TABLE OF CONTENTS

Narrative Writing Diamond	. RP	1
Narrative Writing Diamond with Summarizing Framework	. RP	2
Narrative Writing Diamond with Literary Elements	. RP	3
Informational Pillar	. RP	4
Opinion Pillar	. RP	5
Annotation and Analysis Process for Narrative Stories	. RP	6
Summarizing Frameworks	. RP	7
Annotation and Analysis Process for Informational/Opinion Texts	. RP	8
Sentence Starters for Opinion Writing	. RP	9
Literary Elements: The Building Blocks of Story	. RP	10
Literary Analysis Questions	. RP	11
Thinking About Reading	. RP	12
Menu for Beginnings	. RP	13
Menu of Detail Generating Questions	. RP	14
Menu for Suspense	. RP	15
Magic of Three Template	. RP	16
Main Event	. RP	17
Menu for Extended Endings	. RP	18
4 Point Narrative Writing Rubric	. RP	19



Narrative Writing Diamond

ENTERTAINING BEGINNING

ELABORATIVE DETAIL

Story Critical Character, Setting, Object

SUSPENSE

or anticipation leading to the main event

THE MAIN EVENT

Show action in slow motion, frame by frame, stretch it out! Include description and main character's thoughts and feelings!

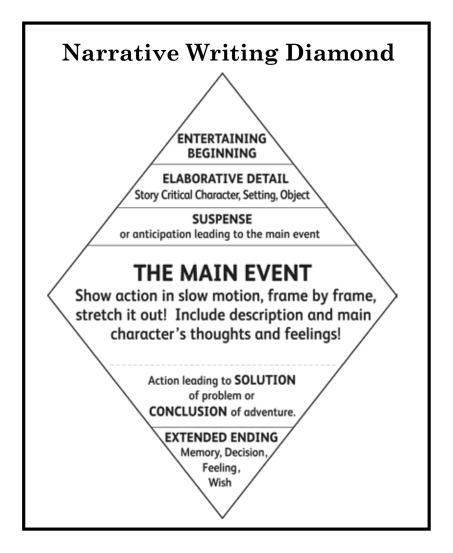
Action leading to **SOLUTION**of problem or **CONCLUSION** of adventure.

EXTENDED ENDING

Memory, Decision, Feeling, Wish



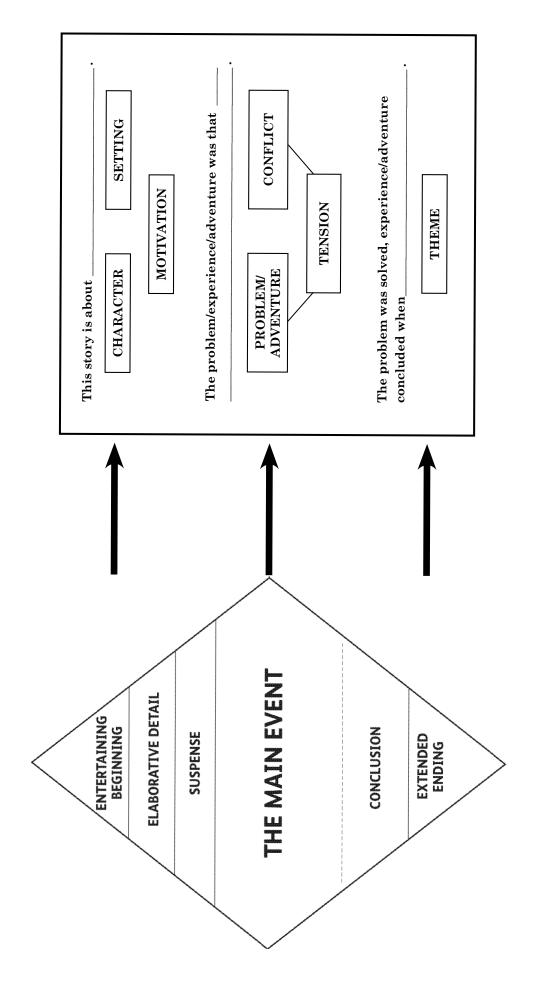
See the movement and shape of the plot and reduce the story to its key elements - SUMMARIZE!



