

# HALLOWEEN STORY 2013-2014

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# COMMON CORE STANDARDS

- **CCSS.ELA-Literacy.W.4.3 - Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.**
  - **Orient the reader by establishing a situation and introducing a narrator and/or characters; organize an event sequence that unfolds naturally.**
  - Use dialogue and description to develop experiences and events or show the responses of characters to situations.
  - **Use a variety of transitional words and phrases to manage the sequence of events.**
  - Use concrete words and phrases and sensory details to convey experiences and events precisely.
  - **Provide a conclusion that follows from the narrated experiences or events.**

# THE MAIN OBJECTIVE

- Students will write a spooky short story that takes place around Halloween time.
- Stories will be “published” and shared with the class on Thursday, October 31<sup>st</sup> and Friday, November 1<sup>st</sup>.

# OUR TWO THEMES

## THE HAUNTED HOUSE



## THE GHOST CAR



# THE GHOST CAR

- Many years ago, two high school sweethearts were on their way to the Halloween school dance when their car was hit by a train and they died. Now, every year on Halloween night, the Ghost Car stops on the tracks. Will Jimmy and his friends be able to save the ghosts from the train, or will they too be hit by the train?

# THE HAUNTED HOUSE

- The Old Peterson Mansion rots away on the outskirts of town. Legend has it that over 100 years ago, something really bad happened there – but you forgot the story. So on Halloween night, your friends bet you \$20 to spend the night in the old mansion. You barely escape with your life.....

# CREATE YOUR CHARACTERS

- Main Character
- Buddy/Friend (or two)
- Wise person who gives a warning
- The Monsters and Creatures



# CHARACTER TRAITS

## GOOD TRAITS

- COURAGEOUS?
- HONORABLE?
- GENEROUS?
- FRIENDLY?
- HONEST?

## BAD TRAITS

- COWARDLY?
- DISHONORABLE?
- GREEDY?
- MEAN?
- DISHONEST?





# TIPS

- Most characters have at least one good trait and one bad trait.
- Pure good and pure bad characters aren't very interesting.
- A cowardly but friendly boy makes a good sidekick; a cowardly, mean, dishonest boy does not.



# EXAMPLES

- The main character might be courageous and friendly, but he might struggle with greed.
- A villain might be mean, but honorable.
- Monsters don't always kill; heroes don't always make the right choices.



# REMEMBER!

- Character traits determine what characters will do in a certain situation.
- A courageous character might leap into danger and take action, but a cowardly character would run away and hide.
- A greedy character would keep treasure he finds to himself, but a generous character would share it.



# SETTING

- Remember that setting is WHERE and WHEN the story takes place.
- Our stories will all take place on Halloween Night (the WHEN).
- You must decide how many locations you want your story to have.

# SETTING

- You do not have to know all of the locations when you start writing, because some of them will be the results of characters making decisions.
- If your main character starts out in his bedroom, putting his costume on, you might not know yet that later that night he decides to run out of the graveyard and into the forest.
- Some settings are unexpected in your first draft, but follow your characters where they lead.

# GREAT LOCATIONS

- Bedroom/House
- School
- Movie Theater
- Cemetery
- Haunted House
- Deep Dark Woods
- Mysterious Cave
- Abandoned Road/Tracks

# BASIC PLOT SEQUENCE

- Beginning – Main Character realizes the problem.
- Middle – Most of the story is about how the Main Character tries to solve the problem.
- End – The most exciting part, and where the problem is finally solved.

