



SHORT STORIES

A short story is a short piece of fiction with strong elements of character, setting and plot. It is usually between 500 and 1500 words.

GENRE: Genre is a kind of writing. Romance, horror stories and realistic fiction are different genres of short stories.

THEME: Theme is the main idea of the story. It is often what the author wants the reader to learn by the experiences of the characters in the story.

MOOD/ATMOSPHERE: The feeling or emotion the story gives the reader. There is usually one dominant mood that continues throughout a short story. For example, a story could be comedic, serious, mysterious, etc.

POINT OF VIEW: The position from which the story is told.

- **First Person Point of View:** the story is told through one of the characters.

"I" tells the story.

- **Third Person Point of View:** the narrator tells the story (**he/she**), but chooses one character to see the action. The reader sees and knows only what the one character sees and knows.

CHARACTERS: The "who" in the story. In a good story, the characters seem true-to-life and are motivated by realistic happenings and ideas. Each character should have qualities and traits that set him apart as a unique individual. The following are the main types of characters:

- **Protagonist:** the main or leading character, often the "good guy".
- **Antagonist:** the protagonist's opponent, often the "bad guy".
- **Neutral Characters:** necessary for the plot, but are not for or against the protagonist. They provide information and color for the story.

SETTING: The time and place of the story. The setting should be believable and contribute to the mood or atmosphere of the story.

TIME SPAN: The amount of time in the characters' lives that the story covers.

CONFLICT: the protagonist's struggle in the story.

Internal Conflict-character verses self

External Conflicts-character verses character, character verses environment (nature, society, supernatural, or unknown)

PARTS OF A STORY

Exposition/Introduction

- The mood and conditions existing at the beginning of the story.
- The time and place (setting) is identified.
- The main characters with their positions, circumstances, and relationships to one another are established.

Initial incident

- the initial incident or complication that "gets things going",
- thus beginning the conflict that continues throughout the story.

Rising Action

- the part of the story, including the exposition, in which the tension rises.

Climax

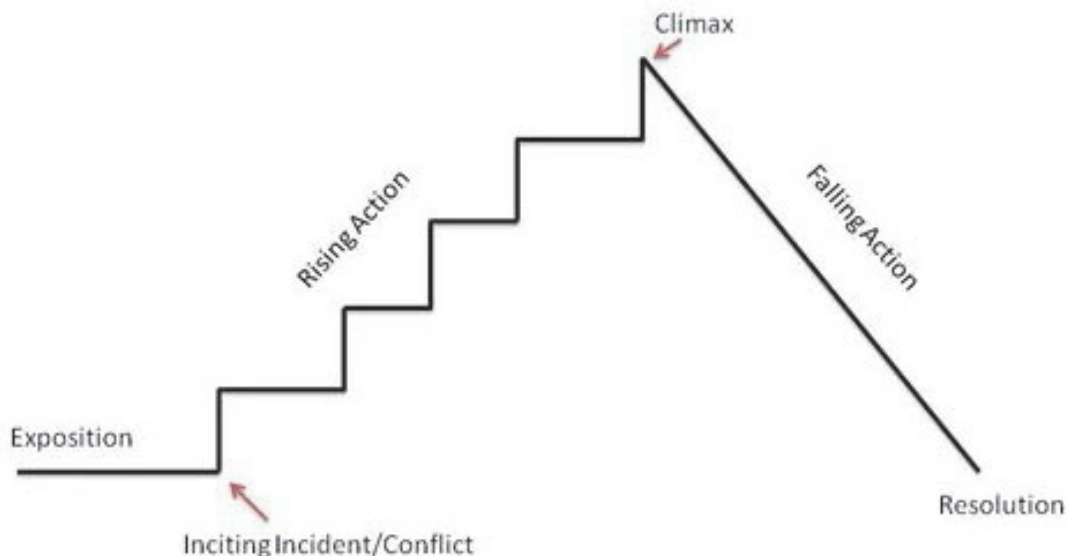
- the moment when the action comes to its highest point of conflict;
- the highest point of emotional intensity in the story
- point where the conflict is solved
- usually marks the turning point in the affairs of the protagonist fortunes

Falling Action

- the part of the story, following the climax and leading to the resolution, in which there is a sharp decline in tension.

