



Start a Discussion

Plot

How did the story begin?
 What problem did the character have to resolve?
 How was the problem resolved?
 What was the most important part of the story?
 What do you think will happen next
 after the story ends?

Characters

How did the character act?
 How did the character feel?
 How did one of the characters change?
 Which character would you
 like to meet? Why?

Setting

Where and when does the story happen?
 Could the setting be a real place today?
 In another time or place, how might the
 story change?

Theme

Why did the author write this story?
 What are some of the messages
 you are finding?

Point of view

Whose point of view is used in the text?
 How would the story be different if told
 by a different character?

Language

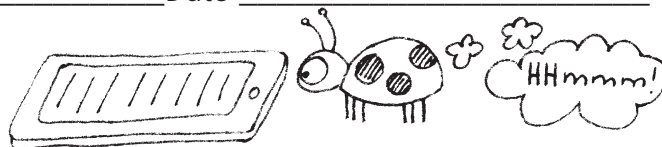
How has the author drawn you into the text?
 What words created a picture in your mind?
 What does the text make you see, hear,
 smell or taste?

Mood

How does the text make you feel?
 What words created that feeling?

Name _____ Date _____

Be the Critic



Title _____ Author _____

Describe the theme	Words or example from the text
Describe the characters <input type="checkbox"/> round <input type="checkbox"/> static <input type="checkbox"/> flat <input type="checkbox"/> stereotypical	Words or example from the text
Describe the setting Time Place	Words or example from the text
Describe the plot <input type="checkbox"/> chronological <input type="checkbox"/> flashback <input type="checkbox"/> _____	Words or example from the text
Describe the language choices <input type="checkbox"/> imagery <input type="checkbox"/> symbolism <input type="checkbox"/> simile <input type="checkbox"/> personification <input type="checkbox"/> sounds _____ <input type="checkbox"/> _____	Words or example from the text
Describe the author's style	Words or example from the text
My overall opinion	



Diary



Create a diary for your personal reflections about a text.



Create a page for each of these:



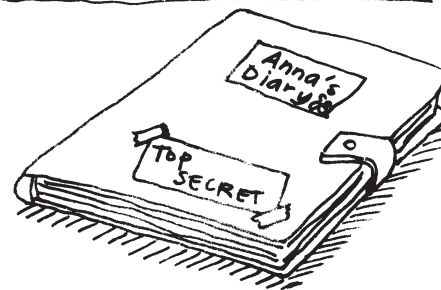
- A character analysis that shows how you are similar to, or different from, a character.
- A description of the conflict and connections with your own experiences.
- Your reaction to the setting – did it remind you of anything?



- Your feelings about the tone and mood created by the text.
- How the language choices made by the author affected your personal response to the text.



Finally, design a cover with an illustration that shows your connection to the text.



Macmillan Lesson Essentials: Literature © Katy Collis/Macmillan Education Australia. ISBN 978 1 4202 9399 9



Plan a Party



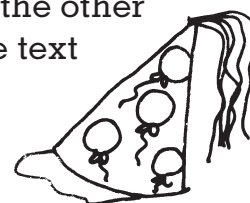
Plan a party for a character in a text.



- Based on an event in the text, decide what type of party to hold. It might be a birthday party, a holiday celebration, a welcome home party or something else.
- Think about the setting and what you know about the daily activities of the characters. Then, select a suitable day, time and location for the party. Create invitations with this information.



- Plan a menu suitable for the characters.
- Design or create decorations suitable for the characters and the setting.
- Plan games and entertainment suitable for the characters and the setting.
- Predict the gifts the other characters in the text would give at the party.



Macmillan Lesson Essentials: Literature © Katy Collis/Macmillan Education Australia. ISBN 978 1 4202 9399 9

Sometimes It's Funny

Hyperbole

Using exaggeration to make a point. It is understood that the exaggeration could not literally (really) happen.

I'm so hungry I could eat a horse.

Parody

To copy the style of an author, text or genre but in an exaggerated way that makes it funny.

A story of the three little pigs, where we discover the wolf isn't really bad, he's just misunderstood.

Irony

When an author or character says something, but means something else.

Often what is said is the opposite of what is meant.

"Tidying your room is my number one thrill in life," said Mum.

Or, when what happens is the opposite of what you expected to happen.

A character jumps aside to avoid standing in a puddle, but then falls into a swimming pool he didn't see.

Pun

Playing with words that have two or more meanings or sound the same.

The punchline to a joke is often a pun.

You can tune a piano but you can't tuna fish.

Satire

Making fun of a subject by treating it with exaggerated seriousness.

Irony turns a situation on its head.

It carries ideas through to sometimes crazy conclusions.

Charlie and the Chocolate Factory by Roald Dahl is satirical.