This story is about	. •
The problem/experience/adventure was that	. •
The problem was solved, experience/adventure concluded when	. •

Use this same template for summarizing what you read AND to plan what you're going to write!







RP3

Informational Pillar

INTRODUCTION

Lead/Topic Sentence

Main Idea #1_____

Detail Detail

Detail Detail

Main Idea #2_____

Detail Detail

Detail Detail

Main Idea #3_____

Detail Detail

Detail

Conclusion



Opinion Pillar

INTRODUCTION

Lead/Opinion Statement

Main Reason #1

Detail Detail

Detail Detail

Main Reason #2

Detail Detail

Detail Detail

Main Reason #3

Detail Detail

Detail Detail

CONCLUSION

Creative Restatements of Main Reasons



Annotation and Analysis Process for Narrative Stories

- 1. Label the **title** what *genre* does the title hint at?
- 2. Circle the **entertaining beginning**, identify, label the technique.
- 3. Identify the **purpose of the story action** and main character's **motivation**.
- 4. Find **elaborative detail** describing the **setting** mark and label this.
- 5. Underline and label suspense, story tension, conflict.
- 6. Bracket the main event.
- 7. Underline and label the **conclusion/solution** or conclusion of adventure.
- 8. Circle the **extended story ending** and label each technique.
- 9. Identify the **theme**. Highlight the parts of the story that indicate theme.

10.Fill in summarizing framework . This is a story about The problem/experience was The problem ended/concluded when _	ELABORATIVE DETAIL Stery Critical Character, Setting, Object SUSPENSE or anticipation leading to the main event THE MAIN EVENT Show action in slow motion, frame by frame, stretch it out! Include description and main
	stretch it out! Include description and main character's thoughts and feelings! Action leading to SOLUTION of problem or CONCLUSION of adventure. EXTENDED ENDING
	EXTENDED ENDING



SUMMARIZING FRAMEWORKS

his story is about	
	Character
Γhe problem, adventure	e, or experience was that
	Main Event
The problem was solved	/adventure, experience concluded when
Informat	tional Writing Summarizing Framework
TOPIC:	
TOPIC: MAIN IDEA #1:	
TOPIC: MAIN IDEA #1: MAIN IDEA #2:	
TOPIC: MAIN IDEA #1: MAIN IDEA #2: MAIN IDEA #3:	

TOPIC:	
MAIN REASON #1	:
MAIN REASON #2	:
MAIN REASON #3	:



Annotation and Analysis Process for Informational and Opinion Texts

- 1. Identify **title/topic**.
- 2. Number each paragraph.
- 3. Circle and label introduction.
- 4. Bracket and label **body** of the piece.
- 5. Underline **main idea** or **main reason** sentences, place **blurb** in margin (a word or phrase).
- 6. Cross check **supporting details** to main ideas.
- 7. Box and label the conclusion. Reference main ideas.

8.	Fill	in	summarizing	framework:
O.	T 111	111	Sammarizing	II dille work.

TOPIC: _____

MAIN IDEA/REASON #1: _____

MAIN IDEA/REASON #2:

MAIN IDEA/REASON #3: ______ 6

Informational Pillar

INTRODUCTION
Lead/Topic Sentence

Main Idea #1

Detail Detail
Detail Detail

Main Idea #2

Detail Detail
Detail Detail

Detail Detail

Detail Detail

Detail Detail

Detail Detail

Detail Detail

Conclusion

SENTENCE STARTERS FOR OPINION WRITING

<u>Pro</u>	Con
One thing I enjoy is	One thing I dislike is
My favorite is	My least favorite is
I absolutely love	I absolutely hate
It's easy to see why I like	It's easy to see why I dislike
I really appreciate	I just can't appreciate
I heartily approve of	I completely disapprove of
I get really excited when	I get very disappointed when
I feel positive about	I feel negative about
There's nothing I'd rather do than	There's nothing I'd like to avoid more than
I look forward to	I dread
I am in favor of	I am against
I adore	I abhor
I'm very impressed by	I'm unimpressed by
I strongly support	I strongly oppose
I'm fond of	I don't care for
Opinion Statement	
In my opinion,	My stance is that
To me,	From my point of view,
According to my point of view	I think that
My belief is	It seems to me
As I see it,	My position is that
My attitude is that	
<u>Transition Words</u>	
• because • since	• as
• for the reason that • as evidenced by	• seeing that
• given that • in view of the fa	act that • in light of the fact that
• as cited by • as illustrated b	• supported by the fact that
 as demonstrated by the fact that 	



LITERARY ELEMENTS

The "Building Blocks" of Story

Character/Point of View

Readers see the story through the 5 senses of the main point of view charcter who is telling the story.





