

# WRITING YOUR SHORT STORY

## Requirements:

- Typed
- Double spaced (2.0 spacing)
- Times New Roman Font; Size 12
- 4 page minimum; 3 page minimum for LC students
- Title page → Title, picture, name of author, date, and block

## Criteria:

- Develop strong characters
- Dialogue that will help reveal the characters
- Setting-the time and location of the story
- Story is told from a specific point of view
- Plot, or series of events that leads to the climax
- Theme that is revealed by the end of the story
- Use correct grammar, punctuation, etc.
- Use appropriate language

**\*\*\* Please refer to Grading Rubric attached for breakdown of marks. \*\*\***

## Timeline:

**DRAFT DUE:** Tuesday, October 20<sup>th</sup>

**PEER EDITING SESSION:** Tuesday, October 20 and Wednesday, October 21<sup>st</sup>

**TITLE PAGE CREATION/ TYPE OUT FINAL COPY:** Wednesday, October 21<sup>st</sup> and Thursday, October 22<sup>nd</sup>

**FINAL COPY DUE:** Friday, October 23<sup>rd</sup>

## SHORT STORY GRADING RUBRIC

CATEGORY	Exceptional (5)	Good (4)	Fair (3)	Poor (2)
<b>Setting</b>	Many vivid, descriptive words are used to tell when and where the story took place.	Some vivid, descriptive words are used to tell the audience when and where the story took place.	The reader can figure out when and where the story took place, but the author didn't supply much detail.	The reader has trouble figuring out when and where the story took place.
<b>Characters</b>	The main characters are named and clearly described. Most readers could describe the characters accurately.	The main characters are named and described. Most readers would have some idea of what the characters looked like.	The main characters are named. The reader knows very little about the characters.	It is hard to tell who the main characters are.
<b>Inciting Incident/ Rising Actions</b>	Beginning of story has a creative "grabber." The reader is pulled into the story.	Beginning of the story has some type of "grabber." The reader is pulled into the story.	Catching beginning was attempted, but did not grab the reader's attention.	No attempt was made to catch the reader's attention in the beginning of the story. Story begins abruptly or awkwardly.
<b>Climax</b>	It is very easy for the reader to understand the problem the main characters face and why it is a problem.	It is fairly easy for the reader to understand the problem the main characters face and why it is a problem.	It is fairly easy for the reader to understand the problem the main characters face but it is not clear why it is a problem.	It is not clear what problem the main characters face.
<b>Falling Action/Resolution</b>	The solution to the character's problem is easy to understand, and is logical. There are no loose ends.	The solution to the character's problem is easy to understand, and is somewhat logical.	The solution to the character's problem is a little hard to understand	No solution is attempted or it is impossible to understand.
<b>Dialogue</b>	There is an appropriate amount of dialogue to bring the characters to life and it is always clear which character is speaking.	There is too much dialogue in this story, but it is always clear which character is speaking.	There is not quite enough dialogue in this story, but it is always clear which character is speaking.	It is not clear which character is speaking.

<b>Use of Language</b>	Uses fresh word choice and tone to reveal story's setting and characters.	Use interesting and fresh word choices.	Uses clichés and unoriginal expressions.	Uses uninspired word choices.
<b>Creativity</b>	The story contains many creative details and/or descriptions that contribute to the reader's enjoyment. The author has really used his/her imagination.	The story contains a few creative details and/or descriptions that contribute to the reader's enjoyment. The author has used his/her imagination.	The story contains a few creative details and/or descriptions, but they distract from the story. The author has tried to use his/her imagination.	There is little evidence of creativity in the story. The author does not seem to have used much imagination.
<b>Organization</b>	The story is very well organized. One idea or scene follows another in a logical sequence with clear transitions.	The story is pretty well organized. One idea or scene may seem out of place. Clear transitions are used.	The story is a little hard to follow. The transitions are sometimes not clear.	Ideas and scenes seem to be randomly arranged.
<b>Grammar</b>	The story contains no errors in grammar, usage, or mechanics.	The story contains few minor errors in grammar, usage, or mechanics.	The story contains many and/or serious errors in grammar, usage, or mechanics; may interfere with reading.	The story contains so many errors in grammar, usage, and mechanics that errors block reading.
<b>Requirements</b>	All of the written requirements (typed, double spaced, # of pages, font, margins) were met.	Almost all (about 90%) the written requirements were met.	Most (about 75%) of the written requirements were met, but several were not.	Many requirements were not met.
<b>Title Page</b>	Title page has a graphic or fancy lettering, has the title, author's name, date, and class period.	Title page has the title, author's name, illustrator's name, and the year.	Title page has the 3 of the 4 required elements.	Title page has fewer than 3 of the required elements.
<b>TOTAL: /60</b>				

# SHORT STORY GRADING RUBRIC

Name: \_\_\_\_\_

Title: \_\_\_\_\_

CATEGORY	Comments	Points Earned			
Setting		5	4	3	2
Characters		5	4	3	2
Inciting Incident/Rising Action		5	4	3	2
Climax		5	4	3	2
Falling Action/Resolution		5	4	3	2
Dialogue		5	4	3	2
Use of Language		5	4	3	2
Creativity		5	4	3	2
Organization		5	4	3	2
Grammar		5	4	3	2
Requirements		5	4	3	2
Title Page		5	4	3	2
		TOTAL: /60			

