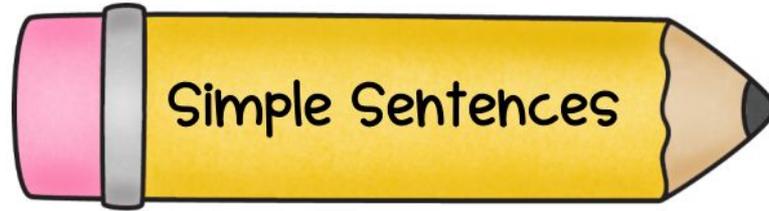




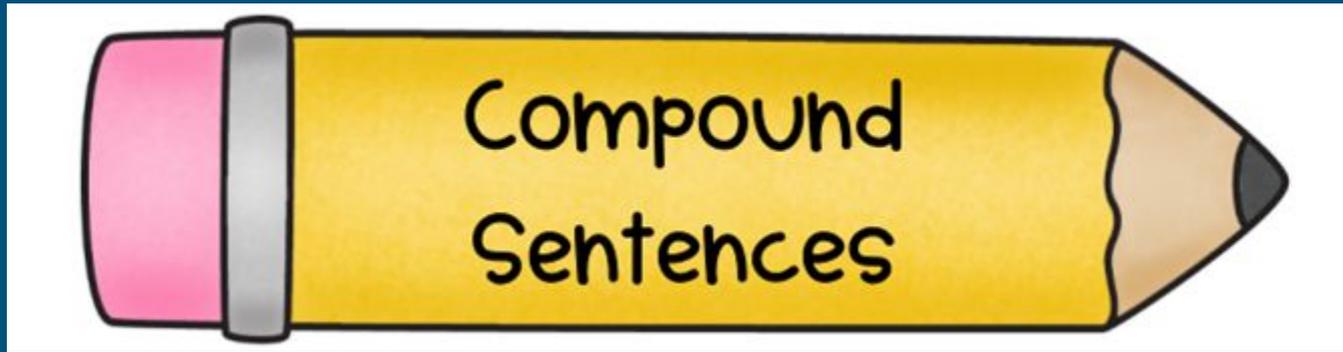
Short Stories

All you need to know about reading and writing them!

Simple
Sentence:
A sentence that
has one
independent
clause and
expresses a
complete
thought.



Declarative	A sentence that makes a statement and ends in a period. Ex//This is Mrs. Archibald's classroom.
Imperative	A sentence that gives a command and ends with a period. Ex// Finish your homework.
Interrogative	A sentence that asks a question and ends with a question mark. Ex// Did you read through the test carefully?
Exclamatory	A sentence that shows excitement and ends with an exclamation mark. Ex//We get to write our own short stories!



A sentence that has two independent clauses
(two simple sentences) separated by a
conjunction.

To remember types
of conjunctions, use
the acronym
FANBOYS.

Place the comma
BEFORE the
conjunction.

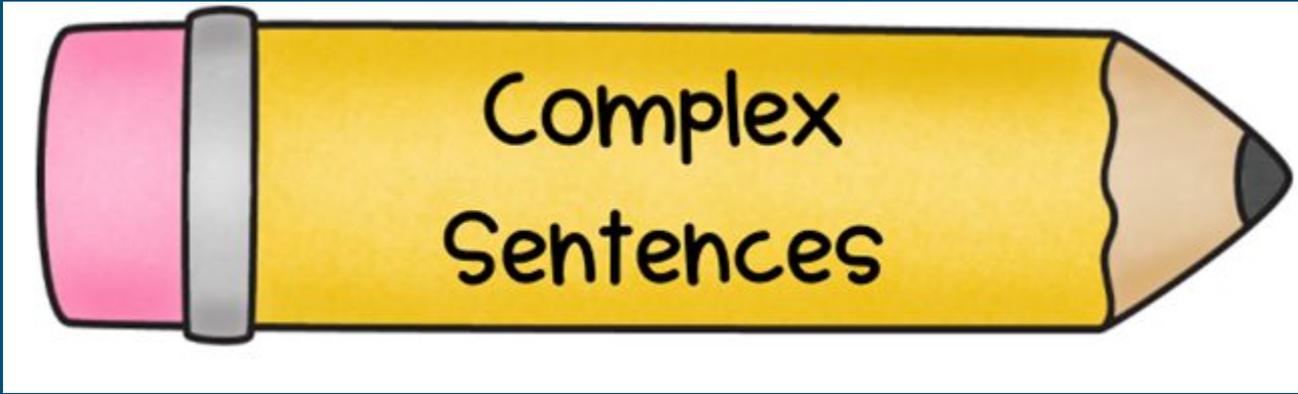


for and nor but or yet so

I went to the store.

