

Narrative Text Organization

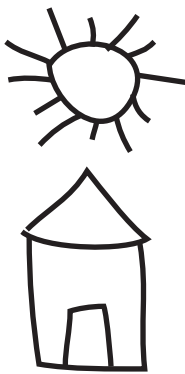


Purpose: The Narrative Text Organization chart (above) displays a visual representation of narrative text at a detailed level.

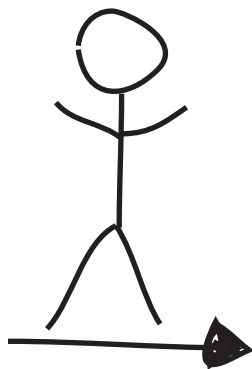
Directions: The unique narrative text structure chart (above) requires an interactive lesson for students to understand its vital parts. The teacher does NOT show the chart to students until the end of the lesson. Instead, as the teacher draws specific icons on a whiteboard or overhead projector (see below and on next pages) and explains each part of narrative text structure, students draw and repeat the explanation. To ensure every learning style is addressed, the teacher models physical gestures to mimic the verbal explanations and visual drawings. After students understand these elements of narrative text, they then are given a copy of the chart to use as a bookmark (page 31). Some parts of the chart are not introduced during the initial lesson, but need to be explained on a later date. This unique lesson requires drawing icons, repeating definitions, and using physical motions. Follow the steps listed below.

Teacher writes and draws on board, while students record on their own papers:

Setting



Character



Students and teacher chant, while making physical motions to match the chant:

Chant and motion: *Every story has a setting and a character.* (Open hands like a book. Then point at the book when saying setting and character.) *The setting tells when and where.* (Point to wrist, like there's a watch, for when. Place hand on forehead, like you are shading from the sun for where.)

Write: Setting and Character.
Draw: A sun to represent when, and a house to represent where.

Chant and motion: *The character drives the action in the story.* (Swipe hands together, then continue moving the right hand ahead in a fast motion.)

Draw: A stick figure to represent character, and an arrow to represent the character driving the action in the story.

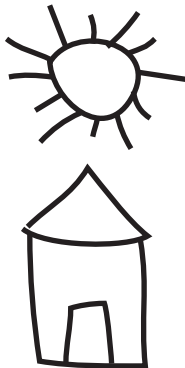
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Teacher writes and draws on board, while students record on their own papers:

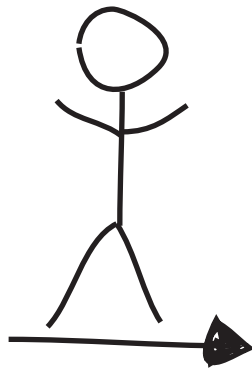
Students and teacher chant, while making physical motions to match the chant:

Introduction:

Setting



Character

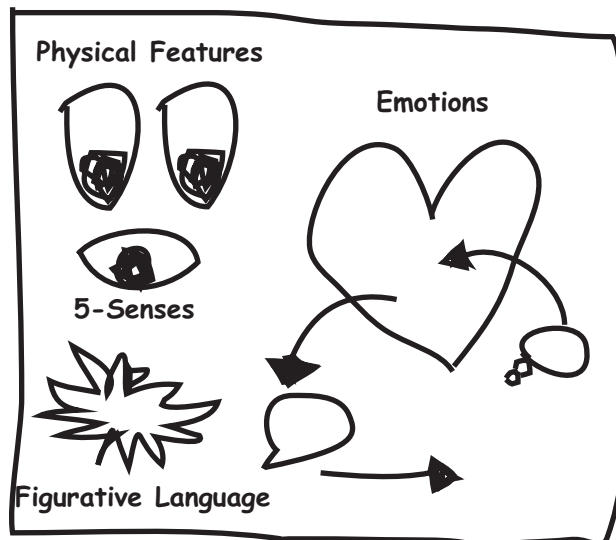


Chant and motion: *The author needs to make them come alive, so we will want to read the story!* (Pound a fist on an open hand.)

Write: Introduction.

Chant and motion: *In the introduction (Hold open hands near heart, then sweep the hands open.), the author makes them come alive by using special tools in his toolbox.* (Pound fist in open hand.)

Draw: A box below the picture.



Chant and motion: *The author has many tools! First, physical features (Point to eye.), which describe the character and setting. Also, the author uses the five senses (Hold up five fingers.) and figurative language (Wave an open hand.) to paint a picture of these features.* (Pretend to paint in the air.)

