## Literature Helper

No More
Boring Book
Reports!

Over 200 Ideas For Teaching Literature... Including 60 Printable Templates!

## Use With ANY BOOK And ALL Grade Levels!!

Designed by Cyndi Kinney of Knowledge Box Central



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Ebook: 978-1-61625-261-8 CD: 978-1-61625-262-5 Printed: 978-1-61625-263-2

Publisher: Knowledge Box Central Http://www.knowledgeboxcentral.com

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This book is dedicated to my amazing family. Thank you to my wonderful husband, Scott, who ate a lot of leftovers, listened to a lot of whining (from me!), and sent lots of positive energy my way. Thank you to my daughter, Shelby, who truly inspired me through her love for learning. Thank you to my parents, Judy and Billy Trout, who taught me to trust in my abilities and to never give up.

## Literature Helper

### There are 3 sections included.

The first is the "Literature Helper Ideas," which will list out over 200 ideas for making literature fun and exciting. When templates are provided, the page numbers for those templates will appear at the end of the Literature Helper Idea. These page numbers will correspond with the pages in the next section, the "Literature Helper Templates."

The next section includes the <u>"Literature Helper Templates,"</u> which are referenced within the first section, "Literature Helper Ideas." Print these reproducible templates for use within your own family.

The last section is the <u>"Literature Helper Study Guide,"</u> which includes information about literature analysis. This guide may be used as your text for teaching literature analysis, if you choose.

ISBN-10: 1-61625-256-1 ISBN-13: 978-1-61625-256-4

# Please also consider checking out our

Literature Analysis/ Book Report Lapbook.

It can be used for a great hands-on supplement for ANY book and ANY grade level!

http://www.knowledgeboxcentral.com

Following is Section #1:

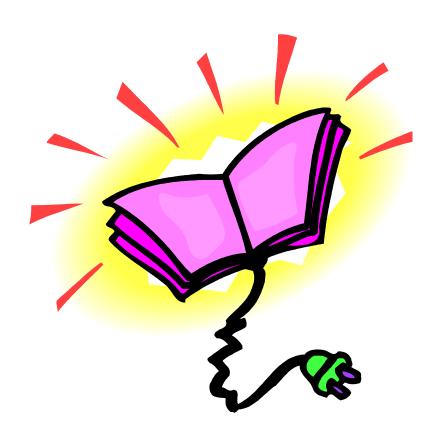
Literature Helper Ideas

## Literature Helper Ideas

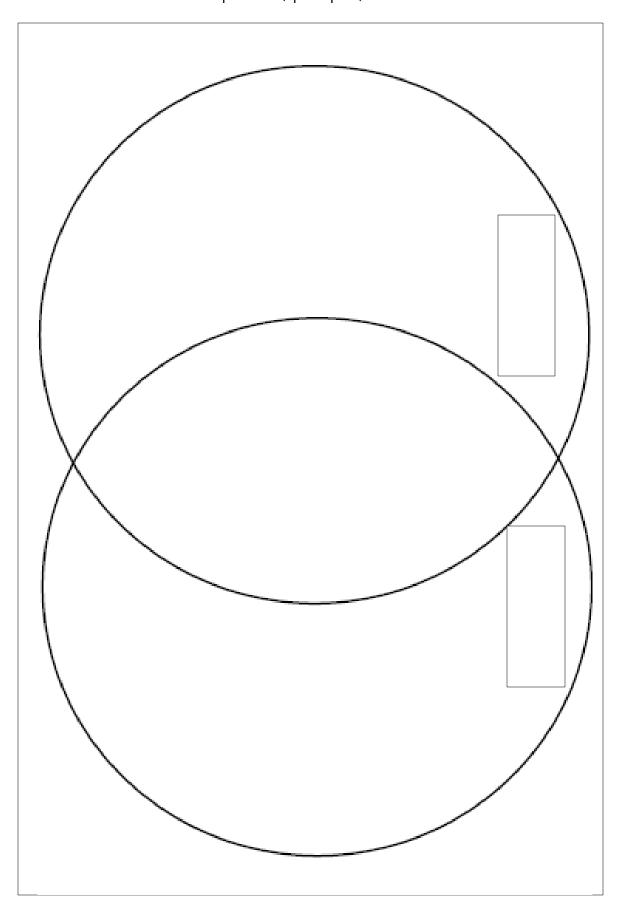
- You have just been asked to come along on a voyage to explore a
  deserted island. You may choose one character from your book to go
  along. You and this character will be on the island for 4 months, so you
  want to select someone who will be a good companion and a good
  explorer. Tell the reasons that you chose this character and how you expect
  to get along.
- 2. Compare and/or contrast yourself with one of the main characters from the book. You may use the chart on page 26 or one of the venn diagrams on page 24 or 25.
- 3. Compare the book to the TV or Movie version of the book (if one exists). You may use the chart on page 27 or one of the venn diagrams on pages 24 or 25.
- 4. Convert a book to a radio drama. Record it with sound effects and different voices etc.
- 5. Convert the plot into a ballad or song. Perform it.
- 6. Cook some foods mentioned in the book. Put together a small cookbook. You may use the template on page 28.
- 7. Imagine that you are talking face-to-face with the main character, and you have invited him or her to your home. What would you need to tell or teach your new friend?
- 8. Design a newspaper based on the events of the book. Each article will address different ideas/events of the book. For example, you may have separate articles for events, weather, etc. Also, you may choose what advertisers may have had ads in the paper at that time. You may want to look at the example on page 29 and use the template on page 30.
- 9. Design and make your own t-shirt to illustrate some aspect of the book.
- 10. Design costumes (on paper) for a movie version of the book.

