3.7		
Nama		
Name		

Title:

Audience: Other students in your class
Purpose: An examination of how a writer's design conveys meaning

Plot	Characterization —	Characterizatior	
Significant situations, event, and conflicts	What he/she thinks, says, looks like, does, what others say about him/her	What they think, say, look like, do, what others say about them	
1.	1.	1.	
2.	2.	2.	
3.		•	
reveal	3.	3.	
	reveals	reveal	
Characterization	Setting	Language	
What they think, say, look like, do, what others say about them	The place, time, and background details	Choices made—diction, imagery, figurative language	
	1.	1.	
1.	2.		
		1.2	
2.	3.	2.	
<ul><li>2.</li><li>3.</li></ul>		2. 3. create the tone	

Character/Symbolism What others say, how it functions in the story	Point of View The perspective from which the story is told	How does the writer's design advance the meaning of the piece?
1.	1.	
2.	2.	
3.	3.	
reveals	creates the effect	

## **Short Story Analysis Frame**

Audience: someone trying to learn whether you understand a short story you just read. Purpose: to show how one part of a short story's design adds to its meaning

You can explain how a short story is different by sharing the effect of the writer's choices (plot, character design, setting, point of view and dialogue) on meaning.

Use this frai	me to help you get	started.			
In _		by	<u> </u>	<u></u>	(say who does what
in the story	here)				
			<u>-</u> _		
	The writer's	(choose plot, a c	haracter, setting,	or point of	view or dialogue)
_					
		By describing th	e  (evidence or d	etail from	the story)
			the reader c	an see that	(explain how the
detail adds i	to the meaning?)_			<del></del>	
			·		<u></u>
		·			e