

Finding Pattern Stories

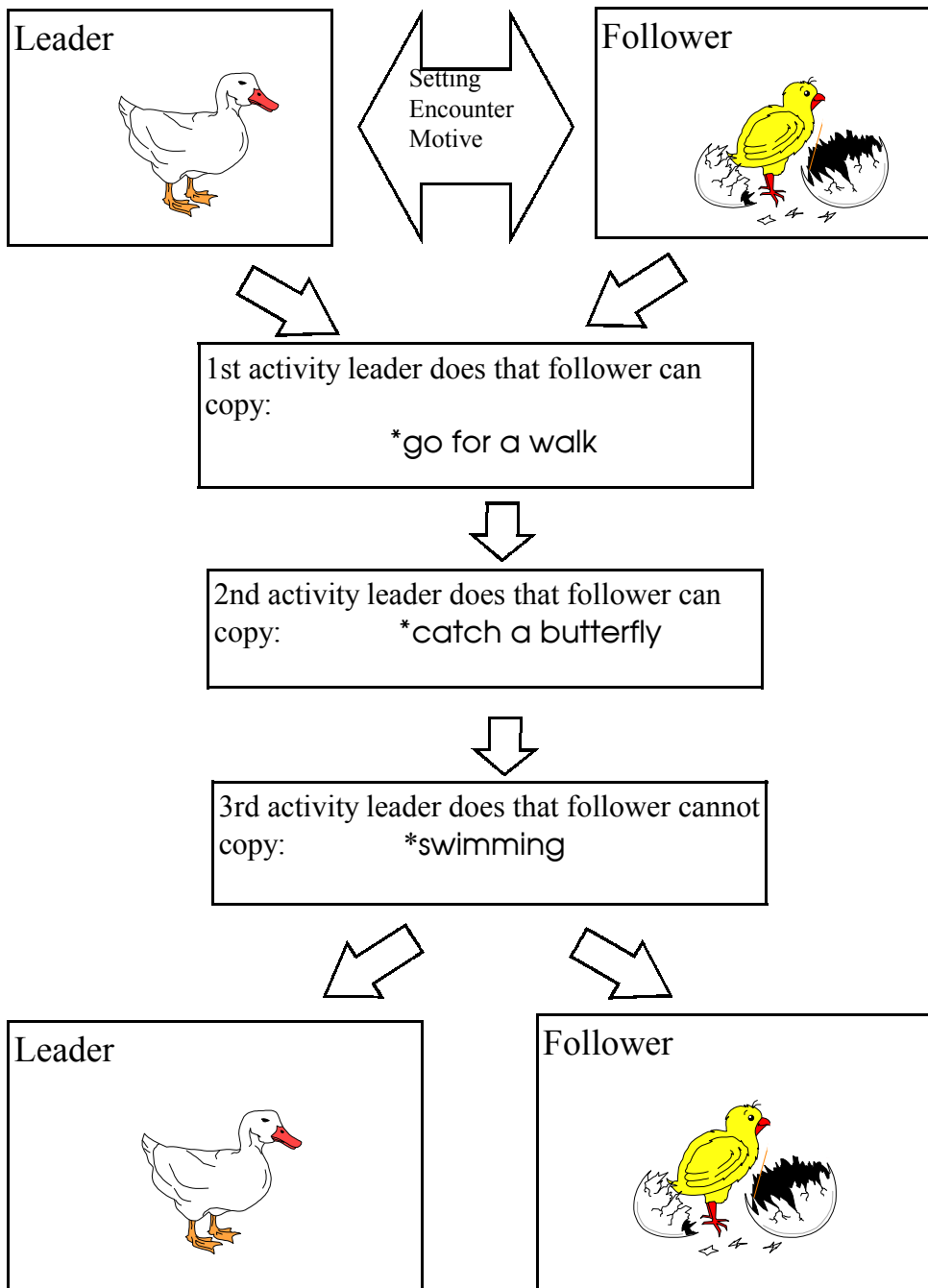


Please See Appendix L for Outlines, Book Lists & Story Questions
(pages 315 to 336)

Structuring Writing Lessons:

1. Read pattern story each day for a week discussing the plot pattern with your class.
2. Day One: Complete outlines with class.
3. Day Two: Spend a class picking different students' outlines and talking through how to write their stories with the class. This will stimulate imagination and teach how to transfer the story pattern.
4. Day Three: Have students write the setting only. Read all students' work that night to detect difficulties.
5. Day Four: Have them re-read setting and write first point from the middle portion of their outline. Read all students' work that night to detect difficulties.
6. Day Five: Re-read setting and first point. Write second point from outline. Read all students' work that night to detect difficulties.
7. Day Six: Re-read setting, first point, second point, and write third point or end (depending on plot pattern chosen). Read all students' work that night to detect difficulties. Write good copies if necessary.