Resolution

- The final resolution of the plot is when the problem is worked out. Denouement actually means the "unknotting." It's the final unraveling of a plot; the solution of a mystery; an explanation or outcome.



WRITING PROCESS








Prewriting	<ul style="list-style-type: none">• Select a main topic.• Brainstorm details.• Plan your writing by organizing your ideas.
Drafting	<ul style="list-style-type: none">• Use your plan to write your story.• Don't worry about editing; just get your thoughts down on the paper.
Revising	<ul style="list-style-type: none">• Revise your story so that it SOUNDS better.• Add details.• Substitute or change words.• Remove words or move words.
Editing	<ul style="list-style-type: none">• Edit your story to make it LOOK better.• Look for mistakes with capitalization, punctuation, spelling, and grammar.
Publishing	<ul style="list-style-type: none">• Write or type your revised and edited draft.• Share your story with others.• Add an illustration to your story.

PREWRITING

Short Story Brainstorm



Name _____

	Story 1	Story 2	Story 3
 Name the Problem			
Create the Character Who Has the Problem 			
 Describe Why the Problem Matters to the Character			
What is the Obstacle That Holds Them Back From Solving the Problem? 			
List the Attempts Made to Solve the Problem 			
Create a Critical Turning Point 			
 Show What Happens Next			

SHORT STORY BRAINSTORM

Name _____

START

Name the Problem



Create the Character Who Has the Problem



Describe Why the Problem Matters to the Character



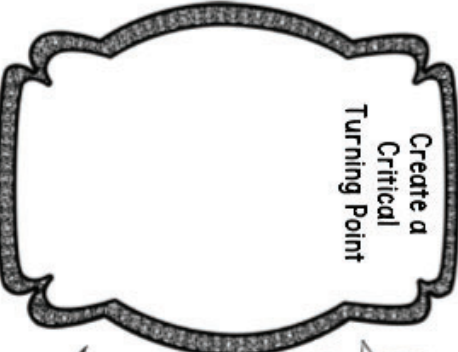
What is the Obstacle That Holds Them Back From Solving the Problem?



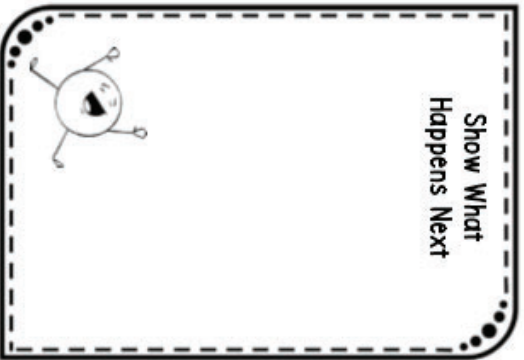
List the Attempts Made to Solve the Problem (#1)



Create a Critical Turning Point

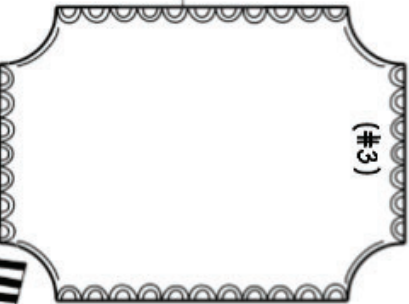


Show What Happens Next

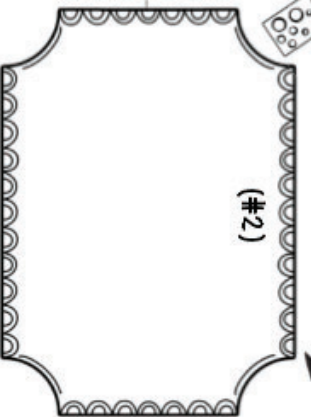


END

(#3)



(#2)



Drafting

5 Paragraph Minimum

Introduction – Hook, Character, Setting, Hint at the Problem
(P#1)

Body – (P#2) 1st Failed Attempt- Build Suspense

(P#3) 2nd Failed Attempt – Build Suspense

(P#4) Climatic Moment – Stretch Out Main Event

Conclusion – Extended Ending

(P#5)



except be average in comparison to her saintly self. This is nothing new.

“I wouldn't be so selfish. June wouldn't be so cold. June wouldn't abandon her daughter's duties. Except that she did, permanently, leaving me to take the reins of a role I cannot possibly fill. But no one wants to think about that.”