Draw: Two eyeballs, then one eye, then a starburst.

The author must also make the setting and character come alive (Pound fist in open hand.) by revealing the character's emotions. Emotions can be internal (Sweep a pointed finger toward your heart.), inside the character's thoughts; or external (Sweep a pointed finger away from your heart.), on the outside using dialogue or actions of the character.

Draw: A heart with an arrow going in and one going out. Near the arrow going in, draw a thinking bubble. Near the arrow going out, draw a dialogue bubble and an arrow for actions.

Narrative Text Organization

Teacher writes and draws on board, while students record on their own papers:

Students and teacher chant, while making physical motions to match the chant:

Problem



Goal



Plot

Chant and motion: *Once the author makes the setting and character come alive (Pound fist in open hand.), then there's a problem. (Bend arms and cross them like an "X" in front of body .)*

Write and draw: Write Problem, then draw an "X".

Chant and motion: *The character can have a problem with himself (Point to yourself.), another person or people (Hold up four fingers and wiggle them.), nature (Sway a bent arm like a tree.), or technology (Pretend to type on a computer).*

Draw: Below the "X", draw a stick figure (to represent himself), some heads (to represent others), a tree (to represent nature), and a computer (to represent technology).

Chant and motion: *Once the character has a problem (Bend arms and cross them like an "X" in front of body.), then he sets a goal. He has to figure-out how to solve his problem.*

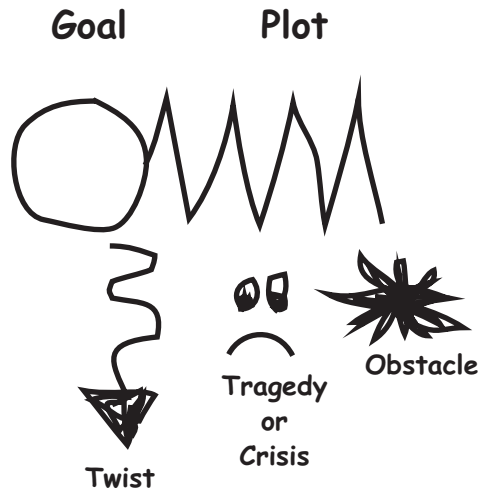
Draw: A circle.

Chant and motion: *Once the character sets a goal, then he goes through steps, actions, episodes, events to solve the problem. (Make an up and down, zig-zag motion with a karate-chop open hand.) That's called the plot. (Point at the space where you made the zig-zag motion.)*

Narrative Text Organization

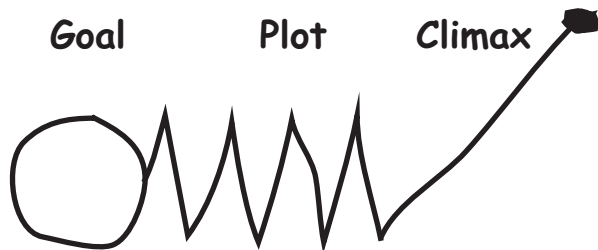
Teacher writes and draws on board, while students record on their own papers:

Students and teacher chant, while making physical motions to match the chant:



Chant and motion: *To make the plot interesting the author may include twists, (move one arm in a spiral motion towards the floor) tragedies or crisis (make a sad face), and/or obstacles (hold up a closed fist, then open and close it quickly.)*

Explain: *A twist is an unexpected direction in the story or by the character. For example, the main character's most trusted confidant turns out to be his enemy. A tragedy or crisis is when someone is badly hurt or dies. Obstacles are things that get in the way of the character's progress. For example, the character's own fears, or other people (bullies), or nature (tornado).*



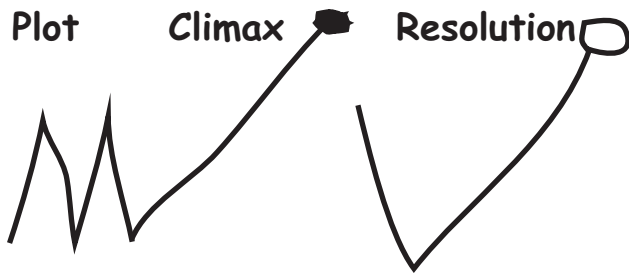
Write and draw: *Write climax, then draw a diagonal line with a dot at the top.*

