

Name _____ Date _____

Active Beginnings



Writer's

Tip:

In order to capture your reader's attention, the beginning of your story must be interesting and lively enough to make your reader want to keep reading. One way to do this is to begin with an action.

DIRECTIONS: Revise each story beginning. Put your main character in the setting, and have the character do something relevant to the story.

EXAMPLE: One rainy day I went to the mall.

REVISION: I splashed across the parking lot, yanked open the tall glass door, and, dripping wet, stepped into the mall.

1 Hi. My name is Kate. This is a story about the time I went to the zoo.

Put Kate (main character) at the zoo (setting) doing something (action).

REVISION: _____

2 This is a story about the time I built a robot in my basement.

Put yourself (main character) in the basement (setting) doing something (action).

REVISION: _____

3 I will tell you about my adventure swimming at the lake.

Put yourself (main character) at the lake (setting) doing something (action).

REVISION: _____

Name _____

Date _____

Red Flag Menu



Writer's Tip:

One way an author can get the reader's attention is by using phrases that we call "red flags." Red flags, such as *all of a sudden* or *the next thing I knew*, indicate a new twist in the plot. Red flags can replace predictable words and phrases, like *next* or *and then*.

DIRECTIONS: Read the sample sentences below. Then create your own "Red Flag Menu" by filling in the blanks with as many red flags as you can think of. The menu has been started for you.

MY RED FLAG MENU

_____ Suddenly _____	I managed to escape from the monster.
_____ Just then _____	I managed to escape from the monster.
_____ A moment later _____	I managed to escape from the monster.
_____	I managed to escape from the monster.
_____	I managed to escape from the monster.
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Name _____ Date _____

Start an Ending



Writer's Tip:

Writers use the ending of a story to show how the main character has grown or changed in some way as a result of his or her experiences. To do this, writers use a combination of techniques that include describing the main character's memories, decisions, actions, feelings, hopes, or wishes as a result of the events in the story.

DIRECTIONS: Write one sentence for each of these four types of endings (memory, feeling, hope or wish, and decision). Your sentence can be part of the ending of any story you wish. An example is provided for each type.

Memory

EXAMPLE: I'll never forget the time I explored the old cave.

Feeling

EXAMPLE: I can still feel the chill tingling down my spine when I remember getting lost in the cave.

Hope or Wish

EXAMPLE: I hope that the next time I am out exploring, I don't find myself in a cave!

Decision

EXAMPLE: From that day on, I decided I would never go exploring alone.
