

Friday

February 1, 2013 (2.1.13)

Materials



Composition Book
+ Pen or Pencil



Student Planner

Agenda

Minutes

Activity

3-5

Warm Up

2

Homework

5

Notes: More Adv. Tech.

Remaining

Watch / Play: *Batman Arkham City*

Special Announcements

- Today you'll be watching Hampton **play a video game**; use it for inspiration or just sit and enjoy!

Warm Up

February 1, 2013 (2.1.13)

Volume-O: 0 (No Talking)

Time: 3 Minutes

Word Part of the Day: *pan: all / every*

1. Write down the word part of the day and its definition. Now, brainstorm **5-7 words** that contain that word part.
2. How did your “irony” story go last night? What type of irony did you use and how did you use it?

Transition



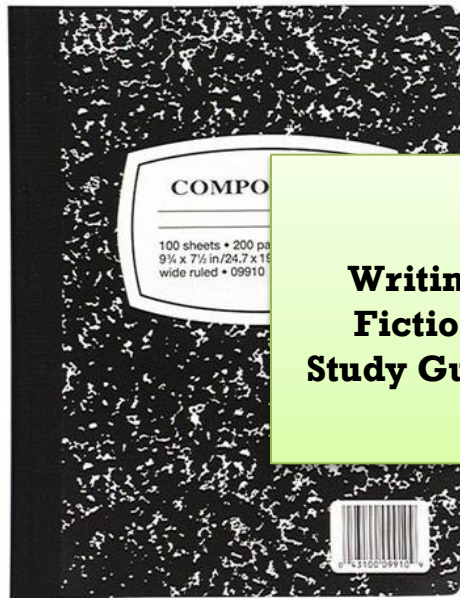
Student
Planner

Homework

A S S I G N M E N T

Date Given	Assignment	Due Date
Friday 2.1	<ul style="list-style-type: none">▪ Reading Log #9 (Quarter 3)<ul style="list-style-type: none">▪ Write a story called “The Escape”▪ Story must contain action and suspense▪ Must use “in medias res”▪ 1-2 pages	Monday 2.4
Monday 1.28	<ul style="list-style-type: none">▪ Complete Weekly Reflection #2 (Q3)<ul style="list-style-type: none">▪ Questions are now posted; you can preview them on Schoology.▪ Make post Friday, Saturday, or Sunday	Sunday 2.3 By 11:59 pm

Transition



**Writing
Fiction
Study Guide**



Study Guide

The BIG Question:
How can I write a great fictional story?

Key Text(s):
Mentor stories (in workbook) / your writing samples

Concept 1:
Pre-Planning & Story Structure

- 1. What makes a reader
emotionally connect to a story?**
- 2. What are the three acts of a
story?**

Concept 2:
The Reflection Process

- 3. What are my strengths and
weaknesses as a writer?**
- 4. How can reflecting on my
strengths and weaknesses
make me a stronger writer?**

Vocabulary
**The three acts (the pledge, the turn,
the prestige)**

Vocabulary
Carousel feedback

Concept 3:
Character-Building and Unique Points of View

5. How can I build a believable character?
6. What *power* does point of view have in a story?

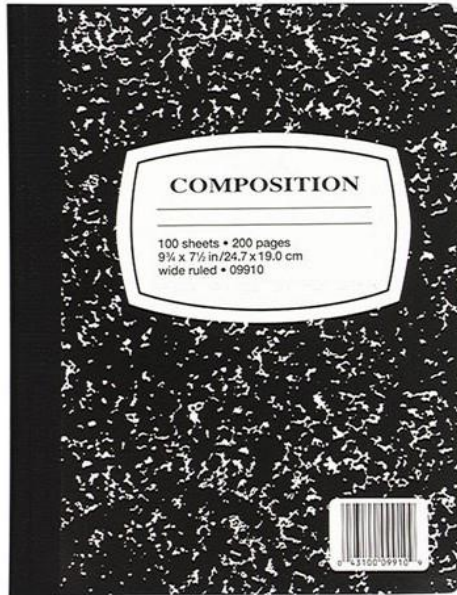
Concept 4:
Describing the Indescribable

7. How can I *better* describe an object or person?
8. How can I get a high score on my fictional story?

Vocabulary
Ekphrastic story building, dialogue, dialogue tags, point of view, 1st, 2nd, 3rd person point of view