# GOOD EXAMPLE

- Beginning – Jimmy and his friends sneak into the old haunted house; but then they are trapped inside.
- Middle – Jimmy and his friends are trapped in the haunted house, and they need to find a way to leave the haunted house. It is filled with scary things that make them barf.
- End *They confront the Big Ghost, defeat him, and escape the haunted house. Hurray!*



# BAD EXAMPLE

- Beginning – Jimmy and his friends sneak into the old haunted house; but then they are trapped inside.
- Middle – They quickly find the way out and then go trick or treating.
- End *They then go to Disneyland, eat lots of candy, and everyone was happy!*

# WHY WAS THE FIRST ONE BETTER?

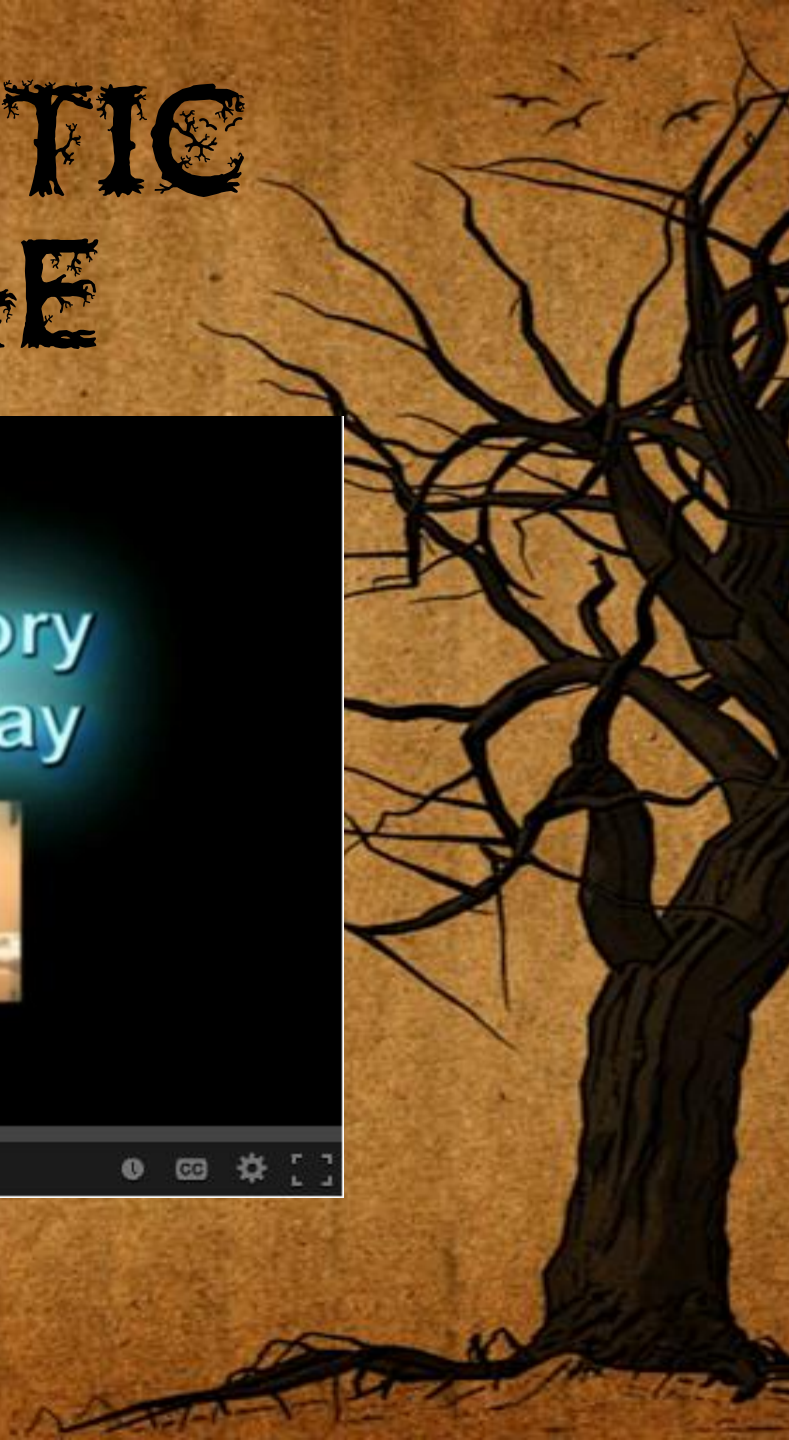
- Because the **WHOLE STORY** was about solving a problem.
- *If you just write about a fun afternoon, its kind of boring.*
- *The whole story needs to be about **THE MAIN CHARACTER solving THE MAIN PROBLEM.***

