

写友情约定故事最容易出的六个毛病

毛病一：玩耍记流水账。洗澡、摸鱼、打水漂，一样一句，像点名字，读者一个场面都记不住。识别：读玩耍那段，数有几个完整的经过，只有名词没有经过的就是流水账。改法：挑两样写经过，谁赢了、谁输了、中间谁说了什么话。

毛病二：约定含糊。全篇约定就一句，我们约好明年再见。没有日子，没有地点，没有动作。含糊的约定不值得等一年，重聚也就立不住。识别：把约定那句单独读，问自己对方跟谁约、哪天来、在哪儿等，三个问题答不上就是含糊。改法：话语具体到日子和地点，补上拉钩盖章的动作。

毛病三：一年中间留白。上一段拉钩，下一段就第二年见了，中间空着，读者觉得两个夏天是粘上去的。改法：中间写一两件小事，下雪天想起溪水响，问外婆大石头在不在。一两句就够，作用是搭桥，不是另起故事。

毛病四：重聚用力过猛。又哭又抱又转圈，中高年级读者会觉得假。识别：数重聚一段里写情绪的词，超过三个就过猛。改法：把情绪换成物件，对方带来一件去年的东西，或者问一句去年那条鱼后来怎么样了，感动自己会来。

毛病五：友情直接说破。结尾写这个约定让我懂得了友情的珍贵。前面故事里全没有这句话的位置，贴上去读者不认。识别：全文搜友情、珍贵、懂得这几个词，出现就是贴纸。改法：用动作或画面收尾，两个人坐在大石头上，各打一个水漂，溪水哗啦啦。

毛病六：细节不合年龄。写十岁的孩子包快艇游溪、拿水下相机拍鱼，细节和年龄、和那条小溪对不上，读者立刻出戏。识别：逐个问每个细节，这样的孩子做得到吗，村里的小溪配吗。改法：换成够得着的东西，赤脚、铁桶、草帽、竹竿。

排查顺序：先看约定有没有日子地点动作，再看中间有没有桥，然后扫结尾有没有贴纸句，最后逐个核细节。六个毛病都避开，这篇故事就情节完整，有细节也有感动。

Six Common Faults in Writing a Friendship Promise Story

Fault one: playing reads like a roll call. Bathing, feeling for fish, skipping stones, one line each, and readers cannot remember a single scene. How to spot: read the playing paragraph and count complete episodes. Only nouns and no episodes means a roll call. Fix: pick two games and write the episode, who won, who lost, what was said in the middle.

Fault two: the promise is vague. The whole promise is one line, we agreed to meet again next year. No day, no place, no gesture. A vague promise is not worth waiting a year for, and the reunion cannot stand. How to spot: read the promise line alone and ask, promised with whom, which day, waiting where. If the three questions have no answers, it is vague. Fix: fix the words to a day and a place, and add the pinky hook and thumb stamp.

Fault three: the year in between is blank. The paragraph before is the pinky promise, the next paragraph is already next year, with nothing between, and readers feel the two summers were pasted together. Fix: write one or two small things in between, hearing the stream on a snowy day, asking grandma about the big rock. One or two lines is enough, their job is a bridge, not a second story.

Fault four: the reunion pushes too hard. Crying, hugging, spinning around, and upper graders smell the fake at once. How to spot: count the feeling words in the reunion paragraph, more than three means too hard. Fix: trade feelings for an object. The other side brings something from last year, or asks what happened to that fish, and the moving part arrives by itself.

Fault five: friendship is stated out loud. The ending says this promise taught me how precious friendship is. The story before has no place for that line, and readers will not accept the sticker. How to spot: search the whole text for friendship, precious, taught me. If they appear, they are stickers. Fix: end with an action or a picture. The two sit on the big rock, each skips one stone, and the stream gurgles on.

Fault six: details do not fit the age. A ten year old renting a speedboat on the stream or filming fish with an underwater camera, details that do not match the child or the village stream, and readers leave the story at once. How to spot: check each detail and ask, could a child like this really do it, can this stream support it. Fix: replace with things within reach, bare feet, a tin bucket, a straw hat, a bamboo pole.

Check order: first see whether the promise has a day, a place, and a gesture, then look for the bridge in the middle, then scan the ending for sticker sentences, and finally check details one by one. Clear all six faults and the story has a complete plot, real details, and feeling that moves people.