Copycat Story: Chick and Duckling by Mirra Ginsburg



Copycat Story

A copycat story occurs when one character copies or emulates another's appearance, behavior, abilities, etc. The motive behind copying may be admiration or framing someone. Copycat stories are usually sub-plots of novels in division two.

Copycat Story Examples:

Chick and Duckling by Vladimir Suteyev
Frog is Frog by Max Velthuis
Edmund and Hilary by Chris Jackson
Ruby the Copycat by Peggy Rathman
Freckle Juice by Judy Blume
Something Fishy's Happening at MacDonald Hall by Gordon Korman
Ramona the Brave by Ch. 5 by Beverly Cleary
Henry and the Clubhouse by Ch. 7 by Beverly Cleary

Sample Assignments:

1. The Chick and the Duckling by Mirra Ginsburg ISBN 0-689-71226-X

Chick wants to be Duckling's friend so badly that he copies every activity Duckling does. All goes well until Duckling decides to go for a swim. Chick follows and learns the lesson that it is better to just be himself.

Assignment:

1. Choose two different animals. One will be the leader and the other will be the follower. How do they meet?
2. Show the first activity the follower successfully copycats.
3. Show the second activity the follower successfully copycats.
4. Show what the leader does that causes disaster for the follower when he attempts to copy it.
5. Show how the follower learns his lesson.

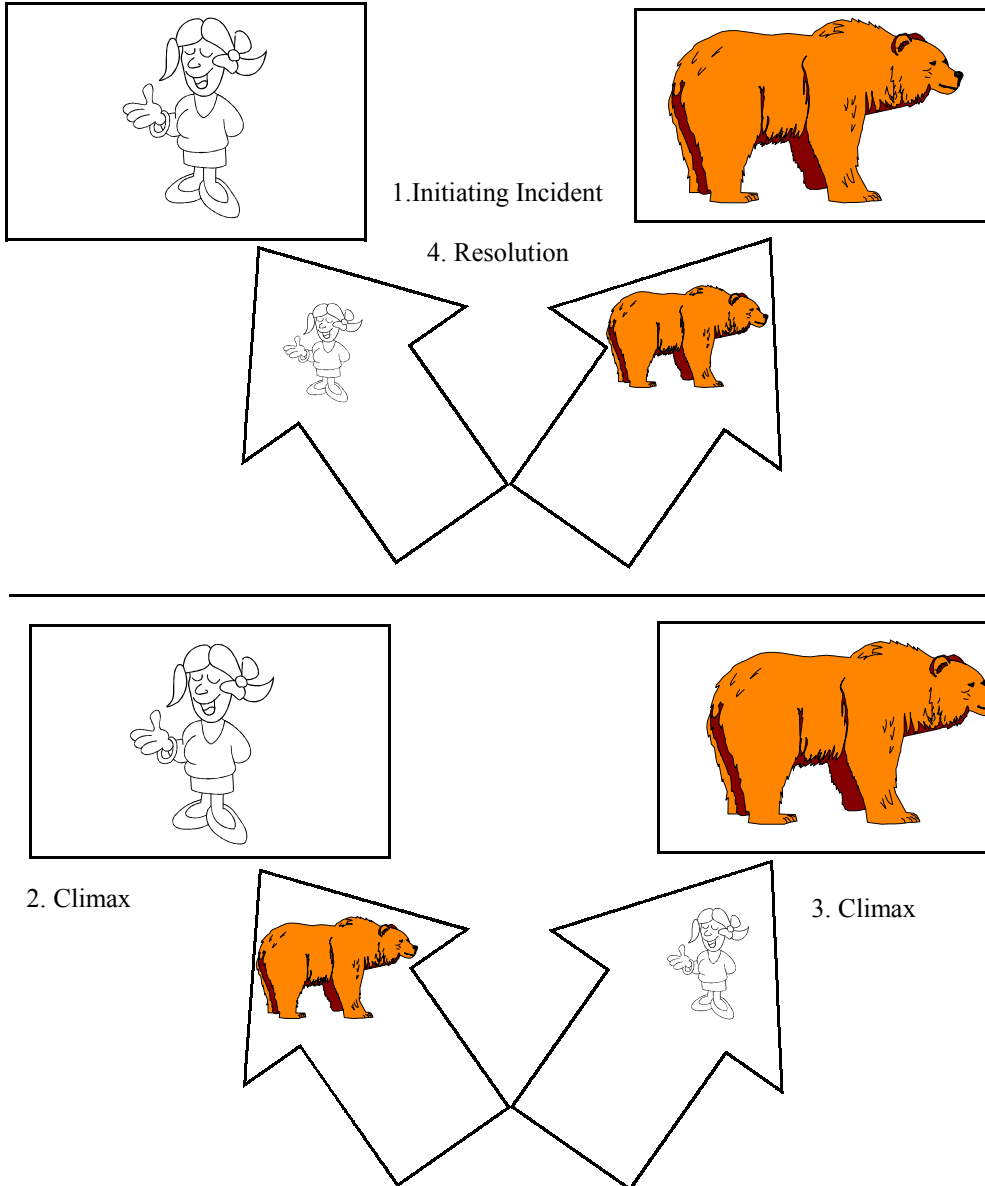
2. Freckle Juice by Judy Blume ISBN 0-440-42813-0

