girl.</p>
<p>4. Exposition</p> <p>Mike and Sulley try to figure out how to get Boo back to her room. When Boo goes to bed, Sully realizes she might not be as dangerous as they think.</p>	<p>5. Connect the Dots</p> <p>During their attempts to get Boo back to her door, Sulley realizes he has grown attached to Boo and will protect her.</p> <p>At one point during the return, Sulley thinks Boo is dead, and is devastated.</p>	<p>6. Negative Turning Point</p> <p>Sulley realizes they have to tell his boss Waternoose about Randall's plan to use Boo. During the scream training, Sulley scares Boo, who goes to Waternoose instead.</p>
<p>7. Antagonist Wins</p> <p>Mike and Sulley are exiled, leaving Boo in dangerous hands now that they realize Waternoose is involved. But they can't even work together anymore, divided over helping Boo.</p>	<p>8. Revelation</p> <p>Sulley goes back for Boo, but at his lowest moment, when it seems he will be defeated by Randall, Mike returns to help him.</p>	<p>9. Protagonist Wins</p> <p>Together they expose Randall and Waternoose to the scream authorities, and Boo is sent back to her door. Their realization that laughter is more powerful than screams saves the factory and the monsters' way of life.</p>

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