I went to the store, but I forgot my grocery list at home.

****Both parts of the sentence make sense alone if you remove the conjunction (but).****



A sentence that has one independent clause
and one dependent clause.

after
although
because
before
even if

if
once
rather than
since
until

until
unless
when
whenever
while

I forgot to set my alarm.

1. Start a sentence with the subordinating conjunction:

Since I forgot to set my alarm, I was late to school.

****Needs a comma.****

2. Include subordinating conjunction in the middle of your sentences:

I was late to school because I forgot to set my alarm.

****No comma needed****

Simple, Compound, and Complex Sentences

SUMMER	<i>simple</i>	I love going to the pool in the summer.
	<i>compound</i>	My favourite season of the year is summer, but I don't like when it's too hot outside.
	<i>complex</i>	I love summertime because it means that I can spend more time outdoors.

CLASSROOM

simple

compound

complex

SCIENCE	simple
	compound
	complex
BIRTHDAY	simple
	compound
	complex
TEACHER	simple
	compound
	complex
GAME	simple
	compound
	complex

The “Write” Stuff

Transition Words: Words that link idea's (sentences or paragraphs) together. These help your writing flow. If you are not using these types of words, your writing will not be the best it can be. Here is a little look at transitions.

Chronologically

Ordered in relation
to each other

Ordered by
importance

· First ·

· Next to ·

· However ·

· Meanwhile ·