Andrew is tired of washing his neck. He thinks that if he could copy Nicky by having lots of freckles that his mother wouldn't notice if his neck was dirty. The only problem is he doesn't know how to get freckles. He asks Nicky how to get freckles, but Nicky doesn't know how. Sharon overhears Andrew. She approaches him about purchasing a recipe for juice to produce freckles from her for fifty cents. Andrew buys the recipe, goes home and mixes it up. He drinks the disgusting recipe and waits to see if he will get freckles. The freckle juice makes Andrew sick, but it doesn't give him any freckles. He decides to take matters into his own hands and draws his own freckles on with a felt marker. When the kids at school make fun of him his teacher gives him a "secret" recipe for removing freckles. Andrew removes his freckles and learns to like himself just the way he is.

Assignment:

1. What problem does your character have? /What does he dislike about himself?/What does he wish for?
 *different physique (wants muscles) *different personality (wants to be funny)
 *different hair colour/style *different parents/teacher
2. Who does he know that he would like to emulate?
3. What experiences does your character have attempting to emulate this person?
4. What causes him to stop emulating another and return to liking himself just the way he is?

Switch Story: Blueberries for Sal by Robert McCloskey



Switch Story

Switch stories occur when two items, people, positions, abilities, etc. are accidentally or deliberately switched. The resulting circumstances are often entertaining. Usually the story ends when things are switched back.

Switch Story Examples:

Sheila Rae the Brave by Kevin Henkes
The Rooster and the Weather Vane by Sharon Peters
Alexander and the Wind-up Mouse by Leo Lionni
Blueberries for Sal by Robert McCloskey
What Newt Could Do for Turtle by Jonathan London
The Blue Castle by L.M. Montgomery
The Prince and the Pauper by Mark Twain
The Lion and the Mouse Aesop's Fable
Max, Me and the Time Machine by Gery Greer and Bob Ruddick

Sample Assignments:

Blueberries for Sal by Robert McCloskey (picture book) Puffin Books ISBN 0-14-050.169 X

A mother takes her daughter blueberry picking in the mountains and asks her to stay close. On the other side of a mountain a mother bear and her cub are eating blueberries to get fat for winter. The children wander off and meet each other's mother. Choose habitats being studied in science or social for the setting of this story or choose animals being studied in science.

Assignment:

1. What two mother animals meet at the watering hole in the evening with their babies?
2. What complaint does each mother have about her baby?
3. What experiences result for each mother when she takes home her friend's baby for the night?
 *sleeping problems *eating problems *annoying habits
 (The experiences of each mother and baby could be quite humorous.)
4. Why do the mother animals decide to switch back babies the next evening at the watering hole?

1. The Blue Castle by L.M. Montgomery Read Chapters 1, 7, 37 6ISBN 0-7704-2315-9
 Valancy is an adult controlled by the decisions and opinions of her family. She suffers from heart palpitations and goes to see a doctor. The doctor sends her the wrong letter by mistake and she believes she has little time left to live. Under this pretense she throws caution to the wind and begins to experience life for the first time. When she discovers the doctor sent her the wrong letter she returns home in fear and shame.