Chant and motion: *The climax is the turning point in the story. This is usually the most exciting part in which the outcome is more clear. (Raise one arm diagonally in the air with a closed fist).*

Narrative Text Organization

Teacher writes and draws on board, while students record on their own papers:

Students and teacher chant, while making physical motions to match the chant:

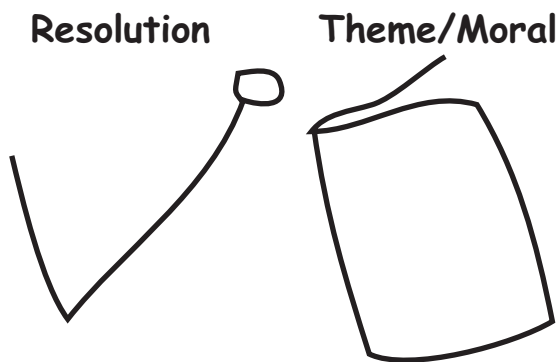


Write and draw: Write Resolution, then draw a check with a circle at the top.

Chant and motion: *After the climax is the resolution. (Make a check motion with a karate-chop open hand. At the end of the check motion make a circle with your fingers.) Was the character successful or unsuccessful in reaching his goal? How was the character affected or changed by the events in the story? (While asking the questions, point to the circle.)*

Explain: *The resolution includes the results of the character's actions, and how they affected or changed him. Also, in the resolution is the denouement (day-nyoo-MAHN), the falling actions, or final actions that tie-up loose ends to bring things back to normal again.*

Write and draw: Write Theme/Moral, then draw a book.



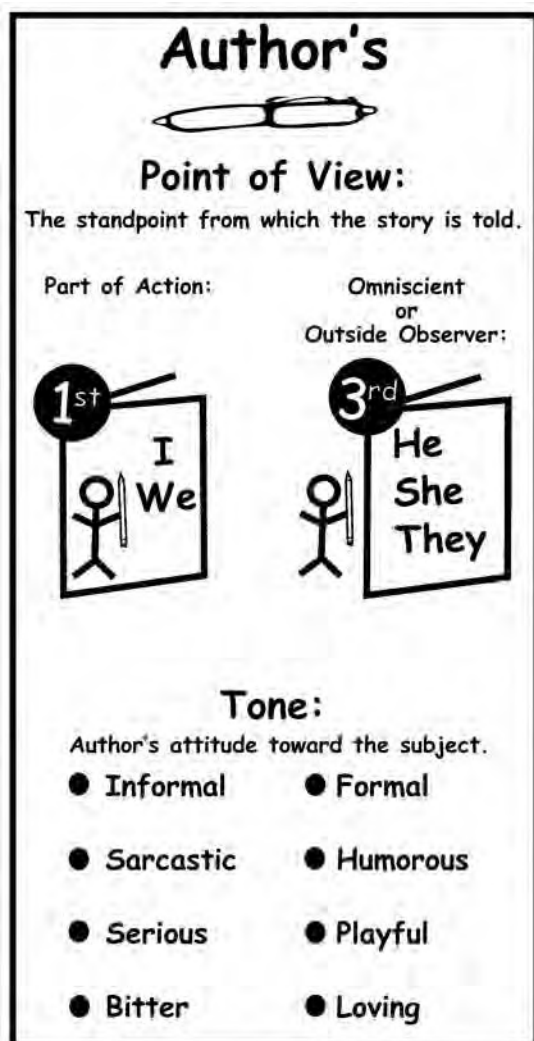
Chant and motion: *Who cares? Why was the story written? (Make both hands open together, pretending to look like a book.) Was the author trying to teach a lesson or trying to communicate universal ideas about people or human nature?*

Narrative Text Organizer

The following few pages serves as a reference for every element on the Narrative Text Organizer.



Narrative text is a story that entertains and/or informs the reader, while carrying a message resulting in a theme (a universal idea that crosses over time and culture), and/or a moral (a lesson learned from the story).



Author's Point of View: The standpoint from which the story is told. Whose voice tells the story or tells what is occurring in the story.

First-person: The narrator tells the story using the words *I, me, we* as an observer or part of the action.