My sister is dead and I'm still being measured up against her ghost. I'm not even surprised.

So why does it still hurt?

The hurt winds its way through me and curls my fists at my sides. My blood buzzes in my head so loud I can't think. I'm pretty sure if she says another word I'm going to throw something, possibly *adult*. So instead of doing something I know I'll regret, I storm out of the kitchen and don't stop until I'm up the stairs and in my room. I take the disc out of my Discman and throw it at the wall as hard as I can. It doesn't make much of a sound, just bounces off and rolls onto the floor, sitting there in one piece, mocking me. After some pacing back and forth, I put the disc back in the player and turn the volume up as loud as it will go.

For the rest of the night, no one comes to knock on my door and apologize, or even if I'm playing, eventually try and coax me down for dinner. It's so stupid, because all I've wanted is space, and now that I have it, there's the rest of me that is just so achingly lonely I could die.

The idea of California bugs at me again. It's not even a

“A BOOK IS PROOF THAT HUMANS ARE CAPABLE OF WORKING MAGIC”

GETTING THE READER HOOKED

(INTRODUCTION)

Begin in the middle of a conversation
Begin with a description
Begin with background information

Begin with a peek into a characters mind
Start with a simile or metaphor
Start with a startling statement.

SMASHING STARTERS



The words you choose to begin a piece of writing are the readers' invitation to "come in". The words must be strong enough to cause the readers to believe it is worth their time to set aside whatever else they would rather be doing in order to read your writing. Writers often call these openings a "hook," because, hopefully they've hoked their readers. Which of each pair beginnings below catches your attention and hooks you to want to read on? Be prepared to explain why you chose that hook.



Who wants to wake to the sound of car horns, jackhammers, and all the sounds of a bustling city that never truly sleeps?

New York is by far my favorite place for summer vacations in this whole world.



For at least 5 of the 10 items below, create a smashing starter that you believe will grab your reader's attention.

1. the story of a storm _____
2. a warning about food poisoning _____
3. a report on safety inspections of elevators _____
4. a thriller about the capture of an international spy _____
5. a description o the best meal you ever ate _____
6. a news story of an alleged alien attack _____
7. a graduation speech _____
8. A soccer newsletter _____
9. a love letter _____
10. a memo to the school board about students' rights _____



Setting Development

Setting tells you where and when a story occurs. Setting includes two things:

time and place.

*Time includes the time period. It can also include elapsed time, or how much time passes for the characters.

*The place is where a story happens, including details about what that space looks, feels, sounds or smells like or what it is like to live there.

What are 2 takeaways from the Flocabulary video?

1) _____

2) _____

If you had to choose your FAVOURITE setting of a book or movie, what would it be?

_____ Why? _____

Setting Tips and Tricks

- 1) Make your setting ENHANCE your story. How can your setting add to the main event or the problem of the short story? Are you writing about a suspicious tree house? Are you writing about a child stuck in a snowstorm? How could you choose a setting/mood to enhance that?

- 2) Start your setting as close to the main event as possible. This is a short story (not a chapter book). You only have 1-2 paragraphs to really set the tone, describe the settings and characters before things take off with the rising action. (*Mrs. Hood does NOT want to read 60 different stories that start with:
"Brrrrring! The alarm clock woke Johnny so he got ready for his day." BORING!)
 - i. Are you writing about an object you found on a beach? Where should your story take place?

 - ii. Are you writing about an adventure in the mountains? Where should your story take place?

- 3) SHOW your reader what the setting looks like. How can you use the 5 senses to enhance your story?
 - i. Johnny walked to the beach and sat in the sand vs. Johnny dipped his toes in the sand as the beating sun shone down on him. Which one paints a better picture in your mind? Which one is more enjoyable to read?

Sneaky Ways to SHOW the Reader *When* the Story Takes Place

Morning

Slowly the amber sun peeked up over the horizon.

Chirp! Chirp! The meadowlarks were singing their morning song as they fluttered from branch to branch.

Afternoon

The hot sun was directly overhead.

The midday sun shone brightly on the...

Evening

Beyond the rolling hills the sun began to lower in the sky.

The glowing sun began its slow descent.

The heat from the day was beginning to fade.

Night

Throughout the sky the stars twinkled like diamonds.