Assignment:

1. What mail/e-mail/voice mail/answering service message is your character waiting for?
 *reply to a love note *reply to a contest *reply to a job offer *reply from a doctor
2. How does the switched message effect the actions and plans of this character?
3. What experience does your character have while under the wrong impression?
4. How is the switch discovered?
5. What happens when things are switched back?

Example:

Two junior high boys with the same name have a crush on a junior high girl. They write her a note asking her to meet them at the Valentine party. She sends the wrong note to the wrong boy. At the party things get complicated.

Contest Story:

Ch. 1 This Can't Be Happening at Macdonald Hall by Gordon Kormon

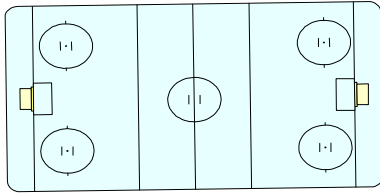
Protagonist:



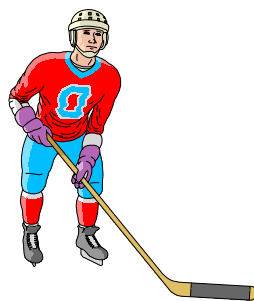
Antagonist:



Contest:



Resolution:



Contest Story

Contest stories contain a competition usually between the protagonist and the antagonist. In most situations the protagonist wins the contest.

Contest Story

Mike Mulligan and his Steam Shovel by Virginia Lee Burton

Three Cheers for Tacky

The Sun, Wind and the Traveller by Tomie de Paola

The Hare and the Tortoise Aesop's Fable

Rumpelstiltskin Grimm's Fairytale

Charlie and the Chocolate Factory by R.Dahl

The Lion, the Witch and the Wardrobe by C.S. Lewis

Snow Treasure by Marie McSwigan

Big Red by Jim Kjelgaard

The Lord of the Rings by J. Tolkien

Arachne Greek Myth

Charlotte's Web by Elwyn Brooks

Pippi Longstocking Ch. 7 by A.Lindgreen

This Can't Be Happening at Macdonald Hall Ch. 1 by Gordon Kormon

Sample Assignments:

1. The Tortoise and the Hare an Aesop's fable

A tortoise challenges a hare to a race and wins when the hare takes a nap.

Assignment:

1. What kind of your animal is your character?
2. What challenge does he give to another animal?
3. Show what happens in the contest.
4. Who wins the contest and how?

