Unit 5

N	am	e:

Date:

5-1: Identifying Story Elements in "Sneak Thief Sneakers"

Identify the story elements of "The Sneak Thief's Sneakers".				
Before Reading				
 Look at the title and the pictures on pp. 78-81. Predict what you think this story will be about. (/1 mark) 				
During Reading				
2. Describe the main character and identify what he or she wants. (/2 marks)				
3. What is the setting of the story? (/2 marks)				
 Write down physical features and personality traits of the three suspects. (/6 marks) 				
5. What is the problem or conflict in the story? (/2 marks)				

6. From what point of view is the story told? (/1 mark)						
7. What are two distract mystery? (/2 marks)	7. What are two distractions or red herrings for the person trying to solve the mystery? (/2 marks)					
8. What is the order in v	which the clues appear? (/3 m	narks)				
9. Identify one simile and one metaphor in the story. What is the meaning of each in everyday language? (/4 marks)						
Example	Type of Figure of Speech (Simile, Metaphor)	Meaning in Every Day Language				
Total of Section 1: /23 marks						
Section 2: Identifying Story Elements in "The Game Master's Challenge: A Radio Play"						
Before Reading						
 Based on the title and the pictures on pp. 82-87 of Literacy in Action 5B, predict what this play will be about. (/1 mark) 						

During Reading

2. Authors choose their words carefully when they describe the characters in a story. The words the characters say and the actions they do can be important clues for the observant reader.

Choose either Dennis or Randy and complete the chart below. (/6 marks)

Describe the Character's Appearance on p. 83	Character's Words (Choose two significant quotations that reveal the character's personality)	Character's Actions (Choose two significant actions that reveal the character's personality)	How Other Characters (such as the Game Master) Respond to the Character

3.	What	were	the c	lues	in the	e story'	? (/6	3 marl	ks)	
----	------	------	-------	------	--------	----------	--------	--------	-----	--

4. Identify one example of foreshadowing in the story. (/1 mark)

5. How did Dennis' and Randy's personalities influence how the story ended? (/2 marks)

6. Did the characters' personalities help you connect more to the story? Why or why not? (/2 marks)

Total of Section 2: /18 marks

Section 3: Story Planning - SWBS Chart

Look at the picture below. Use your imagination to plan a story the picture has helped you think about. In the SWBS Chart below, you will create a basic story outline. The SWBS chart will help you plan story elements.



SWBS CHART

Somebody	Wanted	But	So
Identify a character who will face a problem or a conflict.	Motivation: What does the character want/need OR what is the character's goal?	Problem: What is the conflict or problem that the character faces?	Solution: What is the solution to the problem or how does the character reach the goal?
Example from Ali	Wants treasure to	Character vs.	Learns the magic

Baba and the Forty Thieves	become rich	Character Poor man faces a	words, "Open Sesame."
A poor woodcutter		dangerous situation with 40 thieves.	Waits until the thieves leave. Makes a plan and with the help of his friend, a young girl, outwits the thieves, and inherits the treasure.
Your story plan for the picture above:			

Total of Section 3: /5 marks

Overall Total: /46 marks



Save Your File

Name your file in this format: jsmithla5_5-1-sneakers and save your file to your Notebook Folder