As soon as it became dark the.....

Above the _____, the moon shone brightly as if it were a lighthouse guiding a ship to shore.

Character Development

The character is the 'who' in the story. In a strong story, the characters seem true-to-life and are motivated by realistic happenings and ideas. Each character should have qualities and traits that set him or her apart. There are a few types of characters:

- Protagonist: the main or leading character, often the 'good guy'
- Antagonist: the protagonist's opponent, often the 'bad guy'
- Neutral Characters: necessary for the plot but are not for or against the protagonist. They just provide important information for the story.

The POINT OF VIEW of the story is an important element as well. It is the position from which the story is told.

- First Person Point of View: the story is told through one of the characters. "I" tells the story.
- Third Person Point of View: the narrator tells the story "he or she" but chooses one specific character to see the action. The reader sees and knows only what the one character sees and knows.

What are 2 takeaways from the Flocabulary video?

1) _____

2) _____

If you had to choose your FAVOURITE character of a book or movie, who would it be? _____ Why? _____

Word Referents

Using word referents allows one to paint a better picture of their character, while avoiding repetition. It also works to build suspense for the reader. Let's see how many ways you can refer to each story critical character or object.

What do you think Mrs. Hood's example is describing?

Describing Word	Character Word
powerful	warrior
metal-clad	fighter
sword-fighting	soldier

Now it's your turn:

Story Critical Character: yourself

Describing Word	Character Word

Story Critical Character: an elephant

Describing Word	Character Word

Story Critical Character or Object : _____

Describing Word	Character Word

DRAFTING

Building Suspense

Why is it important to build suspense for the reader?

- What might your main character be wondering or worrying?
- Name a red flag word or phrase to grab the reader's attention.
- What might you hear/see/feel/sense that hints at the revelation. What is your reaction to this hint?
- What do you discover? (Nothing, the first two times)
- You hear a noise. What could that be?
- You see a fleeting shadow. Again you try to determine what it could be, but don't notice anything unusual. You start to worry.
- You feel something brush past you. You turn. There it is! (Revelation)

Stretching Out the Main Event

“You must make them laugh, make them weep...but above all, make them WAIT.”

~Charles Dickens

FULLY ELABORATED MAIN EVENTS HAVE:

ACTION	What did you do? Slow motion (S-T-R-E-T-C-H I-T O-U-T!)
DESCRIPTION	What did you see, hear, feel?
THOUGHTS/FEELINGS	What were you wondering, worrying, feeling?
DIALOGUE/EXCLAMATION	What did you say or exclaim?
SOUND EFFECTS	What did you hear?

Magic of Three

You want to build up the main event with 2 FAILED ATTEMPTS (you want the character to feel like they are doomed) and then, at the last moment, the character is able to solve his/her problem!!!!

- First Failed Attempt
- Second Failed Attempt
- Third Attempt... Solution

REMEMBER

The main event is the MOST IMPORTANT part of a story!

The main event should take up the largest amount of writing within a story.

The main event should occur as though in slow motion with every small detail told.

The main event is a time for the author to show off and really entertain.

EXAMPLES OF NARRATIVE ENDINGS

Circular Ending

The story circles back to the beginning. Sometimes an author will end with the same idea or similar or exact words as the beginning of the story.

Surprise Ending

The story takes you where you didn't expect it to go. Sometimes this ending is called a twist ending because the story takes an exciting turn.

Lesson or Moral Ending

The main character in the story grows, changes, or learns something at the end of the story.

Warm Fuzzy / Capturing Emotion Ending

The story ends leaving you feeling emotional or good inside. A good writer tugs at the heart strings to make the reader feel something.

Reflection Ending

The narrator of the story steps back and reflects on what just happened. He or she often looks back on an experience and determines the importance of that experience, what was learned, etc.

Cliffhanger Ending

The story ends by leaving the reader hanging or wanting more. Writers use this strategy to tease readers or excite them into reading more (the next chapter or the next book in a series).

Question Ending

The story ends with a question to keep the reader thinking. The question usually involves the reader, and writers use this strategy to make their writing memorable.

Funny Thought / Humor Ending

The story ends with a funny thought or something that makes the reader laugh. This helps to make the ending more memorable to the reader.