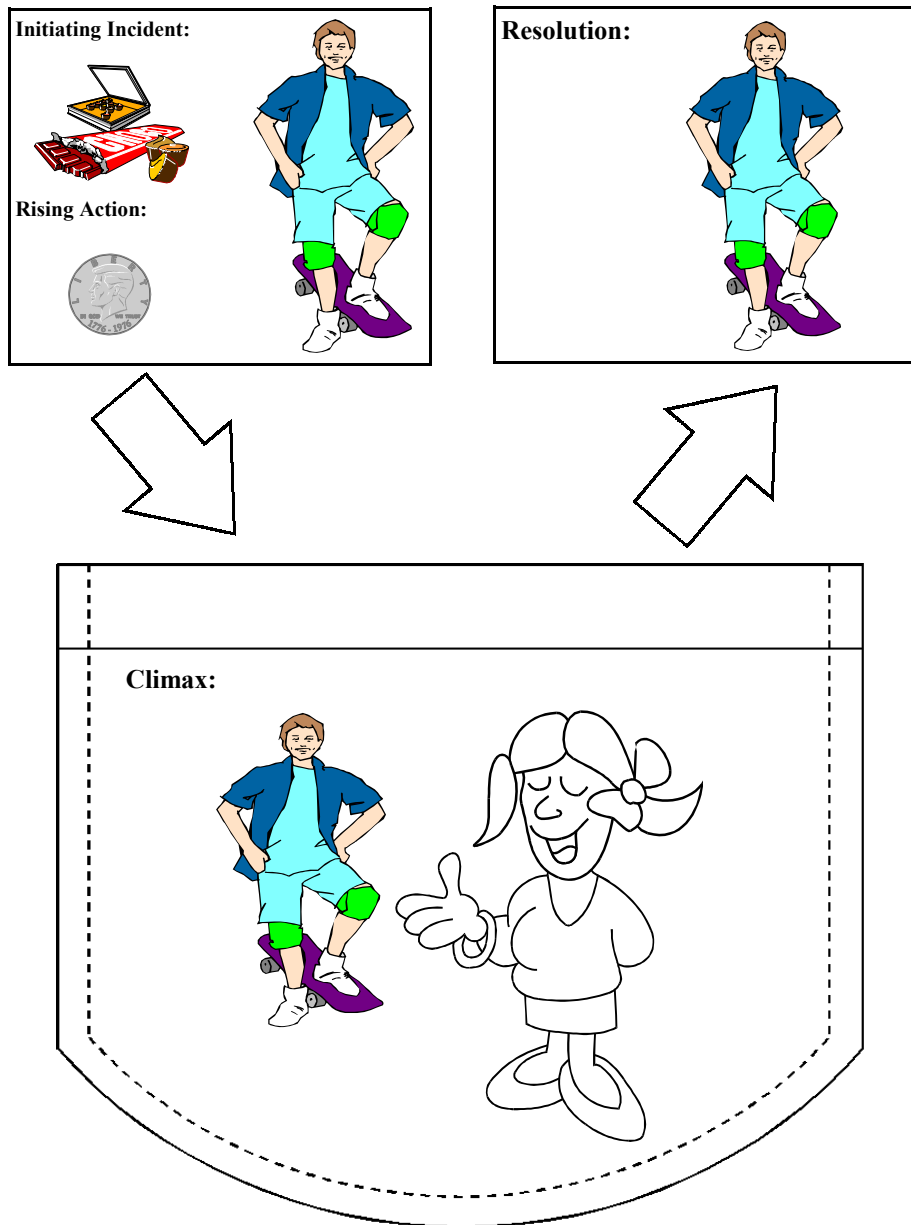
2. This Can't Be Happening at Macdonald Hall Ch. 1 by Gordon Kormon

Boots and Bruno's team the Macdonald Hall Macs are playing the York Academy Cougars in their annual hockey game. Boots and Bruno are tired of losing. They distract the York Academy Cougars by hiding their mascot before the game begins. Boots and Bruno and the Macdonald Hall Macs win the game and return the missing mascot before anyone notices.

Assignment:

1. What sport and team are you playing that you always lose to?
2. What unfair advantage do you implement into the game?
*flashing ball *bug the other coach *special shoes for jumping
*super glue for catching balls
3. Describe the situations the unfair advantage causes in the game.
4. Do you win the game or are you caught cheating?

Stuck Story: The Chocolate Touch by Patrick Catling



Stuck Story

A stuck story is a plot pattern in which something/someone becomes stuck and the focus of the story is how it can be removed/released. In some stuck stories the item/person that becomes lodged does so accidentally. In others an object/person is deliberately lodged and other characters in the story attempt to remove/release the object/person. Stories in which there is a hostage are stuck stories. Novels may explore the stuck theme differently. They may write about a character stuck in a certain viewpoint or emotion and the situations which cause him to alter his views or feelings.

Stuck Story Examples:

The Turnip Harriet Ziefert
Andrew's Loose Tooth by Robert Munsch
Doctor De Soto by William Steig
Tiddalick by Robert Roenfeldt
Many Moons by James Thurber
The Frog Prince Grimm's Fairytale
Island of the Blue Dolphins by Scott O'Dell
The Silver Chair by C. S. Lewis
The Golden Touch Greek Myth of Midas
Blazer Drive Ch. 1 by Sigmund Brouwer
Pippi Longstocking Ch. 10 by A. Lindgreen
Anne of Green Gables Ch. 28 L. Montgomery
The Marvellous Inventions of Alvin Fernald by Clifford Hicks

Sample Assignments:

1. The Whispering Rabbit by Margaret Wise Brown

A little rabbit forgets to cover his mouth while yawning and a bee flies into his throat and falls asleep. The little rabbit finally makes a noise which awakens the bee and he flies out.

Assignment:

1. What kind of animal is your character?
2. What gets stuck in his mouth/nose/ear? Show how it gets stuck and how it bothers him.
3. Show two unsuccessful attempts he makes at getting it out.
4. Conclude your story with describing his success in getting the item out of his mouth/nose/ear.

