

WORDS TO KNOW

narrative

purpose

audience

plot

sequence

rising action

climax

falling action

style

dialogue

figurative language

Lesson 8

WRITE NARRATIVES 6W3, 6W4

INTRODUCTION

Real-World Connection

FANTASY

Francesca has a story to tell. It all started with a daydream. Francesca stared out the car window on the way home from school. She watched clouds and imagined flying on the back of a giant eagle.

In her mind, she began the story about a girl named Fiona. Fiona lived in a fantasy world. She hatched and raised a giant eagle that became her friend. She and the eagle loved to soar through the clouds. Francesca decided to write a narrative about Fiona's adventures with her pet eagle. What are the important parts to consider in a narrative story? We will practice the skills in **Guided Instruction** and **Independent Practice**, and then at the end of the lesson revisit Francesca and her story.

▷ THINK ABOUT IT

Fantasy is a genre, or type, of fiction. Fantasy stories describe imaginary characters and places. Think about fantasy books or movies. What made the worlds imaginary?

What I Am Going to Learn

- How to write a narrative story with proper pacing and style
- How to include descriptive details using figurative language and sensory words and phrases
- How to organize the sequence of events in a story
- How to produce a conclusion for a story

What I May Already Know 5W3, 5W4

- I know how to write a story, real or imagined.
- I know how to create dialogue.
- I know how to use transitional words and phrases.



Vocabulary in Action

- A narrative is a story that tells about real or imagined events.
- The **purpose** of your story is why you are telling your story.
- The **audience** is anyone to whom you tell your story. After you choose who you are telling your story to, you must choose who is telling the story. The chart below describes the three main types of narrators.

| NARRATOR | DESCRIPTION | EXAMPLE |
|----------------------------------|--|--|
| First-person narrator | The "I" narrator. The reader sees the story through the narrator's eyes and knows all of the narrator's thoughts and feelings. | I pulled my sword when I heard the troll grunting under the bridge. |
| Third-person narrator | A third-person narrator tells the story from an outsider's point of view. | Marjory ran onto the bridge, then stopped and pulled out her sword. |
| Omniscient third-person narrator | The word <i>omniscient</i> means "to know everything." An outside narrator tells the thoughts and feelings of more than one character. | Hobdrop heard Marjory coming and thought she might make a delicious lunch. He grunted with delight. Marjory was terrified hearing the sound, and she quickly drew her sword. |

- The **plot** is what happens in your story.
- The **sequence of events** is the **order** in which events happen in the story. Be sure to describe the setting of the story in the beginning and include a "hook" to catch the reader's attention.
- The story should have **rising action**, events that build interest in the beginning and towards the middle of the story.
- The rising action should lead to the **climax** of the story, which is the most exciting part. During the climax your reader should be thinking, "What will happen next?"
- After the climax is the **falling action**, which is when the story winds down and ends. Your story should also have a **conclusion** that ties up any problems or loose ends.
- The **style** of a story is how you use techniques, such as the following.
 - **Dialogue** – The exact words the characters speak
 - **Pacing** – How fast your story unfolds
 - **Descriptions** – How you tell about your characters and setting, painting a clear picture in the reader's mind
 - **Figurative Language** – Techniques, such as comparing two unlike objects, and using the five senses in your story

GUIDED INSTRUCTION

Read the following short story about a mysterious creature. Notice how the student positions and engages the reader right away and then presents a logical series of events. Pay close attention to the sentences that are highlighted and their corresponding tips.

The Strange, Blue Door

Genre: Student Sample Writing

① The author positions the reader right away by introducing the narrator and the setting.

② Descriptive details such as this help engage readers by hooking them with an interesting event.

③ Even though this is a fantasy story, the events unfold naturally and logically.

You will never guess what I found when I was swimming laps yesterday. ① One minute, I was minding my own business, practicing for the sixth grade swim meet, and the next, I was face-to-face with a mysterious door. It sounds ridiculous, I know, but it is the truth.

The door appeared on the bottom of the deep end of the pool. ② Of course, at first I thought my eyes were playing tricks on me because obviously doors do not appear out of nowhere, much less at the bottom of a pool. I swam to the pool edge, held the ledge, removed my goggles, wiped them clean, and returned. Believe it or not, the door was still there. I was about to tell a lifeguard when the door swung open! A bright blue light shined through the water. The color was so entrancing that I could not look away. I found myself drawn to the open door.

This is totally insane, I thought. Maybe if I reach my arm through the hole, then my curiosity will be satisfied, but when I did just that my arm felt stuck. In fact, my entire body was sucked toward the strange, glowing door! I tried to fight it, but even my strong swimmer's muscles were not strong enough to resist the force that pulled me. My body scraped helplessly across the concrete floor of the pool as I was pulled along. Soon everything went black.