Vocabulary
SSHTT, Method Writing, irony (situational, comedic, macguffin, chekhov's gun), **in medias res**

Transition

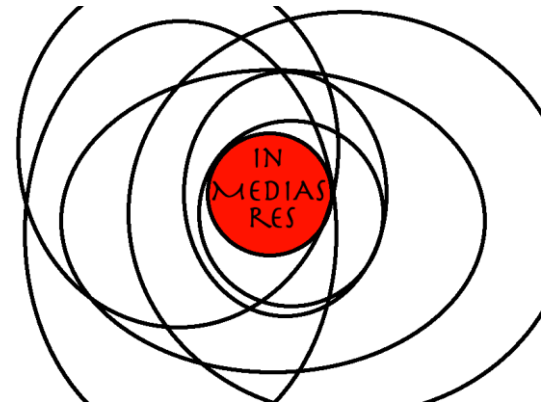


Notes

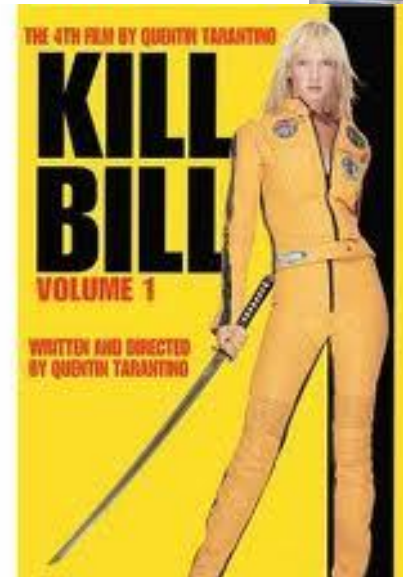
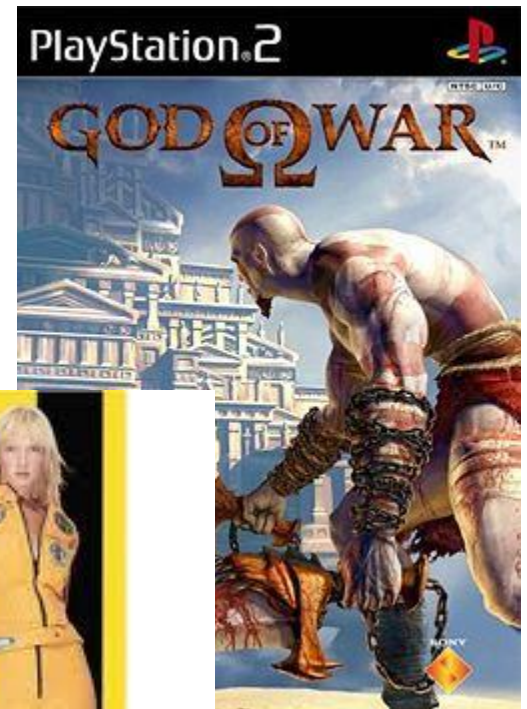
In Medias Res

T A K E N O T E S

- Literally means to start “in the middle of” the story
- Means starting your story in the middle of something that has happened.
- Start with *Act II (The Turn)* or with main conflict, then go into back in time as needed.
- Can be paired with flashback (going back in time to explain event)



In Medias Res



Let's Play

ASSIGNMENT

Directions:

- ☐ Starts *in medias res*
- ☐ Based off of “The Escape” prompt.
- ☐ Hampton will play first 20 minutes of game.
- ☐ Use as inspiration for your own “escape” story