· In front of ·

· Furthermore ·

· Later ·

· Beside ·

· As a result ·

· Afterwards ·

· Between ·

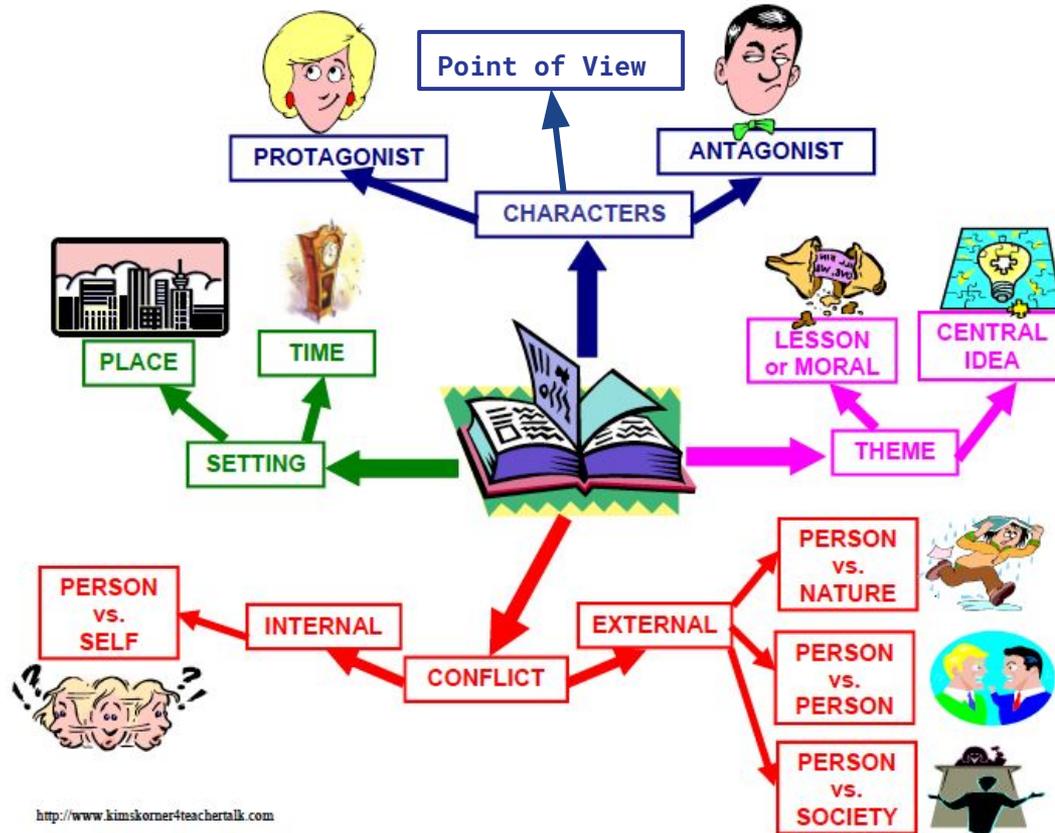
· In fact ·

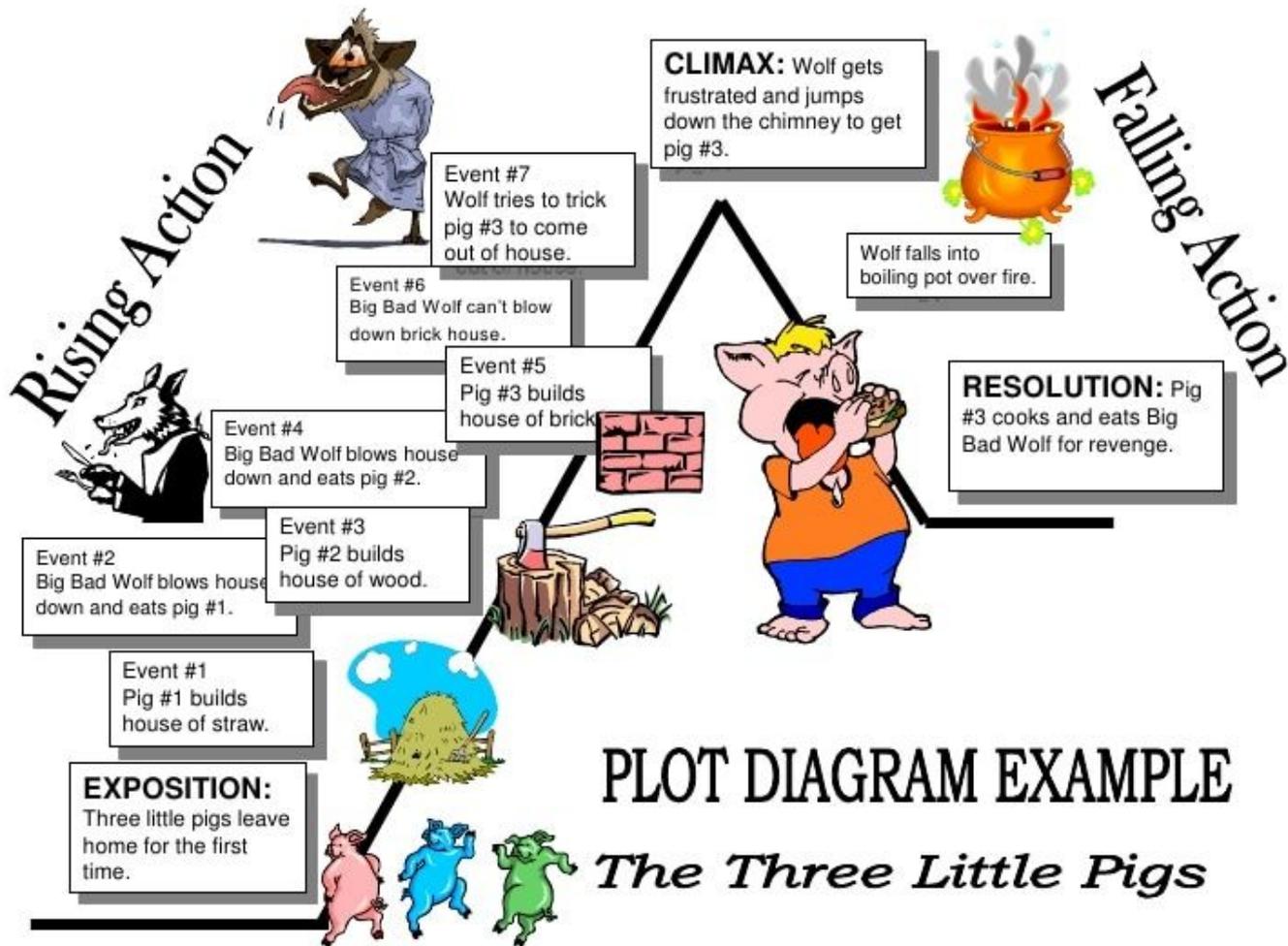
· Finally ·

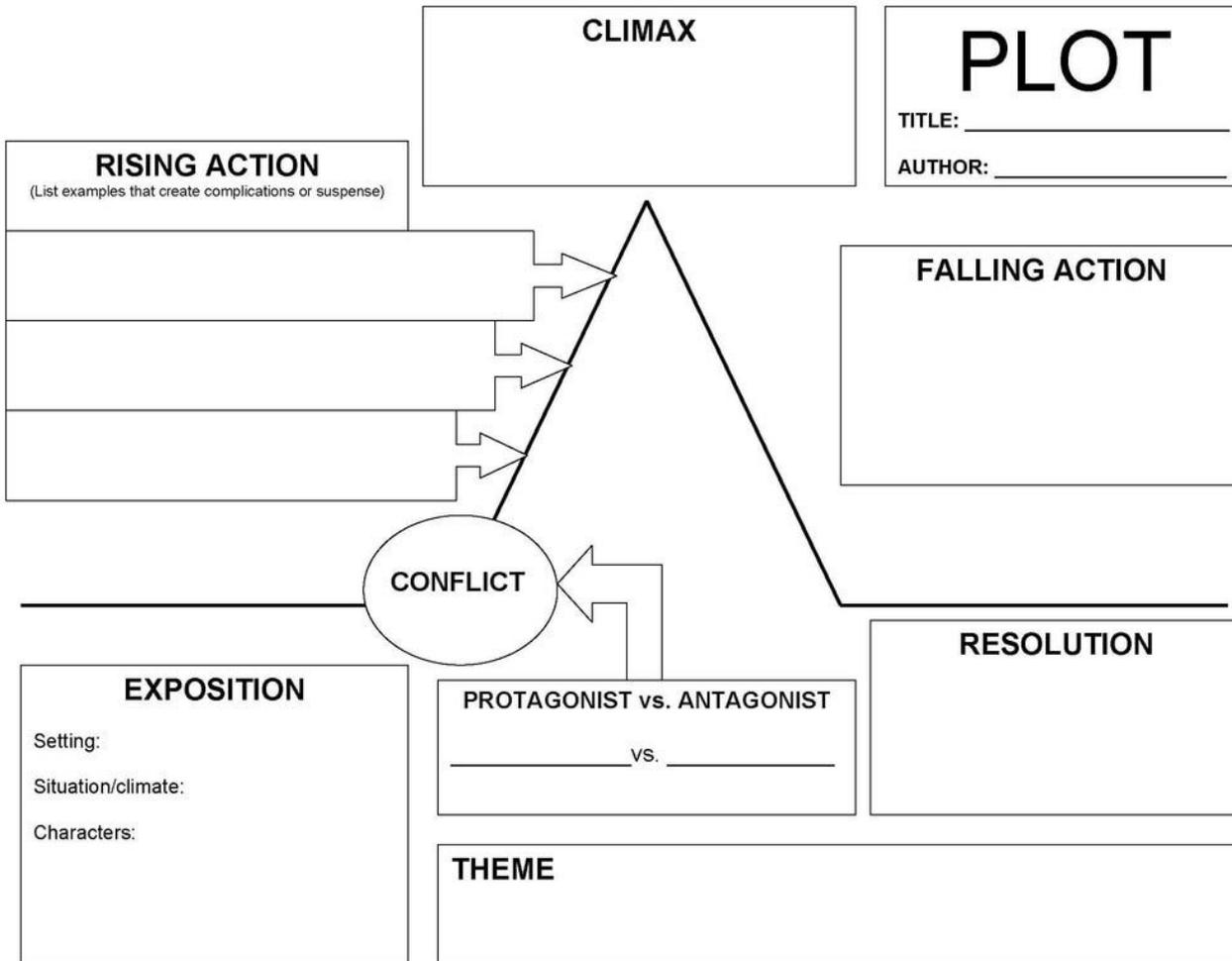
· Behind ·

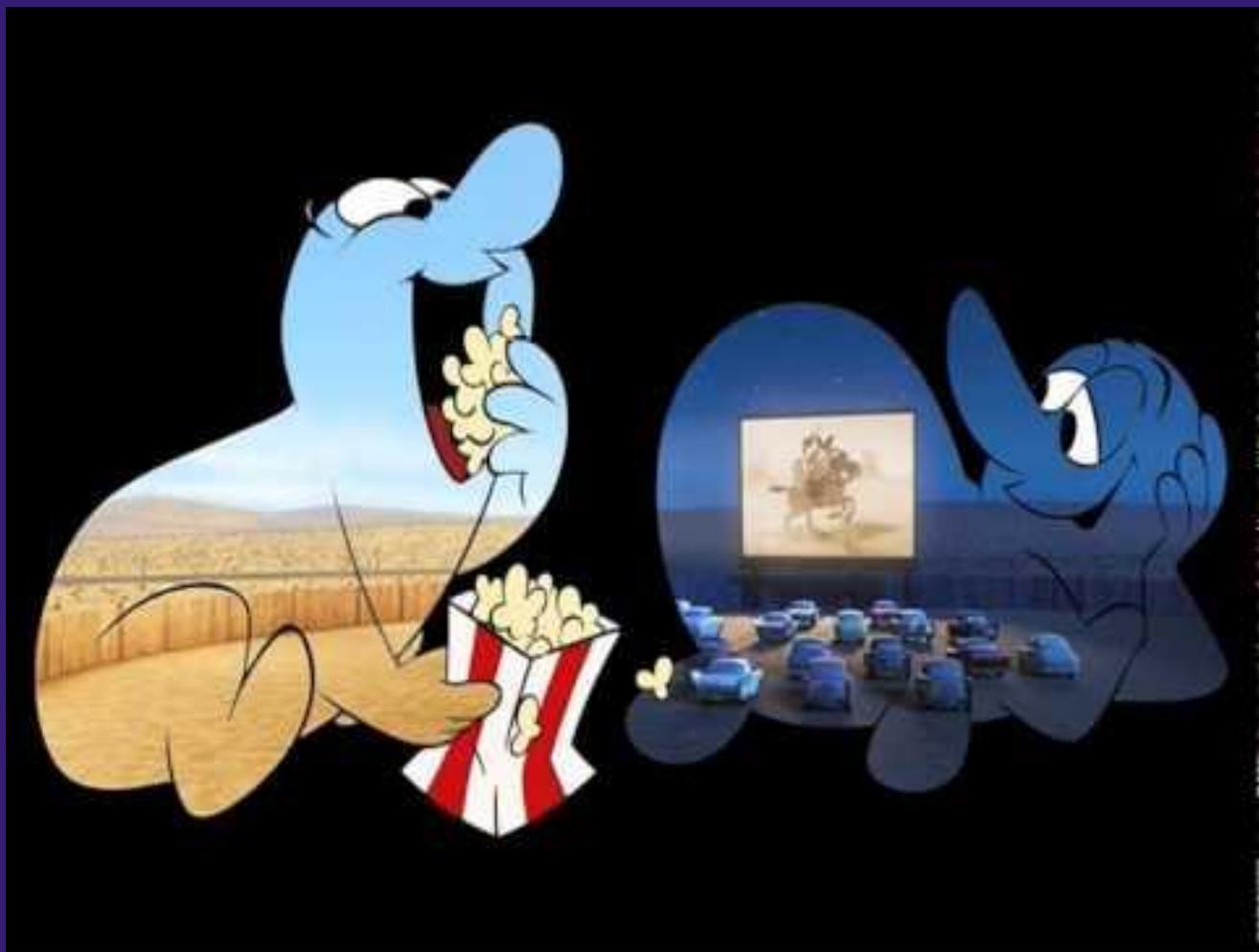
· yet ·

Elements of a Short Story









Day & Night



Climax ★

The most suspenseful moment

They stop to listen to the radio antennae...up until when they're the same time of day.

Event #3 They dance together and appreciate what the other person has.

Event #1 Day gets to enjoy all of night's pleasures.

Event #2 Night shows off everything he has that day doesn't have.

Event #1 Day shows off everything he has that night doesn't have.

★ **Rising Action**
What events make the conflict worse?

★ **Falling Action**
How do they start to fix the conflict?

Event #2 Night gets to enjoy all of day's pleasures.

MOVIE MOMENT: Which part of the plot do these characters' facial expressions show?

ANSWER: The exposition when they learn about each other, and the conflict when their jealousy begins.

Inciting Incident ★

What is the main problem?

They're not happy w/ their time of day & are jealous.

Characters (who / background)
Two see-through people: one has daytime inside him, one has night-time inside him.

Setting (where/when)
Moves between the countryside and city. Set in modern-day because of cities.

Exposition ★

Resolution ★

How is the main conflict resolved?