- 11. Develop and present a puppet show about some important events in the story.
- 12. Do a dramatic reading of a scene in the book.
- 13. Create a mobile from items related to the story.
- 14. Find someone else's review of the book. Copy it, and then write a comparison of your thoughts with the reviewer's. You may want to use the form on page 31.
- 15. Illustrate several important scenes from the book on overhead transparencies, PowerPoint or KidPix. Use them to tell the story to someone.
- 16. Impersonate a character and tell an episode in the book.
- 17. Pretend to interview a character from the book. You may choose to use the form on page 32.
- 18. Pretend to invite one of the characters in your book to dinner. Write out "dos and don'ts" for your family to follow so that your friend will feel "right at home." You may use the form on page 33.
- 19. It is income tax time and you're an accountant making out the forms for one of the characters in your book. Tell how he/she spent money last year. What events support your judgements?
- 20. Make a "wanted" poster for several of the characters in the book. You may choose to use the form on page 34.
- 21. Make a list of 10 or 15 rules that the main character in the book lives by. Compare this to a list of rules that other people want him/her to live by. In what ways is he/she being forced to conform? In what ways is he/she rebelling? (This may not work with all books)
- 22. Make a new book jacket for the book. You may choose to use the template on page 35.
- 23. Make a test/quiz based on the book.
- 24. Make a travel poster describing the location of the book's setting.

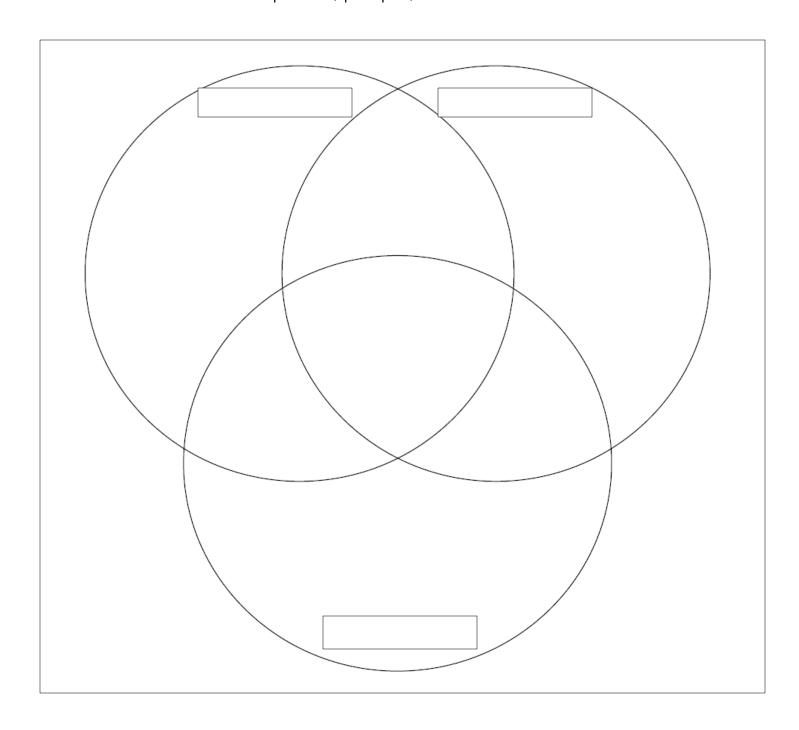
# Following is the Literature Helper Templates Section



Venn Diagram for comparing 2 places, people, etc.



Venn Diagram for comparing 3 places, people, etc.



