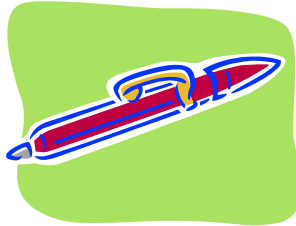


# Children's Short Story about Medieval Life



**Assignment:** You are being asked to write a single chapter from an imaginary children's story which takes place during the Middle-Ages. The chapter will be at least 1000 words (4 to 5 pages), incorporate an interesting plot, have well-developed characters, and demonstrate extensive research on your part into life during the medieval period of world history. The quality of your research will be 25% of the grade for this assignment.



**Project Point Value:** 50 points

**Crafting Your Story:** Something has to happen in order to keep the readers interested in the situation, the characters, and the setting.

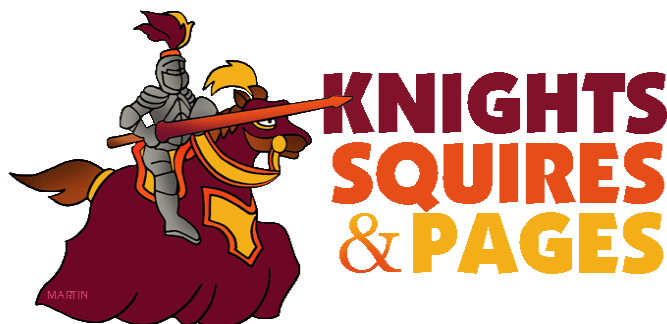
- **Setting:** Set your story in a place and time during the Middle Ages that will be interesting or familiar. I have included some suggestions for medieval settings.
- **Plot:** The sequence of events in a story is called a plot. An effective plot for your story ensures you have conflict? Plot is most often about a conflict or struggle that the main characters go through. The conflict can be with another character, or with the way things are, or with something inside the character, like needs or feelings.
- **Theme:** A theme is something important the story tries to tell us — something that might help us in our own lives. Not every story has a theme, but it's best if it does. Don't get too preachy. Let the theme grow out of the story, so readers feel they've learned it for themselves. You shouldn't have to say what the moral is.



- **Literary Devices:** You must use at least two of the following literary devices within your short story:
  - Foreshadowing - give us hints and clues as to what might be happening next.
  - Flashback - have your characters remember a time long ago.
  - Suspense - Add some excitement or intensity to your story.
  - Imagery - use descriptive language to develop your setting and your plot
  - Figurative language - try metaphors, similes, hyperbole, personification
  - Irony - does something happen that is the opposite of what we might expect
  - Allusion - make reference to another famous work of literature, art, or music
  - Symbolism - make one thing in your story stand for something else.



**Put Words in Their Mouths:** Let the characters speak for themselves. Dialogue is the character's actual words and it can help move the plot forward and develop a character's personality.



**Specifics:** Your story book chapter should include ALL of the following:

1. Setting
2. A problem, plot conflict and/or action
3. At least two characters
4. Dialogue
5. A theme
6. At least two of the above literary devices.

**Formatting:**

1. The book must have a title.
2. The chapter your write must have a title and chapter number.
3. Story must be typed, double-spaced using Times New Roman font, size 12 or smaller.
4. One inch margins on all sides of the document
5. Page numbers on the bottom-middle of each page.
6. Illustrations are optional. Images must be well constructed, neatly placed, and ultimately add value to your story. Credit will be given for the extra-time given to illustrations.



**Due Date:** Wednesday, 17 February

**Grading Criteria:**

- 25%: Your research
  - Effective use of LMC to research and develop your story.
  - You will need at least five sources of information when researching your story.
    - Three books, one data-base source, and website.
    - You cannot use Wikipedia or the textbook.
  - You will have to fully complete and develop ten Noodle Tools notecards.
    - Take direct text from the source
    - Paraphrase or summarize this information. Explain how it will fit into your story.
    - Print the notecards and submit them to Mr. B when you turn in your story.

- You will include a separate "Works Cited" page using MLA formatting guidelines.
- 75%: The short story
  - Rubric to follow.



## Possible Settings

- A carnival or another religious festival
- Knight Jousting Tournament
- Traveling to or attending a medieval fair
- Opening a new artisan or craft shop
- A knighting ceremony
- Fighting in a medieval battle
- Trying to survive the Black Death
- A castle siege
- Traveling to see a relic/seeking shelter in a monastery
- Schooling or training to take on new responsibilities
- Preparing for a royal visit
- A knight heading off on the Crusades
- A Viking raid on a Frankish village
- Meeting the pope
- A wedding, funeral or other rite of passage
- Negotiating a feudal contract
- A medical emergency
- A journey on the Silk Road
- Living in a castle
- Escape from a natural disaster
- Visiting an important landmark, palace, or temple
- A mysterious visitor to a farming/fishing village
- Building a new house
- Learning how to live at the king's court
- Learning how to be a servant at court