They become satisfied & not jealous anymore.



for the birds



Climax ★

The most suspenseful moment

Big bird's last finger slips off the telephone line.

Event #3 The little birds peck at big bird's toes, then start cheering together. Big bird joins in their cheers.

Event #1 The little birds all launch into the air. Big bird blows their feathers.

Event #2 Big bird sits in the center and makes the phone line hang really low in the middle.

Event #1 Little birds all scoot out to the center of the telephone line.

Rising Action
What events make the conflict worse?



Falling Action
How do they start to fix the conflict?

Event #2 Little birds all fall from the sky naked.

MOVIE MOMENT: How does this movie screenshot tell us what time in history this story happens?

ANSWER: The story had to happen after telephone lines were invented and strung up across the country.

Inciting Incident ★

What is the main problem?

Little birds mock awkward bird & exclude the outsider.

Characters (who / background)
A lot of little birds sit on a telephone line. They each want their own space in the world. Then big bird comes.

Setting (where/when)
Countryside at a time when telephone lines existed.

Exposition ★

Resolution ★

How is the main conflict resolved?

Little naked birds all run and hide safely behind the bird they mocked earlier.















PRESTO

The word "PRESTO" is rendered in a bold, bubbly, sans-serif font. Each letter has a vertical gradient, transitioning from a bright orange at the top to a pale yellow at the bottom. The letters are outlined in a thick, black, drop-shadowed border, giving them a three-dimensional appearance. The text is centered horizontally and slightly tilted upwards. The background is a dark, textured surface with concentric, wavy ripples in shades of teal and dark blue. Scattered around the text are several small, white, five-pointed stars and two thin, white crescent moons. The entire scene is framed by a solid, deep purple border.



PARTS OF A COMIC PAGE

- 1) **TITLE** IN OPEN, FANCY "DISPLAY" LETTERS (ALSO CALLED "BUBBLE" LETTERS).
- 2) **CHARACTERS**.
- 3) **BACKGROUND**. IS IT INSIDE OR OUTSIDE?
- 4) **CAPTION**, ALSO CALLED "DESCRIPTION BOX", TELLS THE READER WHAT'S HAPPENING.
- 5) **BALLOONS** SHOW WHAT THE CHARACTERS ARE SAYING AND THINKING:

THE STORY BOXES ARE CALLED "PANELS".

i) PANEL BORDER
ii) GUTTER SPACE
iii) MARGIN SPACE

THE CHARACTER WHO SPEAKS FIRST NEEDS TO HAVE HIS BALLOON TO THE LEFT OR ABOVE THE BALLOON OF THE CHARACTER WHO TALKS NEXT.

SOUND EFFECTS ARE ALSO DRAWN IN DISPLAY LETTERS

A. THE **SPEECH** BALLOON IS OVAL. ITS **STEM** POINTS AT THE MOUTH OF THE CHARACTER WHO'S TALKING.

B. THE **THOUGHT** BALLOON IS A CLOUD. ITS **STEM** IS MADE OF BUBBLES. IT POINTS AT THE BRAIN OF THE CHARACTER WHO'S THINKING.

6) PANELS CAN SHOW DIFFERENT KINDS OF **CAMERA SHOTS**: CLOSE-UP, FULL BODY SHOT, LONG-SHOT, AND MANY MORE.

7) **MOTION LINES**, STARS, CURLICUES, AND OTHER "INVISIBLE" GRAPHICS CAN HELP THE READERS TO UNDERSTAND THE ACTIONS.

HOW WE MAKE UP COMIC STORIES (A GOOD WAY TO BEGIN):

- A. IN PANEL ONE, DRAW A TITLE IN DISPLAY WRITING, AND SHOW THE CHARACTER.
- B. IN PANEL TWO, DRAW THE CHARACTER DOING SOMETHING, AND EXPLAIN IT IN A CAPTION.
- C. THEN, FOR EACH NEW PANEL, SHOW AND TELL WHAT WOULD HAPPEN NEXT. YOUR STORY CAN BE ABOUT ANYTHING YOU LIKE. IT CAN BE AS MANY PAGES AS YOU WANT TO MAKE IT.