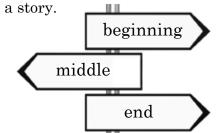
Setting

Time and place, when and where the story takes place. (This sets the mood and tone.)



Plot

Sequence of what happens in a story.



Motivation

What the main character wants. (This drives the story action.)



Conflict

Challenge the main character must overcome to get what he/ she wants.



Theme

Underlying controlling idea that drives the story.



Literary Analysis Questions

Locate evidence from the text to identify character, setting, motivation, plot, conflict and theme. Color code the evidence when you find it. Remember that in some stories there will be more than one piece of textual evidence.

some stories there will be more than one piece of textual evidence.				
Main point of view character: Who was the main character(s)? (red)				
Setting: Where and when did the story take place? (blue)				
Plot: What was the problem or adventure? (yellow)				
Motivation: What did the main character(s) want? (green)				
Conflict: What kept the main character(s) from getting what he/she/they wanted? (purple)				
Theme: What was the big idea of the story? (orange)				
Use this summary every time you read a story:				
Summarizing Framework:				
This story is about				
The problem/adventure/experience was				
The problem was solved, experience or adventure concluded when				
The theme of the story was				
Sentence Starters for Providing Evidence:				
• The author shares				
• We see this as the main character				
• The text states, ""				
• The reader realizes this when				
• The theme is clearly shown when				
• In paragraph, the author writes				
• " writes the author to show				



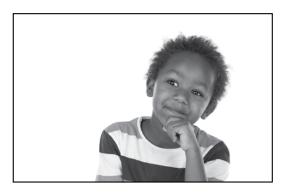
THINKING ABOUT READING

Inferential Thinking

This is the kind of reasoning you must use when the author hints at or *infers* something in a story, but doesn't state it outright.

Ex. When Marc told his joke Claire rolled her eyes and shook her head.

The reader **infers** that the joke wasn't very funny.





Evaluative Thinking

When we think in this way we compare what happened in the story to something in our own lives. This helps us empathize with and understand the story situation better.

Ex. It was just like the time when I got separated from my family at the amusement park. I know what it's like to feel scared.

Menu for Beginnings

- AN ACTION Put the main character in the setting doing something interesting and relevant.
- **DIALOGUE** Have the main character say something that expresses a feeling, creates worry, or raises the reader's interest or curiosity. It could be an EXCLAMATION.
- A THOUGHT/QUESTION Show what the main character is thinking or worrying about.
- A SOUND A story-relevant sound effect or a description of a sound is a great attention getting technique.

In order to generate these beginnings, the author asks him/herself some specific questions:

Action: What would you do?

Dialogue/Exclamation: What would you say or exclaim?

A Thought/Question: What would you be thinking, wondering or worrying?

A Sound: What would you hear?



Literary Analysis Questions

Locate evidence from text to identify character, setting, motivation, and conflict. (Optional: Color Code)

•	Who is the main point of view character ?(red)
•	What is the setting ?(green)
•	What is the main character's motivation ? (What does she/he want?)(blue)
•	What is the conflict ? (Who or what stands in the way of the main character's motivation?)(orange)
•	What is the plot :
	This story is about
	The problem/adventure/experience was
	The problem was solved, experience or adventure concluded

• What is the **theme**? ____(purple)

Below, you will find a generic list of detail generating questions that you may apply when creating elaborative segments of story critical characters, settings, objects:

MENU OF DETAIL GENERATING QUESTIONS

QUESTIONS ABOUT A STORY CRITICAL CHARACTER -

• How tall/big was this character? • What color hair/eyes? • How old was the character? • What kind of eyes/nose/mouth/ears did he/she have? • What kind/color of hair did he/she have? (long, short, curly, straight, etc.) • What kind of marks, scars, or distinguishing characteristics did he/she have? • What was he/she wearing? • What kind of expression was on his/her face? • How did this character make you feel? • Who or what did this character remind you of?