## Character Comparison

Character Trait	Name:	Name:

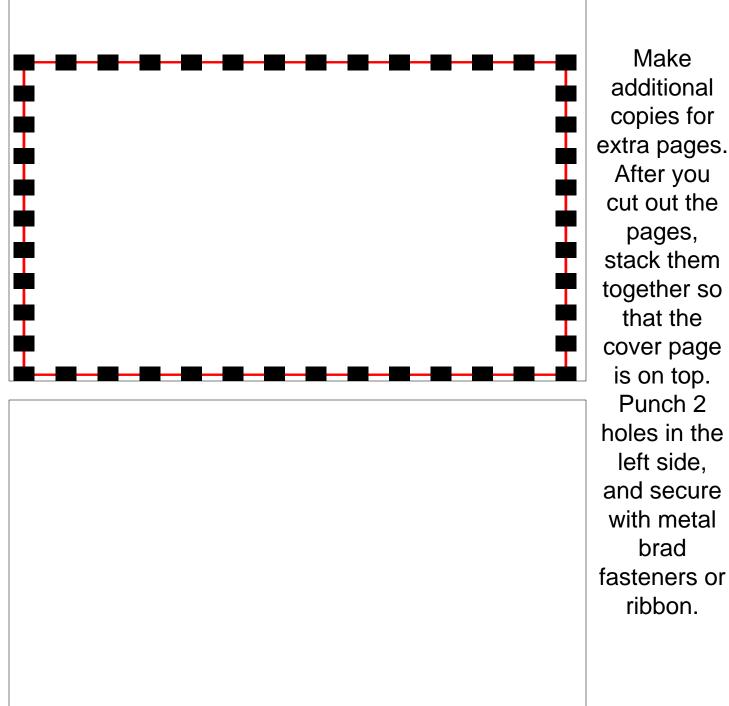


# Book/Movie Comparison



Book Version Title:	Movie Version Title:

## Cookbook Templates



Following is Section #3:

Literature Helper

Study Guide

## Literature Helper

## Study Guide

On the following pages, you will find the definitions of many literary terms and elements. You may choose, depending upon the age and maturity level of your student(s), how much of this to teach/require.

I have also included many ideas for additional activities for your student(s), should you choose to extend the study.

If you have purchased the ebook or cd version of this product, you may reprint the pages for those within your own household only.

Some of the information within this guide has been used, with permission, from the following sites:

http://hrsbstaff.ednet.ns.ca/engramja/elements.html

http://www.kimskorner4teachertalk.com/readingliterature/literary\_elements\_devices/menu.htm

#### **More Helpful Sites:**

http://www.dowlingcentral.com/MrsD/area/literature/LitTerms.html

http://www.kenton.k12.ky.us/TR/hslit.html

http://showcase.netins.net/web/contemplit/elanal.htm

http://www.uky.edu/AS/Classics/rhetoric.html

http://mrbraiman.home.att.net/lit.htm

http://library.thinkquest.org/23846/library/terms/index.html

http://www.english.cam.ac.uk/vclass/terms.htm

## Literary Elements

**SETTING** -- The time and location in which a story takes place is called the setting. For some stories the setting is very important, while for others it is not. There are several aspects of a story's setting to consider when examining how setting contributes to a story (some, or all, may be present in a story):

- a) place geographical location. Where is the action of the story taking place?
- b) time When is the story taking place? (historical period, time of day, year, etc.)
- c) weather conditions Is it rainy, sunny, stormy, etc?
- d) <u>social conditions</u> What is the daily life of the characters like? Does the story contain local color (writing that focuses on the speech, dress, mannerisms, customs, etc. of a particular place)?
- e) <u>mood or atmosphere</u> What feeling is created at the beginning of the story? Is it bright and cheerful or dark and frightening?

**PLOT** -- The plot is how the author arranges events to develop his basic idea. It is the sequence of events in a story or play. The plot is a planned, logical series of events having a beginning, middle, and end. The short story usually has one plot so it can be read in one sitting. There are five essential parts of plot:

- a) <u>Introduction</u> The beginning of the story where the characters and the setting is revealed.
- b) <u>Rising Action</u> This is where the events in the story become complicated and the conflict in the story is revealed (events between the introduction and climax).
- c) <u>Climax</u> This is the highest point of interest and the turning point of the story. The reader wonders what will happen next; will the conflict be resolved or not?
- d) <u>Falling action</u> The events and complications begin to resolve themselves. The reader knows what has happened next and if the conflict was resolved or not (events between climax and denouement).
- e) <u>Denouement</u> This is the final outcome or untangling of events in the story.