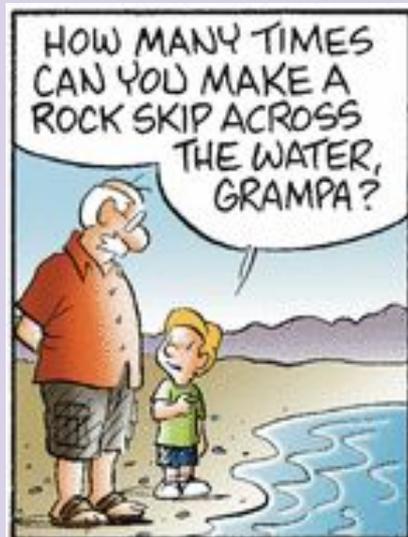
WHO'S A GOOD BOY?!?

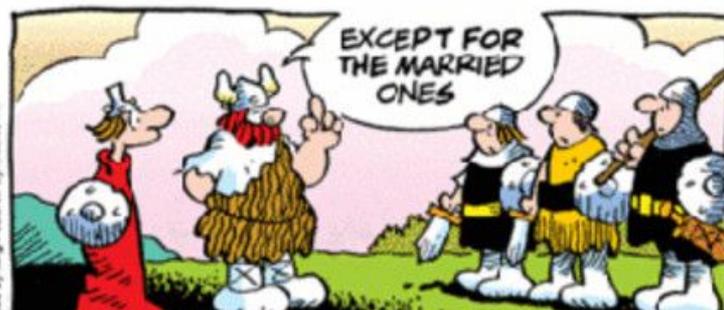
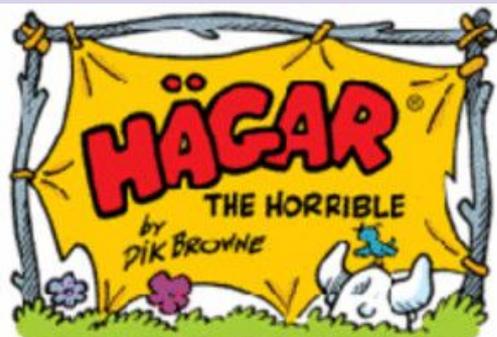


NOT YOU.

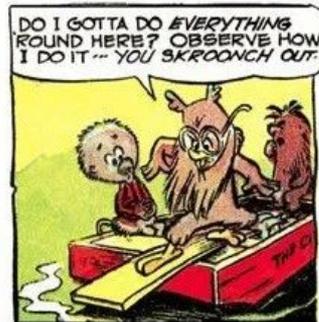


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Character Traits

cruel	absent-minded	determined	generous	responsible
curious	adventurous	dreamy	gentle	restless
daring	ambitious	dull	gloomy	rude
demanding	awkward	fearful	greedy	self-centered
dependable	boastful	fierce	gullible	selfish
understanding	bossy	forgetful	hard-working	sensitive
unfriendly	brave	forgiving	helpful	sentimental
unkind	calm	friendly	honest	serious
wild	careless	fussy	humorous	sharp-witted
wise	care-free	patient	imaginative	shiftless
withdrawn	cautious	playful	independent	shrewd
witty	changeable	pleasant	intelligent	shy
zany	charming	polite	jolly	sneaky
obedient	clever	quarrelsome	kind	soft-hearted
organized	conceited	quick-tempered	lazy	spunky
ornery	confused	quiet	loud	stern
outspoken	considerate	reasonable	loyal	stingy
suspicious	contented	reckless	mannerly	stubborn
talkative	cooperative	relaxed	mischievous	studious
thoughtful	courageous	tough	nagging	successful
timid	cowardly	trusting	neat	superstitious



Comic Assignment

“How To Survive Middle School”

The future Grade 6s are about to start their visits to Wilson for the first time. They are excited, nervous, confused, and extremely unprepared. Mr. Hawkins tasked us to create an advice pamphlet to hand-out to incoming students to better help them transition.

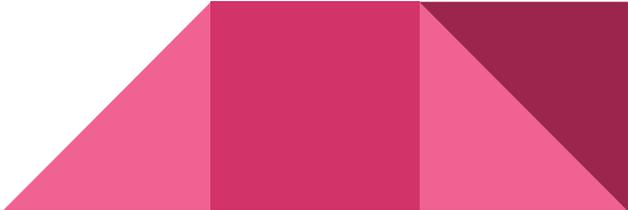
Your task is to create a comic illustrating an example of ONE major issue that they will have to overcome to survive Middle School. Ensure that your comic is easy to follow, provides information without utterly terrifying them, and follows a proper story plot format. Be creative, be humorous if you wish, but compose a distribute ready product.