# USE DRAMATIC LANGUAGE

## How To Tell A Boring Story In A Dramatic Way

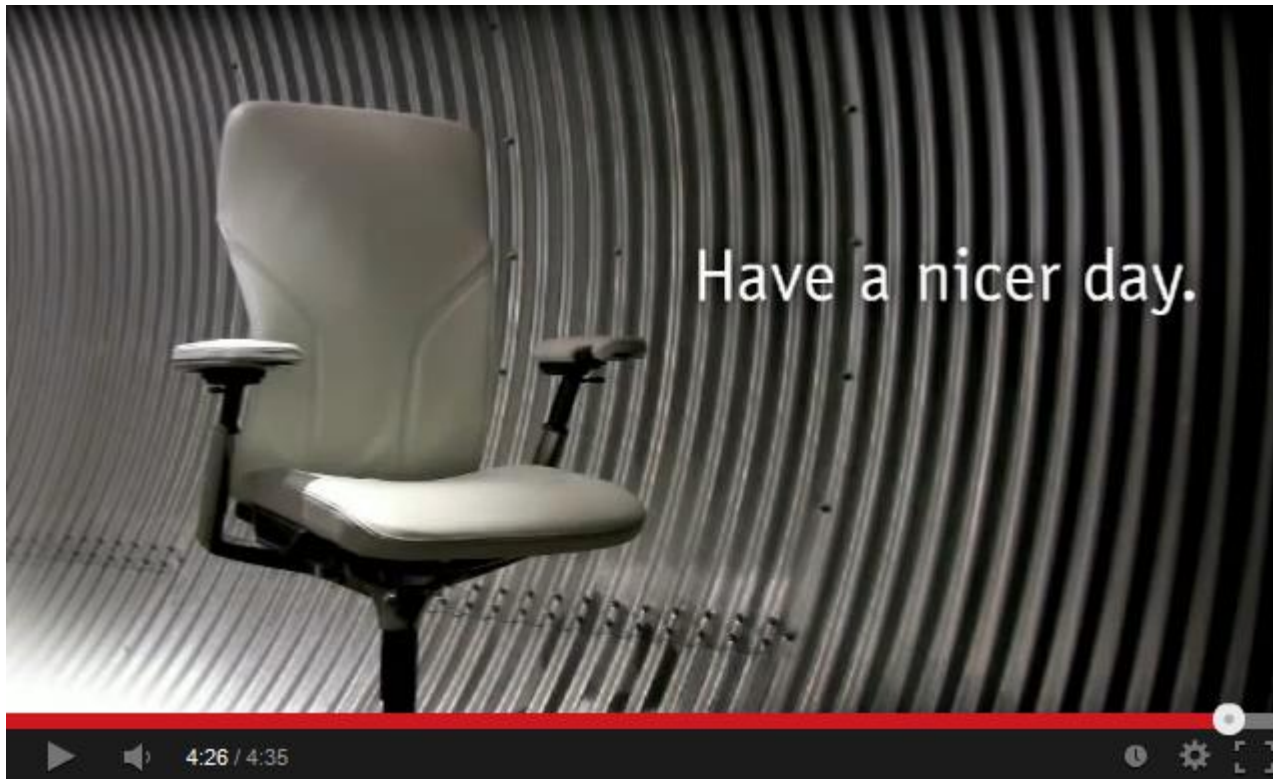


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# WRITERS BLOCK

- This video is of a writer who can't figure out what to write. Does he look familiar?



# CLOSING QUESTIONS

- WHAT is my story about?
- WHO is my story about?
- HOW does my main character solve the main problem?



# USING ITALK, TELL YOUR STORY

- Some times it helps to start talking about your story before you write it down.
- Record your voice as you tell your story.
- You will begin writing your story when you are done.
- We will begin typing on Friday in the computer lab, so be ready with your first draft and/or notes.