2. "The Golden Touch" (The Story of Bacchus and King Midas) Greek Myth or The Chocolate Touch by Patrick Catling

King Midas is granted his wish to have everything he touches turn to gold. He loves his wish until his daughter is turned into a golden statue when he touches her.

Assignment:

1. What foolish wish does your character make and is granted?
2. What problems/crazy experiences does this wish cause?
3. How does your character get rid of this ability?

Circle Story: Matthew's Dragon

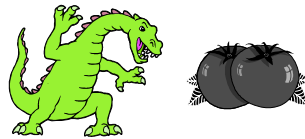
by Susan Cooper

Setting & Encounter



Resolution

New Experience



Protagonist



New Experience



Encounter



Circle Story

Circle stories begin and end in the same place. They involve a journey that may or may not be physical. Some types of circle stories include: dreams, time travel, lost and found stories, journeys, self-acceptance and discontentment. Many picture books, short stories and full length novels are circle stories. Some examples are given below:

Circle Story Examples:

Chrysanthemum by Kevin Henkes
 The Best Nest by P.D. Eastman
 Pigs by Robert Munsch
 I Miss Franklin P. Shuckles by Ulana Snihura
 Peter Rabbit by Beatrix Potter
 Indian in the Cupboard by Lynne Banks
 The Good the Bad and the Goofy and 2095 by J.Scieszka
 The Hobbit by J. Tolkien
 Max and Me and the Time Machine
 by Gery Greer and Bob Ruddick
 Treasure Island by R. L. Stevenson
 The Secret World of Og by Pierre Burton
 Jacob Two-Two Meets the Hooded Fang by Mordecai Richler

Sample Assignments:

1. It's Not Easy Being a Bunny by Marilyn Sadler

In this story P.J. Funnybunny is tired of being a bunny and decides to leave home. After finding it impossible to live with a variety of different animals because of their odd habits he returns home.

Assignment:

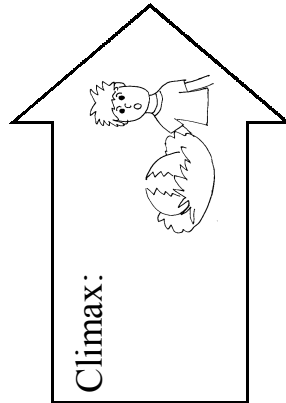
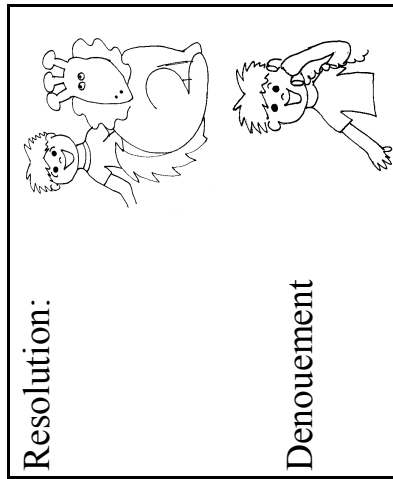
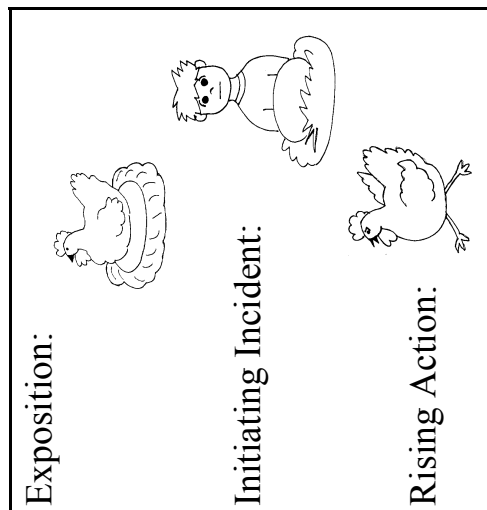
1. What kind of animal is your character? Why doesn't he like being that kind of animal?
2. What kind of animal does he try to live with first? Is it their food, sleeping patterns or odd habits which drive him crazy?
3. What kind of animal does he try to live with second? Is it their food, sleeping patterns or odd habits which drive him crazy?
4. What kind of animal does he try to live with third? Is it their food, sleeping patterns or odd habits which drive him crazy?
5. Have your character return home with a new appreciation for his family and himself.