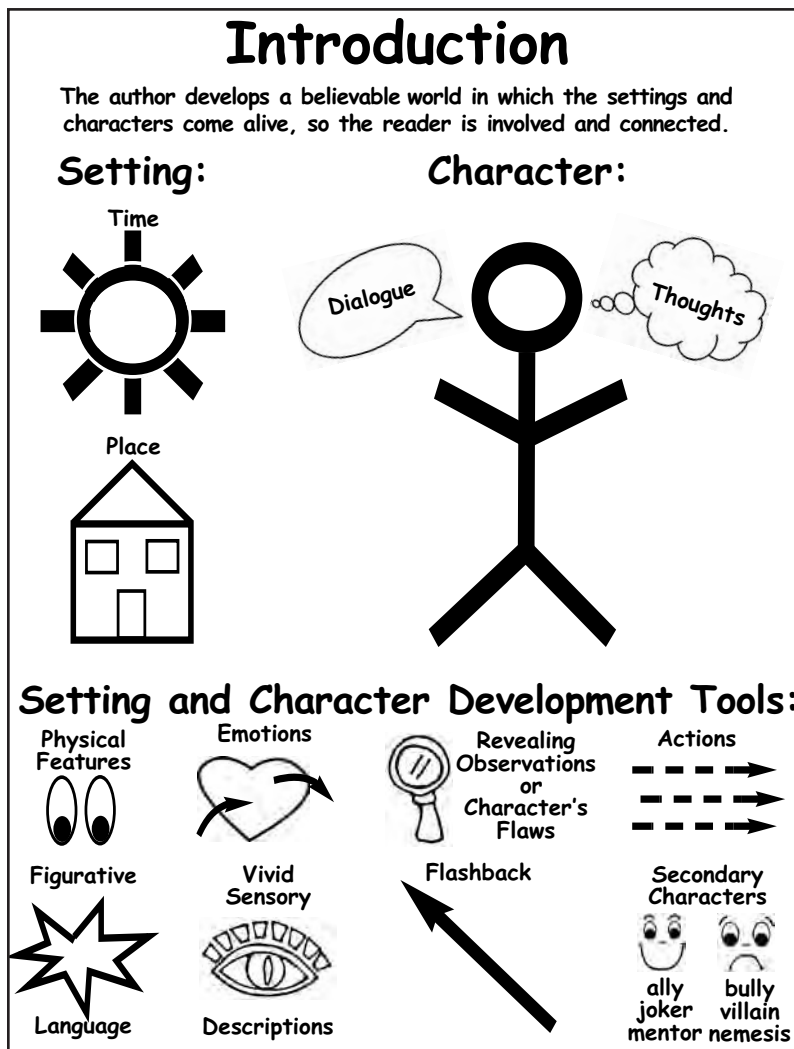
Third Person: The author is outside the story telling the action as an observer or with an omniscient point of view.

Outside observer: Describes what the characters are doing, but doesn't know their internal emotions.

Omniscient point of view: The narrator knows the emotions, thoughts, motives and provides insight of all the characters or only the protagonist.

Tone: The writer's attitude about the subject being told. Tone may be consistent or change during the story. For example, an author may sound sarcastic and bitter, but later may change their attitude to humorous and playful.

Narrative Text Organizer



Introduction: The story usually begins with an introduction or exposition in which the author develops a believable world of settings and characters that come alive or are realistic. This part of the story is critical for the reader to connect or feel involved with the story.

Setting: The time or place the story is told.

Character: A person, animal or imaginary character that drives the action of the story.

Mood: Requires the interaction of the character and the setting. The emotional feeling that develops from the images the author creates of the setting (using sensory descriptions and figurative language), and the character's reactions to the setting. A reaction from the character may be dialogue, monologue, thoughts, feelings,

actions, that express terror, happiness, adventure, peacefulness, etc.

Setting and Character Development Tools: In order to make the setting and characters come alive, the author uses the following devices: physical features is a description of the character's hair, color, skin texture, eyes, face, body, etc.; emotions are the reactions a character feels during the action of the story; revealing observations are the character's mannerisms, dress, quirks that provide the reading with more telling information; character flaws are the faults or weaknesses of a character that result in making them more human to the reader; actions are the physical motions and expressions the character expresses; figurative language (similes, metaphors, personification, etc.) and sensory descriptions are used to make the setting and character vivid to the reader; flashback is an event that occurred before the story began that provides the reader with a deeper understanding of the character; secondary characters emphasize the protagonist's character development with the ally (helps character reach goal), mentor (wise), joker (best friend, humor) supporting the main character. On the other hand, the bully, villain and nemesis constantly block the character from reaching his goal.