QUESTIONS ABOUT A STORY CRITICAL SETTING -

• What was the temperature/weather like? • What kinds of trees/plants grew there? • How did the air feel? • What kinds of animals were there? • What kinds of buildings were there? • What kind of objects were around? • What kinds of sounds did you hear? • How did you feel about being there? • What did you smell?

QUESTIONS TO ASK ABOUT A STORY CRITICAL OBJECT -

• What color was it? • What did it feel like? • What was its shape? • What size was it? • How old was it? • What was it made of? • What did it smell like? • What kind of sound did it make? • How heavy was it? • Who did it belong to? • Where did it come from? • What did it remind you of?

Notice that none of these are yes/no questions! Detail generating questions must be specific and must ask for particulars – not true/false/positive/negative! These are just some suggestions. Not all of them are applicable all the time, nor are these the only questions you can ask - you can think of other effective questions to add to this list.



Menu for Suspense

Story Questions:

 What might your main character be wondering or worrying?

Word Referents:

Brainstorm a number of alternative ways to refer to the character or object you plan to reveal. Then ask the usual questions that apply to elaboration
but, substitute the word referents for the named character or object.

Magic of Three:

- Name a red flag word or phrase to grab the reader's attention.
- What might you hear/see/feel/sense that hints at the revelation?
- What is your reaction to this hint?
- What do you discover? (Nothing, the first two times.)



THE MAGIC OF THREE TEMPLATE

Red Flag word/phrase	, 1st. HINT:
No discovery:	
Reaction:	
Red Flag word/phrase	, 2nd. HINT:
No discovery:	
Reaction:	
Red Flag word/phrase	, 3rd. HINT:
Revelation/Discovery:	

RED FLAG WORDS AND PHRASES

Suddenly

A moment later

In the blink of an eye

Without warning

The next thing I knew

Instantly

To my surprise

(add your own)



MAIN EVENT

Don't Summarize! Make a Scene!

FULLY ELABORATED MAIN EVENTS are made up of a balance of:

- ACTION
- DESCRIPTION
- THOUGHTS/FEELINGS
- DIALOGUE/EXCLAMATION

And just for fun...

· SOUND EFFECT

Here are the productive questions that help to generate a fully elaborated MAIN EVENT:

ACTION: What did you do?

(Tell it in slow motion, S-T-R-E-T-C-H I-T O-U-T!)

DESCRIPTION: What did you see, hear, feel?

THOUGHTS/FEELINGS: What were you wondering, worrying, feeling?

DIALOGUE/EXCLAMATION: What did you say or exclaim?

SOUND EFFECT: What did you hear?



Menu for Extended Endings

- ► A MEMORY:
 What did you remember most?
- FEELINGS:
 How did you feel about what happened?
- ► WISH or HOPE:
 What would you wish or hope?
- DECISION:
 What did you decide?
- DEFINING ACTION: What did you do?



4 Point Narrative Writing Rubric

- **0 Unscorable!** Wrote nothing, illegible or wrote about something different from the prompt.
- 1 Still has a Way to Go! Shopping list. Too short. Hard to understand. Not enough details and interesting words.
- 2 Still needs Work! It has a little bit of detail, but mostly general details like nice, good, red, blue, very, etc. It has an okay beginning, middle and end. Lacks a single entertaining MAIN EVENT! Does not include the main character's feelings or reactions. Needs more elaboration to make it interesting.
- **3 Good!** Has a beginning, middle, end, organized. Has some specific elaborative details and remains focused on the important events. Needs more elaboration to make it interesting. Although there is a single main event, the piece lacks a balance of action, description, and dialogue for a significant, single, and entertaining main event. Does not include enough of the main character's feelings or reactions. Includes evidence of most parts of the writing diamond.
- 4 Great! Fantastic! Has a strong beginning, middle and end. It is interesting and entertaining. Stays focused on the important events. There is clear evidence of every section of the writing diamond and lots of great description. Author uses interesting words, vivid vocabulary and sentence variety. There is a mixture of action, description, feelings and dialogue. This story is smooth and easy to read.