2. Matthew's Dragon by Susan Cooper

Assignment:

1. Where is your character? *bedroom *library *school *store *t.v. room
 What is your character looking at? *book *globe *computer *magazine *television
2. Do you go into this world or does someone from that world come into yours?
 Who is it you meet?
 *book/computer/television character *person from different culture
 *famous person/musician/artist
3. What adventures do you have?
4. How does your character return back to where he started his adventure?

Transformation Story: The Enormous Egg by Oliver Butterworth



Transformation Story

Transformations can be physical, personal growth, belief-based, etc. A physical transformation usually involves growth. A belief-based transformation occurs when a belief held is challenged by circumstances and the outcome is a change of viewpoint. Personal growth may occur through the facing and overcoming of a great challenge or obstacle.

Transformation Story

Toad Sleeps Over by John Bianchi
The Very Hungry Caterpillar by Eric Carle
Whistle for Willie by Ezra Jack Keats
Sarah, Plain and Tall by Patricia MacLachlan
The Velveteen Rabbit by Margery Williams
Ramona the Brave by Beverly Cleary
The Enormous Egg by Oliver Butterworth
Anne of Green Gables by L. Montgomery
The Sandwich by Ian Wallace
The Secret Garden by Frances Burnett

Sample Assignments:

1. Toad Sleeps Over by John Bianchi ISBN 0-921285-40-X

In this story Monsanto (a mouse) dislikes his son Minifield's friend Tony because he has toad habits. When he sends Minifield to take Tony home in the middle of a storm the two are met by a coyote. Monsanto arrives just in time to witness the encounter. He arrives at a new appreciation for toad habits when Tony masterfully handles the coyote.

Assignment:

1. Describe the unusual friend your character brings to school/home/club/sport.
2. How do your parents/teachers/coaches respond to his unusual habits?
3. What situation occurs in which the friend's unusual habits are finally appreciated?

2. The Enormous Egg by Oliver Butterworth

In this story Nate's hen lays an enormous egg which draws the attention of Dr. Ziemer (an egg collector). The egg finally hatches and a dinosaur comes out.

Assignment:

1. Describe the situation in which your character discovers an unusual egg/cocoon/pouch/shell.
2. How does he look after it?
3. Describe the hatching scene using sensory imagery.
4. Show what hatches out and what problems/unusual situations does it cause?
 *giant insect *alien *someone from the future/past *an unknown kind of animal
5. What does your character decide to do with it?

Transformation Story Model Based on the Three Point Outline

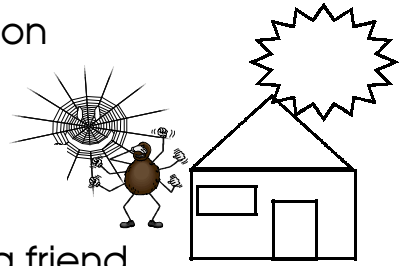
(In this transformation story a lonely character is transformed by making a friend)

Lesson One:

1. **Setting:** eaves trough of a house one afternoon

2. **Character:** Sammy the Spider

3. **Motive:** Sammy sees a little girl playing with her puppy and realizes he is lonely and wants a friend.



Lesson Two:

1. Sammy tries to make friends with other bugs, but no one has time. So he goes home. *Use showing technique.*

2. The next day Sammy has an encounter with a little girl. *Use sensory imagery technique (what was seen, heard, felt, smelled).*

Lesson Three:

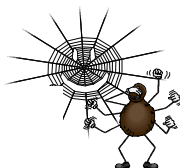
1. Sammy wants the little girl to catch and eat bugs with him, but she doesn't like it. *Use showing technique (describe facial expressions, body language, speech, actions).*

2. The little girl wants Sammy to bounce on the bed with her, but this makes Sammy sick. *Use showing technique (describe facial expressions, body language, speech, and actions).*

Lesson Four:

1. Sammy and the little girl discover they both like swinging together and become friends. *Use showing technique.*

2. Motive resolved: Sammy makes a friend and isn't lonely any longer.



Sammy Seeks a Friend

There once was a chubby little spider named Sammy who lived on the corner eaves trough of a small bungalow. Each day he built sticky webs, trapped bugs, and suntanned. He should have been happy, but he wasn't. One day while he was sitting in the sun a little girl came dashing out of the house chasing her puppy. She spun around to grab the puppy's tail, missed, and landed on the ground in a heap of laughter.

A big tear welled up in Sammy spider's eyes and splashed down his furry legs. "That's what the matter is with me," he thought to himself. "I'm lonely. I need a friend, too."