Image Ending

The story ends with an important scene that the writer shows the reader through vivid details. By showing and not telling, the writer touches the reader's emotions and conveys a mood.

Dialogue Ending

The story ends with an important conversation or quote. By ending with a quote, the writer captivates the audience by making the characters more realistic and revealing their personalities.

REVISING

ARMS To Help You Revise

A	Add sentences and words to make your story sound and flow better.
R	Remove words and sentences that are repeated or don't make sense/match the story.
M	Move sentences or words to help your story flow better.
S	Substitute (change out) words or sentences for better words or sentences that provide a clear picture.

OTHER WAYS OF SAYING...

Large	enormous, gigantic, massive, substantial, colossal
Said	exclaimed, remarked, replied, responded, stated, whispered, commented
Hard	challenging, difficult, tough, demanding, grueling
Happy	cheerful, pleased, delighted, elated, glad, joyful
Small	tiny, petite, miniature, diminutive
Walk	saunter, march, pace, stroll, wander, strut
Funny	hilarious, comical, amusing, entertaining, humorous
Run	dart, rush, race, scamper, scurry, sprint
Sad	depressed, disheartened, gloomy, glum, joyless

TRANSITION WORDS AND PHRASES

Narrative	first, next, after that, suddenly, after a few minutes, all of a sudden, finally, in the end
Persuasive	furthermore, additionally, as a matter of fact, personally, certainly, usually, in conclusion
Informational	for example, similarly, on the other hand, in fact, however, therefore, to sum up, in conclusion
Response to Literature	according to the text, the text stated, from reading the text

SENSORY WORDS

See	shiny, bright, glowing, dazzling, gorgeous, attractive
Touch	slimy, rough, smooth
Smell	fresh, burnt, sweet
Taste	fruity, sour, sweet, tangy, salty, cheesy, spicy
Hear	crackling, ringing, squeaking, sizzling, popping, blasting

CHARACTER FEELINGS

- | | |
|--------------|--------------|
| » excited | » relieved |
| » thrilled | » fascinated |
| » amazed | » stunned |
| » astonished | » upset |
| » surprised | » angry |
| » afraid | » frustrated |
| » miserable | » terrified |
| » horrified | » disgusted |

DIALOGUE VERBS

- | | |
|--------------|-------------|
| » announced | » hollered |
| » answered | » kidded |
| » begged | » muttered |
| » bragged | » scolded |
| » complained | » stammered |
| » confessed | » stuttered |
| » demanded | » suggested |
| » exclaimed | » whispered |

EDITING



CUPS

To Help
You Edit

C	Capitalization: Capitalize the beginning of sentences, names, places, months, titles, and the pronoun I.
U	Usage: Check your nouns and your verbs, and make sure that they match.
P	Punctuation: . ? ! , “ ”
S	Spelling: Check all of your words. Use your resources to help.

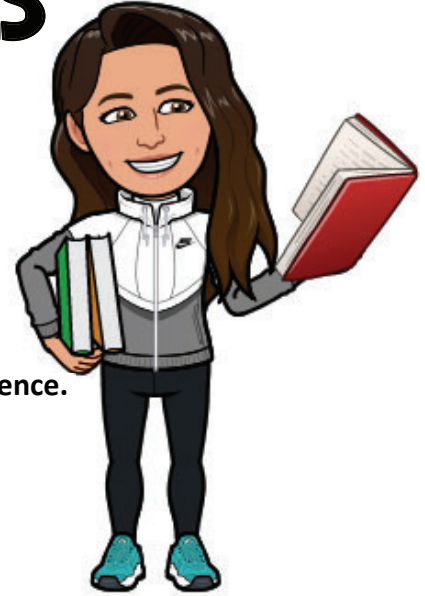
PUNCTUATION

.	Periods are used at the end of telling, describing, and commanding sentences.
?	A question mark is used at the end of a question (a sentence that asks someone something).
!	An exclamation point is used at the end of a sentence that shows strong emotion.
,	Commas are used to separate items in a series. Commas are also used in compound sentences, after introductory words/phrases, and when directly addressing someone.
“ ”	Quotation marks are used when someone is speaking.