Requirements:

- Choose ONE theme conflict
- Complete story plot diagram
- Develop your main character(s)
- Create a 9-15 panel comic strip either hand-drawn (with colour) or on “Storyboard That”
- Include both text and dialogue
- Title
- Author
- REMEMBER: You are providing information through your character's experience and conflict/resolution. They need to “survive”.

Survival Stories

Survival stories are similar to other creative writing assignments and include character development, intricate plot lines and well-defined settings. However, they also **include disastrous situations, suspenseful cliffhangers and everyday characters who must survive on their own instincts, wit and experiences. Survival stories are about characters who face extreme challenges and beat the odds.**



Real-Life Characters

Create characters, including a primary protagonist, who rely on previous experiences and intuition to survive. Survival story characters **don't have supernatural abilities or extensive skill sets and must learn to depend on their own abilities** to overcome obstacles.

For example, in the book "Hatchet" by Gary Paulsen, 13-year-old Brian builds a shelter, finds turtle eggs to eat, battles a moose and survives monstrous storms in the Canadian wilderness after a plane crash leaves him as the only survivor. Survival story characters are courageous, creative and strong-willed, and they learn to persevere despite unfavorable odds.



Suspenseful Plots

Develop engaging and suspenseful plot lines, so readers are glued to the pages to find out how the characters will make it through their harrowing plight. Create an overriding plot, such as surviving a natural disaster or a shipwreck, but include smaller plots, also known as arcs, to add suspense and intrigue.

For example, in the book "My Side of the Mountain" by Jean George, preteen Sam runs away from home and spends a year in the Catskill Mountains. Suspenseful plot lines center on Sam's ability to make fire for survival, build box traps to catch animals for food and outwit forest rangers.



Descriptive Setting

Include descriptive settings to help readers get a true sense of the difficulties characters face. Describe the surroundings, including the climate, terrain, location, time period and overriding mood. Use descriptive adjectives, such as foreboding, breezy, ghostly, picturesque and insurmountable to help readers visualize the extreme conditions. The goal is to help readers see through the main character's eyes, experiencing the struggles firsthand.

In the book "Crossing the Wire" by Will Hobbs, the author clearly describes the heat, dryness and isolation of the Mexican desert as 15-year-old Victor struggles to cross the border into the United States.



Conflict Resolution

Explain the main conflicts and how central characters resolve those conflicts. Conflict resolution in a survival story centers on characters' abilities to overcome physical and emotional obstacles, such as fear, anger, loneliness, isolation, danger and the lack of basic necessities. Conflicts are resolved as characters adapt to their surroundings and step out with boldness and confidence to complete tasks and defeat their enemies. For example, in "The Hunger Games" by Suzanne Collins, 17-year-old Katniss resolves the central conflict when she outwits the corrupt and egotistical masterminds behind the deadly games.

Survival stories typically end with characters finding a way out of their troublesome, and often life-threatening, situations.





Kurt Vonnegut's Advice for Short Story Writing:

1. Use the time of a total stranger in such a way that he or she will not feel the time was wasted.
2. Give the reader at least one character that he or she can root for.
3. Every character should want something, even if it is only a glass of water.
4. Every sentence must do one of two things – reveal character or advance the action.
5. Start as close to the end as possible.
6. Be a sadist – no matter how sweet or innocent your leading character, make awful things happen to them in order that the audience may see what they are made of.
7. Write to please just one person.
8. Give your readers as much information as possible as soon as possible.



Good Hooks

Write a dynamic first sentence. Make it good, rich prose, heavy with the full weight of your writer's voice. Don't start with, "He was surprisingly good-looking." Start with "My chin dropped when I saw the alien standing on my doorstep. What a babe!"

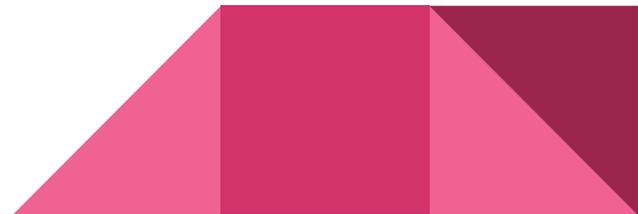
An intriguing question.

A descriptive, vivid word picture of the scene

A mysterious situation that the reader just has to get to the bottom of

A startling fact

An inspiring quote



HOW TO WRITE
FICTION
THAT COMES
ALIVE

TEDEd