It is helpful to consider climax as a three-fold phenomenon: The main character 1) receives new information, 2) accepts this information (realizes it but does not necessarily agree with it, and 3) acts on this information (makes a choice that will determine whether or not he/she gains his objective).

**CONFLICT**-- Conflict is essential to plot. Without conflict there is no plot. It is the opposition of forces which ties one incident to another and makes the plot move. Conflict is not merely limited to open arguments; rather it is any form of opposition that faces the main character. Within a short story there may be only one central struggle, or there may be one dominant struggle with many minor ones.

#### There are two types of conflict:

- 1) External A struggle with a force outside one's self.
- 2) <u>Internal</u> A struggle within one's self; a person must make some decision, overcome pain, quiet their temper, resist an urge, etc.

#### There are four kinds of conflict:

- 1) <u>Man vs. Man (physical)</u> The leading character struggles with his physical strength against other men, forces of nature, or animals.
- 2) <u>Man vs. Circumstances (classical)</u> The leading character struggles against fate, or the circumstances of life facing him/her.
- 3) <u>Man vs. Society (social)</u> The leading character struggles against ideas, practices, or customs of other people.
- 4) <u>Man vs. Himself/Herself (psychological)</u> The leading character struggles with himself/herself; with his/her own soul, ideas of right or wrong, physical limitations, choices, etc.

#### **CHARACTER** -- There are two meanings for the word character:

- 1) The person in a work of fiction.
- 2) The characteristics of a person.

#### <u>Persons in a work of fiction</u> - <u>Antagonist</u> and <u>Protagonist</u>

Short stories use few characters. One character is clearly central to the story with all major events having some importance to this character - he/she is the <a href="PROTAGONIST">PROTAGONIST</a>. The opposer of the main character is called the <a href="ANTAGONIST">ANTAGONIST</a>.

#### The Characteristics of a Person -

In order for a story to seem real to the reader, its characters must seem real. Characterization is the information the author gives the reader about the characters themselves. The author may reveal a character in several ways:

- a) his/her physical appearance
- b) what he/she says, thinks, feels and dreams
- c) what he/she does or does not do
- d) what others say about him/her and how others react to him/her

Characters are convincing if they are consistent, motivated, and life-like (resemble real people)

#### Characters are...

- 1. <u>Individual</u> round, many sided and complex personalities.
- 2. <u>Developing</u> dynamic, many sided personalities that change, for better or worse, by the end of the story.
- 3. <u>Static</u> Stereotype, have one or two characteristics that never change and are emphasized e.g. brilliant detective, drunk, scrooge, cruel stepmother

#### **POINT OF VIEW**

Point of view, or p.o.v., is defined as the angle from which the story is told.

- 1. <u>Innocent Eye</u> The story is told through the eyes of a child (his/her judgment being different from that of an adult) .
- 2. <u>Stream of Consciousness</u> The story is told so that the reader feels as if he or she is inside the head of one character and knows all his or her thoughts and reactions.
- 3. <u>First Person</u> The story is told by the protagonist or one of the characters who interacts closely with the protagonist or other characters (using pronouns I, me, we, etc). The reader sees the story through this person's eyes as he/she experiences it and only knows what he/she knows or feels.
- 4. <u>Omniscient</u>- The author can narrate the story using the omniscient point of view. He can move from character to character, event to event, having free access to the thoughts, feelings and motivations of his characters and he introduces information where and when he chooses. There are two main types of omniscient point of view:
- a) <u>Omniscient Limited</u> The author tells the story in third person (using pronouns they, she, he, it, etc). We know only what the character knows and what the author allows him/her to tell us. We can see the thoughts and feelings of characters if the author chooses to reveal them to us.
- b) <u>Omniscient Objective</u> The author tells the story in the third person. It appears as though a camera is following the characters, going anywhere, and recording only what is seen and heard. There is no comment on the characters or their thoughts. No interpretations are offered. The reader is placed in the position of spectator without the author there to explain. The reader has to interpret events on his own.

**THEME** -- The theme in a piece of fiction is its controlling idea or its central insight. It is the author's underlying meaning or main idea that he is trying to convey. The theme may be the author's thoughts about a topic or view of human nature. The title of the short story usually points to what the writer is saying, and he may use various figures of speech to emphasize his theme, such as symbol, allusion, simile, metaphor, hyperbole, or irony.

Some simple examples of common themes from literature, TV, and film are:

- Things are not always as they appear to be
- Love is blind
- Believe in yourself
- People are afraid of change
- Don't judge a book by its cover