

E2c Narrative Account 4th/5th Grade

Element of the Standard	What the Element Means	What to Teach	Resources
ORGANIZATION <ul style="list-style-type: none"> • Creates an organizing structure 	How the story is packaged and planned	<ul style="list-style-type: none"> • Structure of text • Chronological order • Circle story • Repeating lines • See-saw • Cumulative 	
<ul style="list-style-type: none"> • Conflict 	The opposition of two forces or characters Man vs. Self Man vs. Man Man vs. Nature	Problem & Solution	<u>War With Grandpa</u> <u>Mirette on the Highwire</u> <u>Brave Irene</u> <u>My Rotten Red-Headed Older Brother</u> <u>Knots on a Counting Rope</u> <u>Harriet You Drive Me Wild</u> <u>Indian in the Cupboard</u> <u>Julie and the Wolves</u>
<ul style="list-style-type: none"> • Excludes extraneous details and inconsistencies 	The author sticks to the topic, leaves out irrelevant details.	Staying on Topic (Use student work)	
<ul style="list-style-type: none"> • Provides a sense of closure to the piece 	The author can tell a lesson that was learned, describe a scene, repeat a line, surprise ending, share an emotion, etc.	Types of Endings	<u>Just Like Daddy</u> <u>Charlie Andersen</u> <u>Gift of the Magi</u> <u>Reshenka's Eggs</u> <u>Flossie and the Fox</u> <u>The Talking Egg's</u> <u>Mufaro's Beautiful Daughters</u> <u>Mama Had a Dancing Heart</u>

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<p><u>CRAFT</u></p> <ul style="list-style-type: none"> Develops complex characters 	<p>The author uses characters that are both believable and complex. He includes the author's thoughts, gestures, sayings, feelings, description, and what other people say or think about him.</p>	<p>Character Traits Character Map Compare/Contrast Dialogue – Gestures Inference</p>	<p><u>Odd Velvet</u> <u>Chrysanthemum</u> <u>The Pain and the Great One</u> <u>Caleb and Kate</u> <u>Oliver Button is a Sissy</u> <u>Doctor DeSoto</u> <u>Alice and Greta</u> <u>Crow Boy</u></p>
<ul style="list-style-type: none"> Includes sensory details and concrete language to develop plot and character _____ 	<p>Author uses details that help you see, feel, taste, touch, and hear what is happening. Author uses concrete language and imagery.</p>	<p><u>Details</u> Show – not Tell Imagery Senses – adverbs – adjectives</p>	<p><u>When I Was Young in the Mountains</u> <u>The Relatives Came</u> <u>The Lotus Seed</u> <u>Barn Dance</u> <u>Miz Berlin Walks</u> <u>The Napping House</u> <u>The Humbug Witch</u> <u>Song and Dance Man</u></p>
<ul style="list-style-type: none"> Setting 	<p>Where and when the story takes place.</p>	<p>Setting & Mood</p>	<p><u>When I Was Young in the Mountains</u> <u>Knots on a Counting Rope</u> <u>The Lonely Scarcrow</u> <u>The Wild Toboggan Ride</u> <u>Smokey Night</u></p>
<ul style="list-style-type: none"> Otherwise developing reader interest (keeps the reader's interest and attention throughout the story.) 	<p>Using the various elements of the standard to engage the reader.</p>		

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<p>CRAFT Engages the reader</p>	<p>Hooks the reader by using a variety of strategies, both in the lead, and throughout the text.</p>	<p>Ways to Engage the Reader</p> <p>Leads – Question, shocking statement, setting, character description, action, dialogue, thoughts and feelings, onomatopoeia anecdote, memories, combination</p>	<p><u>When the Relatives Came</u> <u>War with Grandpa</u> <u>Grandfather Twilight</u> <u>Lilly's Purple Plastic Purse</u> <u>The Pain and the Great One</u> <u>Goosebump Books</u> <u>Going Home</u> <u>Thank – You Mr. Falkner</u></p>
<p>Uses a range of appropriate strategies such as dialogue and tension or suspense-----</p>	<p>The use of <i>hyperbole</i> (deliberate exaggeration) <i>Alliteration</i> (repeating consonant sounds in the beginning of words and within words) <i>Simile</i> (comparing dissimilar objects using like or as) <i>Metaphor</i> (comparing two unlike things) <i>Foreshadowing</i> (clues to tell the reader about what will occur later in the story in order to build suspense) <i>Flashback</i> – interrupting the present action to include an episode that took place at an earlier time to make the story understandable or to explain the motive of a character. <i>Personification</i> (a figure of speech that assigns human qualities, actions, characteristics, or personality to an animal, object, or idea.</p>	<ul style="list-style-type: none"> • Hyperbole • Alliteration • Simile • Metaphor • Foreshadowing • Flashback • Personification 	

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<u>FOCUS</u> Establishing a context	-Author and purpose is identified. The WHO/WHAT/WHERE/WHEN can be identified by the reader.	Establish a Focus Author & Purpose is identified Establishes a Situation	<u>Big Mama's</u> <u>Grandpa's Face</u> <u>Miss Nelson is Missing</u> <u>War With Grandpa</u> <u>Guess Who My Favorite Person is</u> <u>Shortcut</u> <u>Lilly's Plastic Purse</u> <u>Wilfrid Gordon McDonald Partridge</u>
Establishes a situation	An initiating event, problem/solution	A series of connected incidents	
Plot	A series of connected incidents		
Point of View	The point from which the story is seen or told. First person – the character is telling story. Third person- Central observer to the story who interprets what is seen or heard without comment about the character's motive or thoughts.	<ul style="list-style-type: none"> • First Person • Third Person 	