

Elements of a FICTION story:

Characters

Setting

Plot

Conflict

Theme

Figurative Language

Point of View

#1 CHARACTERS: The characters in a story can be either human or animal. Characterization is a term that refers to the art of developing a character. It is also the way in which a writer reveals the personality of a character so that the reader gets to know him or her.

A writer can reveal character in six ways:

1. Describing how the character looks and dresses
2. Letting the reader hear the character speak
3. Showing the reader how the character acts
4. Letting the reader know the character's inner thoughts and feelings.
5. Revealing what other people in the story think or say about the character.
6. By telling the reader directly what the character's personality is like (cruel, kind, sneaky, brave, weird, and so on)

2 Types of Characterization:

- **Direct:** It uses a character, narrator, or the protagonist himself to tell the readers or audience about the subject.
- **Indirect:** This is a more subtle way of introducing the character to the audience. It uses one of the 6 methods listed above.

STATION #1

Directions: Complete the following:

- In "All Summer in a Day," which method(s) above is/are used to help you get to know Margot as a real person? (See 1-6). Write the numbers and the statements that helped you get to know Margot.
- Draw a sketch of what you imagine Margot to look like.
- Is Margot developed by the author through DIRECT or INDIRECT characterization? How do you know (cite evidence)

#2 setting: This is the time and place of a story. (The 2 W's of setting are WHEN and WHERE).

STATION #2

- List at least 3 settings found within the short story “All Summer in a Day”.
- Read the paragraph in the middle of pg. 558 that starts with, “Margot stood apart from them....”
What effect does the setting seem to have on the children?
- Then look at each picture from the story and decide how each picture represents the setting of the story.
Explain why.

#3 Plot: The plot of a story is like a mountain (beginning, middle, end).

*Exposition (Intro.): Introduces the problem (conflict), setting, and characters from the story.

*Rising Action: Name a few things that occur between the beginning of the story and the most exciting part of the story (climax). These events help to lead the story to the climax.

*Climax: This is the most exciting part or turning point of the story when the problem is about to be solved.

*Falling Action: These are the few events that occur after the most exciting moment, and they help lead the story to an ending.

*Resolution: This is the ending. How is the problem finally solved?

STATION #3

Each member of the group needs to take a plot diagram handout and fill it in based on the events from the story. Use the hints below to help you fill out the diagram. Then compare your diagrams and draw a large plot diagram on your chart paper.

#4 Conflict: This is the struggle or problem that the character faces. There are 4 types of conflict:

- character vs. character
 - character vs. society
 - character vs. nature
 - character vs. self
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STATION #4

Directions: Write a short RACE paragraph on notebook paper explaining 2 types of conflict that are found in the story "All Summer in a Day". Explain your answer by adding textual evidence. Don't forget to cite your page number. Be prepared to share your group's favorite paragraph with the class tomorrow.

EXAMPLE:

(R) There are two conflict patterns that are most evident in the story "All Summer in a Day."

(A) First, there is a conflict called character versus _____.

(C) This is seen in the story when, _____

(E) This is an examples of character vs _____ because _____

(C) Another is called character versus _____, and this conflict is obvious when

(E) This type of conflict was important in the story because _____

(CLOSING SENTENCE) _____

#5: Theme: This is the author's message about life (the lesson learned). A story's theme is either implied (hinted) or directly stated.

STATION #5

- Tell whether you think the theme of the story "All Summer in a Day" is implied or directly stated.
- Then write one or two sentences telling what you think the theme is and what makes you think that.

Example themes from other stories:

- Perseverance will pay off
- Kindness
- Courage
- Loyalty
- Responsibility

#6: Point of View: This is the vantage point from which a story is told.

- 1st person: the character is telling the story
 - 3rd person: a narrator (author) is telling the story
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STATION #6

- On your own notebook paper, tell which point of view (1st or 3rd person) is used in telling the story "All Summer in a Day". Number your paper like the numbers below.
- For the statements below, tell the point of view of each example. Write "1st" or "3rd" on your paper. Then follow the directions for #3 and #4

1) _____Point of View (1st or 3rd)

Once upon a time three little pigs went out into the world to seek **their** fortunes. Now the first thing each of **them** had to do was build a house to live in. The first little pig met a man carrying a bundle of straw.

"Please sir," **he** said, "give **me** some straw to build **myself** a house."

2) _____Point of View (1st or 3rd)

Way back once upon a time, **I** was making a birthday cake for **my** dear old granny. **I** had a terrible sneezing cold. **I** ran out of sugar so **I** walked down the street to ask **my** neighbor for a cup of sugar. Now this neighbor was a pig. And **he** wasn't too bright either. **He** had built **his** whole house out of straw. Can you believe it? **I** mean who in **his** right mind would build a house of straw?

3) Find a short narration (No dialogue) in "All Summer in a Day." Create it in the opposite point of view. Since this story is written in 3rd person, you will need to rewrite it in 1st person as if Margot is telling the story.

#7: Style/Figurative Language is language based on unusual comparisons that are NOT literally true.

- **Simile** is a comparison between 2 unlike things using the words “like” or “as.”
 - **Metaphor** compares 2 unlike things without using the words “like” or “as.”
 - **Personification** is used to give human traits to a nonhuman thing.
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STATION #7

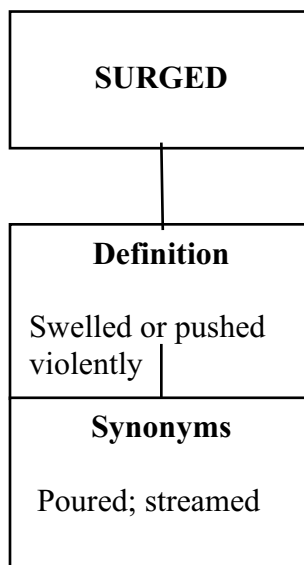
- Locate an example of a simile, metaphor, and personification from the story “All Summer in a Day.” Write these on your chart paper. Label them as simile, metaphor, or personification.
- Then create your own simile, metaphor and personification examples.

#8: Vocabulary using Semantic Mapping

A strategy called semantic mapping can help you understand the hard words you don't understand. You may use a dictionary, thesaurus, or your literature textbook to help you. Draw your "maps" on chart paper. You may want to divide the paper into sections to fit all of the word maps.

Choose 3 vocab. words from the following list and create a map like the one below.

- Slackening
- Tremor
- Resilient
- Savored



Under each map, create a sentence using each vocabulary word. Be prepared to share your map of each word and its example sentence with the class.