## Character Trait The Recipe for the Paragraph:

If the character stays the same from beginning to end of the story, then don't write extra sentences for the beginning and ending boxes.

- Introductory Sentence introduce title of story, character, and character trait.
  Beginning

   ↓

   Events 
   Middle

   ↓
   End

  Introductory Sentence introduce title of story, character, and character trait.
- 3. Concluding Sentence restate character trait

If the character changes from beginning to end of the story, it is like the cause-effect recipe:

- 1. Introductory Sentence
- 2. Beginning Box: In the beginning, ...
- 3. Events
- 4. Ending Box: At the end, ...
- 5. Concluding Sentence

## Sentence Labeling

Your labels will depend on whether or not the character stayed the same, or changed, from beginning to ending of the story.

Color #1	Put an I in front of Introductory Sentence Put a 1, 2, 3, 4 in front of each event
	Put a <b>C</b> in front of Concluding Sentence If your character changes from
	beginning to end of the story, and you have written sentences for your Designing Deviand Ending Devialshal
	Beginning Box and Ending Box, label them with a <b>B</b> and an <b>E</b> .
Color #2	Circle Transition Words

Color #3 Underline Juicy Words

## Step-by-Step directions for filling out Story Map

- Read the story.
  On Story Map, fill out:
  Purpose: Character Trait
  Title
  Characters and Setting
  I shell bayes: Regimping and End
  - Label boxes: Beginning and Ending
- 3. Think of things that the character does in the story, or that happens to the character in the story, and ask yourself: What kind of person would do that? Write down an adjective in the Beginning Box.
- 4. Ask yourself: "Is the character the same or different at the end of the story? If the same, write down the same adjective in the Ending Box. If different, write down a new adjective.

NOTE: If the character changes, then write a sentence in the Beginning box that starts with: "In the beginning, ..." Write a sentence in the Ending Box that starts with: "At the end, ..."

5. Now you are ready to write the events. Ask yourself: What is the first thing the character does that proves he/she/it is \_\_\_\_\_? What is the next thing the character does that proves he/she/it is \_\_\_\_\_? OR What is the next thing that

happens that proves the character is \_\_\_\_\_?

6. Stop when you get to the end of the story, or to the sentence in your Ending Box.

## Step-by-Step Directions for Writing the Paragraph

- 1. <u>Introductory Sentence</u> has two jobs:
  - Introduce the title of the story
  - Introduce the character and the character trait.
    - 1a. Only copy the Beginning Box sentence if the character changes from Beginning to End. If character stays the same, and you gave the character trait in the Introductory Sentence, then skip to the events.
- Make sure you have picked transition words for your events, and then copy the <u>events</u> in order. Check that each event leads to the next event in a way that makes sense.

2a. Only copy the Ending Box sentence if the character changes from Beginning to End. If character is the same at the end, then skip to the Concluding Sentence.

3. Decide what transition word you want to use for your <u>Concluding Sentence</u>. Before thinking of a Concluding Sentence, look back at your Introductory Sentence. Come up with a new and interesting sentence that includes the character and the character trait.