

How to complete the A.o.W.

1. Read and Code the text :

- a. + for ideas or claims with which you agree
- b. - for ideas or claims with which you disagree
- c. ! for ideas or claims that surprise, anger, or otherwise cause a strong reaction
- d. ? for ideas or claims you doubt, or find confusing.
- e. ★ for important passages, quotes, or facts you want to remember

2. Demonstrate evidence of close reading:

- Mark your reactions as you read. Besides the coding symbols above, you *must also include brief notes in the margins and between the lines*. This will help you to complete the writing reflection at the end of the assignment. ~ You may also highlight parts of the text that you have coded.

3. Write About It:

Now that you've coded and annotated ("close read") the article, please write a half-page (at least!) reflection:

Your reflection could include some of the following (it may not be JUST a summary):

- a. What is this article about? Summarize the information presented in **four or fewer sentences**.
- b. Who is the audience for this piece? Was it written for a general audience, or a special audience? **And how do you know?** (Is there anything in the text that clues you in? For Ex.: Specialized vocabulary? Type of publication?)
- c. What was the writer's **primary** purpose in writing this piece? Please choose one of the following: The writer's primary purpose was to inform; to persuade; to entertain; or to motivate. How do you know? **Use evidence from the article** to back up your answer.
- d. What is your opinion about the article? Do you agree/disagree with the author's thesis? Why? **Use evidence from the article** to back up what you think.

4. Let your voice be heard!

Visit the Article of the Week space on our class website Blog, and respond to the question or add your own comment about the week's reading. You may also share your reflections and/or questions or comments on the Article of the Week bulletin board in the class.

5. Lost your copy?

Visit the class website to print one out.