Narrative Text Organizer

Conflict
The struggle between the protagonist and another character or force:

Protagonist



Antagonist

Inciting Event:
Introduces the conflict/problem that the protagonist needs to solve.

Conflict:

- Self
- Others
- Nature
- Technology

Conflict or Problem: Typically a single protagonist (main character) is in an internal or external struggle to solve a problem. The internal conflict is between the character and himself (i.e., fear), or an external struggle with others, society, nature or technology.


Antagonist: The person opposing the protagonist.

Inciting event: An action or happening that sets up a problem or dilemma in the story.

Goal: What the protagonist decides to do to solve his problem.

Motives: An explanation for the character's actions. Motives explain the reasons behind why the character reacts or acts.

Goal



Motives:
An explanation for the character's actions.

Types:

- Emotional
- Ulterior
- Past Events
- Traits

Types of motives:

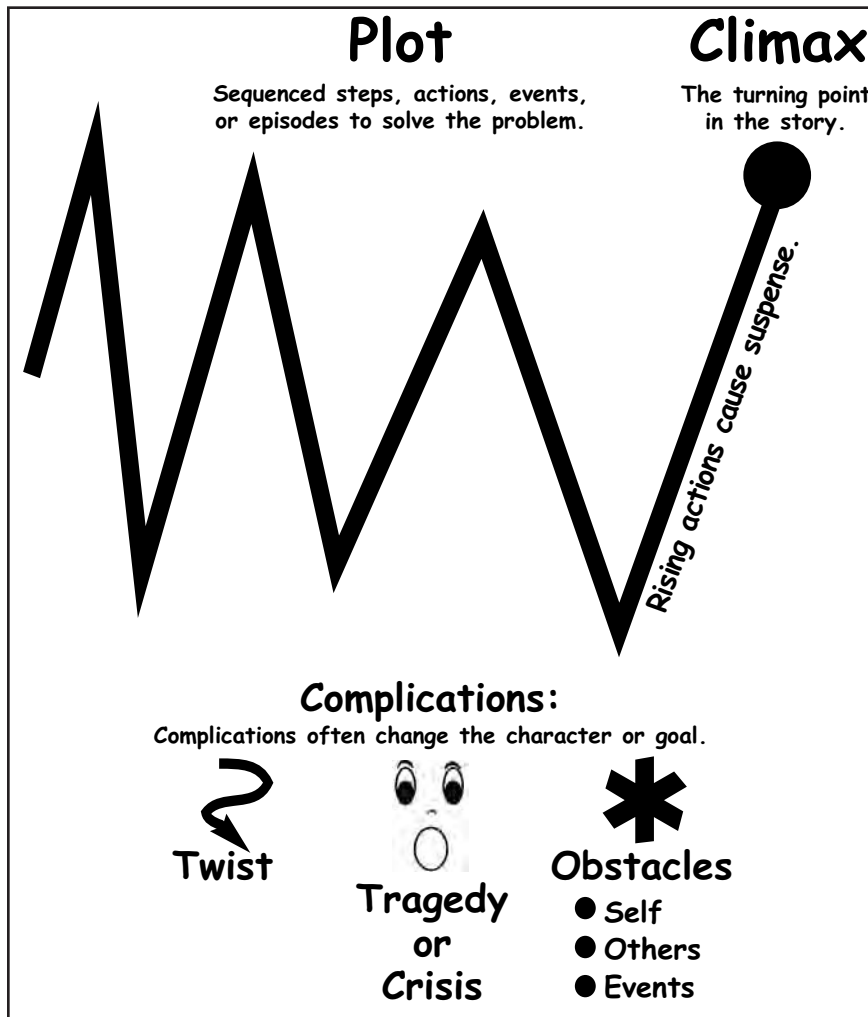
Emotional motives are tied to the character's traits. If the character has a compulsive personality, he then has difficulty ignoring or letting things go.

Ulterior motives are undisclosed reasons for a character's actions. If a character needs money for his sickly child's operation, that may explain why he is robbing a bank.

Past experiences (pleasant, unpleasant, frightening, etc.) explain a character's actions.

Traits (friendly, greedy, trustworthy, impatient) or the personality of the character explain his actions.

Narrative Text Organizer



Plot: A plan of action (sequenced or a chain of events, actions, episodes or steps) that the character experiences while trying to solve his problem.