When I became aware again, ③ the first thing I saw were two eyes staring into mine. I tried to leap backwards, but I did not get far because I was completely underwater. Afraid I was drowning, I clutched my throat. The good news was I could breathe; the bad news was I felt gills on both sides of my neck. I was on the brink of panicking when I realized who was staring. It was a girl with a human face and upper body, but where her legs should have been, there was one long, scaly fish tail.

"You're a, you're a . . ." I stammered.

"I'm a mermaid," the girl replied with a gleam in her eye. She was laughing, and seemed to find my situation hilarious.

"What's so funny?" I asked, annoyed. I felt like I was in some kind of strange realm on the wrong end of a joke I did not understand. And I had gills!

"Almost no one goes through the portal," the mermaid explained. "You must be a brave swimmer."

"I'm the strongest swimmer on my team," I boasted. Then I felt my face blush, realizing that even if I was decent in a pool, I was still probably the worst

swimmer in this place. I observed many mermaids and mermen swimming around us, darting back and forth through the water so fast it seemed as if they were jet-powered. I had only my two legs to thrust me a few feet forward every time I kicked. "You'll get used to it," the mermaid said, as if she were reading my mind. "The longer you live here, the faster you become."

"The longer I live here?" I repeated. Did this mermaid really think I was planning to stay? "My parents will wonder where I am," I explained. "And I've got an important swim meet."

"No more parents or races for you," the mermaid replied, laughing again. "Once you've passed through the portal, you can never return."

Never? My heart began to pound furiously. I had to get home. I glanced around, frantically looking for an escape route. Then I saw it: the beautiful blue light. It was a few dozen feet above my head, and seemed to grow smaller with each second. My gut told me that if I could swim through that portal before it closed, I could return to my familiar world.

While the mermaid was making fun of my alarmed face, I pushed off the rock below me and jetted through the water toward the portal. I was just about to it when I felt a strong hand grasp my ankle. The mermaid had caught up to me and was not going to let go. I looked over my shoulder and saw a few other mermaids watching the scene, mocking my attempt to escape.

With one swift kick, I knocked free of the mermaid's grasp and used all of my strength to propel my body through the hole, which had shrunk so much I could barely squeeze through.

I succeeded, however, and next thing I knew I was in my pool again, triumphant. My neck felt smooth and normal, but that meant I had to hold my breath. As I swam toward the surface, I looked back. The door and its blue light vanished, and with them the cries of a mermaid who had just lost the race of a lifetime. ④

Underline a phrase or sentence in this paragraph that shows the climax of the story.

④ The resolution ties up all the loose ends and brings the story to a close.

Effective narrative writers pay close attention to word choice, or the vocabulary they use. The words you choose help your story flow and keep readers interested. Complete the chart below to show the precise word choice in the passage.

| DESCRIPTION | | EXAMPLES FROM THE TEXT |
|---------------------|---|--------------------------------|
| Transitions | Words that help connect ideas and events throughout the story | <i>soon, first, one minute</i> |
| Sensory Language | Words that appeal to touch, taste, smell, and emotions | |
| Descriptive Details | Describes the characters and setting so readers can picture them as they read | |

INDEPENDENT PRACTICE

1. Imagine a world where people fly, run at super speeds, or turn into animals. Write a story in which the narrator wakes up to discover he or she has gained a power. What problems arise because of this power? Use the outline below to plan your narrative.

| |
|--|
| <p>I. Planning the Narrative</p> <p>A. What is your purpose?</p> <p>B. Who is your audience?</p> <p>C. What kind of narrator should tell it?</p> <p>D. When and where does it happen?</p> <p>E. What is the problem?</p> |
| <p>II. The Beginning of the Narrative</p> <p>A. Introduce your narrator and setting with an interesting hook.</p> <p>B. Engage the reader by presenting a compelling problem.</p> |
| <p>III. The Middle of the Narrative</p> <p>A. Organize the sequence of events in logical order.</p> <p>B. Be sure that the middle part of the story makes sense based on the way the story began.</p> |
| <p>IV. The Conclusion of the Narrative</p> <p>A. What is the climax, or the point of highest excitement?</p> <p>B. How is the problem solved?</p> |
| <p>V. The Resolution of the Narrative</p> <p>A. How are all the loose ends tied up?</p> |

◀ THINK ABOUT IT

First decide if your story is funny, scary, or serious. Who do you want to entertain and how?

Use the space below to write your narrative about gaining a magical power.

Lined writing area consisting of multiple horizontal lines for text entry.

◀ **SKETCH IT**

Draw each character as they see, feel, hear, taste, or smell. How does this drawing provide details for the rest of your story?
