

I can plan my diary entry

These two young people, bringing items to be pawned, ring the doorbell. They're puzzled when the old woman, who is always home and has made an appointment with them, doesn't open the door. They ring again and again, while on the other side of the door stands Raskolnikov, clutching the axe in his

hand and shaking with fear. The two young people notice that the door is bolted from the inside, and conclude that the old woman is inside her apartment but something must be wrong. They rush back downstairs to alert the porter.

After they leave, Raskolnikov heads down the stairs to make his escape. But when he hears the pair coming back upstairs with the porter, he quickly ducks into the open doorway of a vacant third-floor apartment that is being repainted. He hides behind the door of the apartment as the two young people and the porter pass by on their way to the old woman's floor. He then races down the stairs, failing to notice that a gold earring has fallen from his loot-stuffed pocket in the empty apartment.

The young people and the porter enter the open door of the old woman's apartment, discover the horrible crime and realize that the killer has fled right under their noses, just moments before. Raskolnikov hurries through the streets towards his tiny room without drawing attention. He cleans the blood off the axe and returns it to its place. Crazed with fear, he stashes his meagre loot in a hole in the wall by his bed, then cuts off the blood-stained cuffs of

his trousers and washes his socks to leave no sign of the crime. He still cannot grasp how he managed to make a clean getaway from such a dangerous adventure, committed with such stupidity and carelessness. Overcome by emotion, exhausted and burning with fever, he sinks into a deep sleep, not yet understanding that although he escaped from incriminating witnesses, and left no evidence tying him to the murder, he will not be saved from the verdict of his own conscience.

Although this is just one event, we can break this down into mini events.

BREAKOUT ROOM: you have two minutes to decide how you could break this down into four events. Go!