Complications: The difficulties the protagonist faces while attempting to reach a solution. Many times complications cause suspense in the story.

Complications may be a twist, obstacle or tragedy, and may cause the character to change his goal.

Twist: A twist is the unexpected. The best friend turns out to be the enemy.

Tragedy: One of the characters die or is badly hurt.

Crisis: a point in the story

when there is great danger or trouble in which the outcome of the crisis will determine good or bad consequences.

Obstacles: Anything that blocks or hinders the protagonist's progress. The character (self) may have fears that thwart him from acting in a situation. Other characters (like bullies) may interfere and cause problems for the main character. Events (like natural disasters) may prevent the character from reaching his goal.

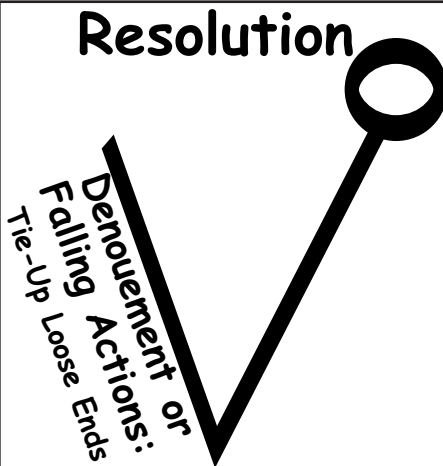
Suspense: This emotion is caused when the author has developed a believable character (someone the reader imagines as real) who faces an uncertain outcome. Often the reader is privy to information the character doesn't have. It's the knowing that the character is approaching danger, but has no idea what lies ahead.

Rising action: The part of the plot in which the central conflict is most developed.

Climax: The turning point in the story (with high tension, drama and suspense) in which the resolution to the major problem becomes clear.

Narrative Text Organizer

Resolution



Resolution or Outcome:
The results of the protagonist's actions and how they affected or changed him/her.

Results or Effects:

- Successful or Unsuccessful
- Punishment or Reward
- Victory or Defeat
- Enlightenment or No Change

Resolution: The resolution includes the results of the character's actions, and how they affected or changed him. Also, in the resolution is the denouement (day-nyoo-MAHN), the falling actions, or final actions that tie-up loose ends to bring things back to normal again.

Results or effects: Was the character successful or unsuccessful in reaching his goal? Did the events in the story cause the character to change his goal? How was the character affected or changed by the events in the story?

Theme or Moral



Theme:
Universal ideas that cross over time and culture. For example: love, hate, perseverance, determination.

Moral:
A lesson learned from the story. For example: What comes around, goes around.

Theme or moral: The reason why was the story written. The author wrote the story to teach a lesson or trying to communicate a universal idea about people or human nature.

Narrative Text Organization

Author's Point of View:
The standpoint from which the story is told

Part of Action: 1st I We

Outside Observer: 3rd He She They

Tone:
Author's attitude toward the subject.

- Informal
- Formal
- Sarcastic
- Humorous
- Serious
- Playful
- Bitter
- Loving

Introduction
The author develops a believable world in which the settings and characters come alive, so the reader is involved and connected!

Character:

Setting:

Time

Place

Physical Features

Emotions

Vivid Sensory Descriptions

Dialogue

Thoughts

Setting and Character Development Tools:

Revelations or Observations of Characters' Flaws

Flashback

Actions:

Secondary Characters: ally, bully, mentor, nemesis

Conflict
The struggle between the protagonist and another character or force:

Protagonist

Versus

Antagonist

Inciting Event:
Introduces the conflict/problem that the protagonist needs to solve

Conflict:

- Self
- Others
- Nature
- Technology

Goal

Plot
Sequenced steps, action, events, or episodes to solve the problem.

Climax
The turning point in the story.

Motives:
An explanation for the character's actions.

Types:

- Emotional
- Utterance
- Post-Events
- Traits

Complications:
Complications often change the character or goal.

Twist

Obstacles

- Self
- Others
- Events

Tragedy or Crisis

Rising actions cause suspense.

Resolution

Theme or Moral

Resolution or Outcome:
The results of the protagonist's actions and how they are affected or changed here/there.

Results or Effects:

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Message:
Why was this story written?

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Universal ideas that cross over time and culture. For example: love, hero, perseverance, determination.

Moral:
A lesson learned from the story. For example: guess what, guess around.

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