

Name: _____

F o r m i n g a story

Story: _____

Following our discussion about *Night of the Leonids*, here are some of the terms describing how authors craft stories. Some were discussed, some may be new.

CANNONICAL – Every day life for the protagonists. The routines and relationships that are a part of life before and up to the story. In *Leonids*, Lewis went to visit grandmother every time his parents traveled. Their relationship was often referred to as “formal” in our discussions.

GROUNDING – The background information about the character and setting that give us sufficient understanding of the character’s life. Lewis and Grandmother had routines such as watching her TV shows and playing gin rummy. The author also told us about Grandmother’s maids and husbands.

PROBLEM – The thing that must be solved. This is what the character wants and it drives all of the action in the story. Lewis wanted to have a closer or more affectionate relationship with Grandmother.

MC GUFFIN – This is a symbol of what the character is truly after. It is most likely not what they really want but rather, what they talk about wanting. Lewis and Grandmother both wanted to see the Leonids but this was just a way of getting us to the point where they hold hands. They never actually saw the shower.

This week, read your story several times to help address the items below:

- In your own words, describe the **canonical** of the story as it begins. Tell about the routines and relationships surrounding the protagonist.
- How does the author establish the **grounding** in the story? Give examples from the text that show how the author provides background on the characters and setting of the story.
- Explain the **problem**. This is what the character really wants. As you see it, what is the want or need that drives the story forward?
- What is the **Mc Guffin**? It may be an object or event that is a symbol of what the protagonist desires. How does the author let us know about the Mc Guffin?
- List **three new or interesting words** you would like to bring to the attention of the group, maybe even use in your own writing! Be sure to know what they mean.

Using the paper provided, *form an illustration of the Mc Guffin*. Be creative and have respect for your work. Illustrations must cover the entire page. You may use any media you like with the *exception* of markers. It may be helpful to create a plan or drafts before composing your final artwork. Please include any plans along with your final piece.

Due: Thursday, September 21, 2006