

Characterization Chart Directions

You will be creating three characterization charts, using the form provided on my website. Each chart will cover one act of *A Raisin in the Sun*.

PICK THREE CHARACTERS FROM THE LIST PROVIDED ON THE CHART IN YOUR PACKET (OR ON MY WEBSITE.) You will use the same characters for all three charts.

For First Column: Quests/Conflicts

Act 1:

List and explain the characters' quests and the conflicts that are currently blocking the quest(s). Consider internal and external issues. Be sure to focus on each character's relationship with each of the other characters.

Act 2:

List and explain any new quests and/or conflicts. Also, if applicable, explain how early quests or conflicts have changed or developed. Note that Act 2 requires discussing the "rollercoaster" of good and bad events.

Act 3:

Discuss to what extent each important quest is achieved and how conflicts are resolved.

For Second Column: Characterization

- For each act, list 3-5 insightful words/phrases that describe the character at that particular time in the story. (Note – literal facts only if they are important.)
- Include 2 quotes for each character as evidence to support these traits. (Quotes should be a sentence or two, cited!)
- Number the quotes and identify the speakers.
- Characteristics/quotes for Acts 2 and 3 should demonstrate how the character has evolved or changed.

For Third Column: Dynamic/Static? Flat or Round?

Explain whether the character is static (unchanging) or dynamic (growing or developing). For Acts 2 and 3, compare and contrast earlier moments with what is currently happening in the plot. Discuss what does change and determine whether this makes the character dynamic. If a quest/conflict is resolved, discuss growth and changes in behavior and/or attitude.

Example: (From the short story, *Through the Tunnel*)

Quests/Conflicts	Characterization	Dynamic or Static? Flat or round? Foil?
<p>(Examples for three parts of the story in this column)</p> <p>Jerry (beginning of story): Quest: Jerry wants to separate from his mother <u>and</u> he wants to make her happy. These two quests conflict with each other. Quest: He wants to impress the boys, but he's too young and doesn't speak French. Quest: He wants to find the tunnel they were swimming through, but cannot seem to do so.</p> <p>Middle of story: Quest: Swimming the tunnel has become the most important thing. Pleasing his mother has stopped being a conflict for him; it's not even really a quest anymore. He seems to think he can impress the boys this way. Quest: He needs goggles, which his mother buys him. He has to train himself to overcome vision and nosebleed problems, as well as strengthen his swimming and lengthen his breath. Another conflict is his fear. Also, his mother makes him rest one day.</p> <p>End of story: Jerry does find and attempt to swim through the tunnel – hence the story name. He nearly dies when he becomes trapped, but manages to get out. Back with his mother, he easily accedes to her wish that he stay home the remainder of the day because he no longer needs to swim the tunnel: he has proven his ability to himself, and he does not need to prove it again. The French boys are forgotten.</p>	<p>(Example for beginning of story) Immature, determined, needs to prove himself, determined, problem solver.</p> <p>“Again and again he rose, took a big chestful of air, and went down. Again and again, he groped over the surface of the rock feeling it, almost hugging it in the desperate need to find the entrance” (Lessing 14).</p> <p>(another quote...)</p>	<p>(Example for end of story) Dynamic Explanation: Jerry is a dynamic character. This may seem odd, since all he accomplishes in this story is swimming through an underwater tunnel, but the experience is a powerful one for him. Actually negotiating the tunnel, in which he nearly dies, brings him to a new level of maturity. He does not tell his mother about the adventure, although earlier he did boast to her about his ability to hold his breath. The need to take care of her has returned, and he chooses not to worry her with his dangerous game. He does not need to show the boys his ability because he has proven his ability to himself. Nor does he need to return to the tunnel on the last day and do it again. Self-assurance turns out to be more important than impressing others.</p>