



BY HILTON AYREY



## ACTIVITIES

## Short Stories 1:1

### REMEMBERING - What are the facts

1. Make a list of all the characters in the story and all the facts you can find out about them. Choose a main character and show the information you have found on a **CHARACTER WEB**. *Put the character's name and a drawing of them at the centre of the web.*

### UNDERSTANDING - Reading between the lines

2. Why did Mum not approve of Uncle Jim?  
Why was Mum the Park Ranger?  
Why was Mum looking very pale when she came back into the kitchen?  
*For each answer include a quote from the story to support your ideas.*

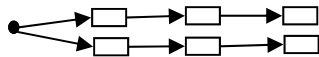
### APPLYING - Using what you know from the story

3. **NEWSFLASH:** Write an item for the TV news about dangerous toys. Include at least 2 interviews with people from the following list: the storyteller, Michael, the mothers, an expert on children's toys. Remember to write a strong wrap-up to end your item. *Practise with a friend and be ready to present it to your group or class as a role play.*
4. **POETRY:** Write a poem or a rap song about the boys' fantasy hunting game.

### ANALYSING - Breaking down the story to show how it works

5. **STORY MAP:** Draw a story map of the storyteller's backyard using the information in the story. Use labels to show the places mentioned and the events that took place. *Be prepared to explain your Story Map to others.*
6. Create a **STORY WEB**. You may have started this or talked about it when you read the story. Include ... CHARACTERS → SETTING → PROBLEM → FEELINGS → ACTION → OUTCOME

### CREATING - Coming up with new ideas

7. **WHAT IF:** "... He screamed and ran off down the street with his hands over his eye, blood pouring everywhere ..."  
Brainstorm some other directions this story could go in from this point on. Use flow charts. Choose your best idea and rewrite the last part of the story  
**OR** Draw it as a comic strip with speech and thought bubbles. 
8. **DESIGN BRIEF:** Create a backyard theme park to make the boys' hunting game really interesting and challenging.  
*Label your drawings or write descriptions to explain your interesting ideas.*

### EVALUATING - Exploring ideas and rating stories

#### 9. SEEING BOTH SIDES

**"Dangerous toys like bows and arrows, and slingshots should be banned"**

Make a chart and list your reasons for agreeing and disagreeing with this statement.

I agree with this statement because ...

I disagree with this statement because ...

Share your ideas with other people in your group. Ask if you can present a short debate.

#### 10. HOW GOOD IS THIS STORY?

Give this story a rating out of 5 for each of these criteria (1=Not well developed, 5=Well developed)

- ◆ **CHARACTERS** - Has the author created interesting characters? How?
- ◆ **STORY STRUCTURE** - Does the story have an interesting problem and a satisfying ending?
- ◆ **LANGUAGE FEATURES** - Has the author used words in an interesting way to tell the story?
- ◆ **THEME** - Does this story have something important to say about how people think and behave?

Write a short review of this story based on the ratings you have given it.

# IN CONTROL

by Sandy Qiu

## ACTIVITIES

## Short Stories 1:9

### REMEMBERING - What are the facts

1. Make a list of all the characters in the story and all the facts you can find out about them. Choose a main character and show the information you have found on a **CHARACTER WEB**. *Put the character's name and a drawing of them at the centre of the web.*

### UNDERSTANDING - Reading between the lines

2. Why did the room suddenly feel hot?  
What was one of the reasons for the storyteller's condition?  
*For each answer include a quote from the story to support your ideas.*  
Write your own question that requires the person answering it to read between the lines.

### APPLYING - Using what you know from the story

3. **NEWSFLASH:** Write a news item for TV about the problem of anorexia. Include short interviews with Dr Brownley and the storyteller. Remember to write a strong wrap-up to end your news story. *Practise with a friend and be ready to present it to your group or class as a role play.*
4. **POETRY:** Use the description in the last paragraph to help you write a poem or a rap song about the girl in the story or about anorexia in general.

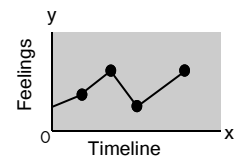
### ANALYSING - Breaking down the story to show how it works

5. **STORY GRAPH:** Show how the storyteller is feeling during this story.

The y axis should show feelings : 0 = feeling relaxed, happy, 5 = feeling anxious

The x axis should be a timeline : 0 = beginning of the story to the end.

The dots on the graph should mark special events in the story. Label what they are.



6. Create a **STORY WEB**. You may have started this or talked about it when you read the story. Include ... CHARACTERS → SETTING → PROBLEM → FEELINGS → ACTION → OUTCOME

### CREATING - Coming up with new ideas

7. **WHAT IF . . .** the storyteller was suffering from obesity. Rewrite the final paragraph describing her overweight condition.
8. **DESIGN BRIEF:** Design a new invention that helps you stay at your ideal weight for your age and height at all times. *Label your drawings or write descriptions to explain your interesting ideas.*

### EVALUATING - Exploring ideas and rating stories

9. **SEEING BOTH SIDES**

**"Doctor Brownley was not the right person to talk to the storyteller"**

Make a chart and list your reasons for agreeing and disagreeing with this statement.

I agree with this statement because ...

I disagree with this statement because ...

Share your ideas with other people in your group. Ask if you can present a short debate.

10. **HOW GOOD IS THIS STORY?**

Give this story a rating out of 5 for each of these criteria (1=Not well developed, 5=Well developed)

- ◆ CHARACTERS - Has the author created interesting characters? How?
- ◆ STORY STRUCTURE - Does the story have an interesting problem and a satisfying ending?
- ◆ LANGUAGE FEATURES - Has the author used words in an interesting way to tell the story?
- ◆ THEME - Does this story have something important to say about how people think and behave?

Write a short review of this story based on the ratings you have given it.