CAPITALIZATION

M	Months of the year (January, February, March, April, May, June, July, August, September, October, November, December)
I	The pronoun “ I ” is always capitalized no matter where it is in a sentence.
N	Names of proper nouns (names of people, streets, restaurants, places, etc.)
T	The beginning word, ending word, and all important words of titles of books, movies, and other published works are capitalized
S	Start of a sentence

COMMA RULES



Rule #1—Use Commas before or after a quotation.

“I am coming to your house today” said Mike.
“I will see you later” replied Katie.
Bella said “It is my favorite day of the year!”
Brett shouted “I can’t wait to go to Disney World!”

Rule #2—Use a comma after common introductory words in a sentence.

Finally we get to go outside for recess!
Clearly he was not ready to be the starting pitcher.
Well I guess we will find out if Batman wins in the end.
However I am not excited for the series to end.

Rule #3—Use a comma before a conjunction when connecting two independent clauses.

I absolutely love the sunshine but I do not like getting sunburnt.
I will make sure to get my homework done and I will get all of my chores done.
I do not like anchovies nor do I like mushrooms.
I am going to the basketball game or I am going to the Superbowl.

Rule #4—Use a comma to separate the city from a state and the day from the year in a date.

Lethbridge Alberta
Chicago Illinois
December 25 2013
January 1 2020

Rule #5—Use a comma to separate things in a series.

When I go to school I bring my backpack lunchbox and my keys.
I brought games candy and my sleeping bag over.
My favorite foods are pizza wings fries and ice cream.
Make sure to clean your room dust the TV and sweep.

Rule #6—Use a comma to introduce someone in a sentence.

My best friend Celia is a great artist.
Greg our postman always has to run from our dog.
Our class president Dave had to give a speech at the assembly.
My favorite band One Direction is coming to concert this summer!

WHAT DOES THE FOX SAY?

QUOTATION MARK RULES

1. USE QUOTATION MARKS TO SHOW THE _____ OF A CHARACTER:

“I don’t know when he will be back,” Jeff said as he stared down at Cindy’s feet. She bent down lightly to catch his eyes. “Yes, you do, Jeff. Don’t you lie to me.”

2. NEW SPEAKER = NEW _____

I knew about Frankie and all the trouble he had at Glendale. He had spent more time in detention than math class. “So, Frankie, are you trying to be the valedictorian or what?” I whispered to him as he sat in the library staring intently at his book of poetry. He did not reply at first. “You sure are different than what I expected.”

“People change,” he said. “Maybe you should think about it.”

“Yeah, right!” I mumbled as I made my way to the doors.

“Seriously Tom. I’m done being bad.” He turned and walked out. Not even slamming the door.

“Quiet!” the librarian hissed.

3. QUOTATION MARKS _____ WHEN THE _____ STOP. THEY START AGAIN WHEN THE DIRECT QUOTE STARTS.

“I can’t tell you,” Paula whispered, “because this could be really dangerous.”

4. PUNCTUATION GOES _____ THE QUOTATION MARKS IN DIALOGUE.

She growled across the room, “Shut Up!”

“Seriously!” he shrieked, “I’ve had more than enough of this.”

5. _____ QUOTATION MARKS WHEN IT IS _____ A _____ QUOTE: (WHEN SOMEONE IS NOT ACTUALLY SAYING IT AT THAT TIME).

William said he wanted to stop the violence, but it was too late.

TYPES OF DIALOGUE:

PING PONG: _____ AND _____
TALKING....BORING AND DOESN’T ADVANCE THE PLOT.

DESCRIPTIVE: SOME DIALOGUE, BUT SURROUNDED BY DESCRIPTION. ADVANCES THE PLOT, ENGAGES THE READER.



PUBLISHING

Think you are finished?

- Do I have a clear lead that grabs my reader's attention?
- Does my story flow in a logical order with transition words to help my reader know how much time has passed?
- Do I help my reader get to know my characters well?
- Is it clear where and when my story takes place?
- Is my story believable and interesting to read?
- Did my characters have dialogue that helped tell the story and was easy to follow?
- Is there a problem that is eventually solved?
- Did I go back and add details where they were needed and take out details that were unimportant?
- Did I check that all names, first words of sentences, and proper nouns were capitalized?
- Did I check that I indented for new paragraphs and speakers?
- Did I make sure my spelling was accurate so that my readers could understand my ideas?
- Did I use punctuation to help my reader see where my sentences ended and to know how to read them?