The next day after Sammy had built his web he crawled along the eaves trough to look for a friend. Soon he met a tall, spindly daddy-long-legs.

"What are you doing here?" growled the daddy-long-legs. "This is my turf and there aren't enough bugs to share."

"Oh," said Sammy. "I wasn't planning to eat your bugs, I was looking for someone to play with."

"Who's got time to play?" snorted the spider. "Get along now and catch your own breakfast!"

And so it went all day long. Each insect that Sammy met was too busy to play or didn't have time for friends. At last Sammy slunk back to his corner. He ate his supper in silence. The stars twinkled and winked at him as he settled in for bed. They whispered, "Don't give up, Sammy! You'll find a friend!"

Early the next day, Sammy resolved to look inside the bungalow for a friend. He squeezed himself under a crack in the door and crept along the ceiling until he heard a voice.

"Rusty! Stop it! I want you to lay down!" Sammy followed the voice and soon discovered the little girl wrestling with the puppy on her bed. She was trying to pull a dress over the dog's head. Sammy was so curious that he crawled along the ceiling until he was directly over the bed. Then he began to spin a silky thread and lower himself to take a better look.

The little girl didn't notice until Sammy was hanging right beside her ear. Then she shrieked. "Aaaaaaah!" The puppy sprang off the bed like a flash. Sammy began to grin and roll his googly eyes. Then he swayed back and forth, back on forth on his thread.

Suddenly he sprang forward, pounced on Kara's head, and began to dance.

"What are you doing?" the little girl cried.

"I'm dancing on your head!" Sammy shouted. He wiggled all eight legs up and down.

"Get off me right now!" The little girl yelled. Sammy hopped off and dangled beside her head. "What do you think you're doing?"

"I'm looking for a friend," Sammy smiled. "What's your name?"

"Kara," she replied. "What's yours?"

"Sammy," he replied. "Would you like to play my favorite game? I'll catch bugs and we can share them." Kara nodded.

Within a few seconds Sammy had scrambled back up to the ceiling and was spinning a silky web. When it was completed he grinned at Kara and whispered, "Shhh." Several minutes went by. Then a fat little housefly buzzed along the ceiling and smacked into Sammy's web. Struggling to break free it became further enmeshed in the sticky strands until it finally gave up.

"Here," enthused Sammy scrambling down a gleaming thread and thrusting the dead fly into Kara's hands. "You munch on this juicy bug and I'll go back to catch another!"

Kara wrinkled up her nose and slowly stuck her tongue out to lick the bug. "Yyuuucckkk!" she exclaimed and spit it on the floor. Sammy's face fell.

"What's the matter, Kara? Don't you like to eat bugs?" Sammy questioned.

"No way Hosea!" cried Kara, "How would you like to jump on the bed with me instead?" Standing on her bed she reached up, caught Sammy, and set him on her pillow before he could respond.

Up, up, up Kara flew into the air. Creak went the bed springs as she bounced the mattress and sent Sammy sprawling through the air. His eight legs got all tangled up. Down, down, down went Sammy and once again up, up, up flew Kara. This time Sammy's googly eyes began to roll around in his head as he was airborne again.

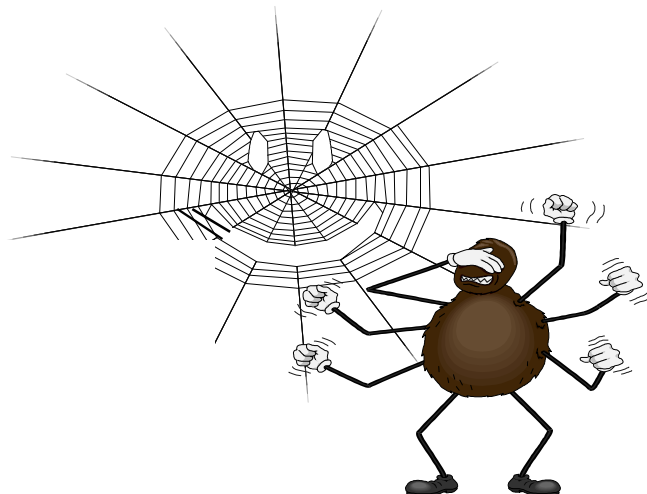
"Stop, Kara! I feel sick!" cried the little spider and his face turned green. Kara stopped bouncing and looked at Sammy.

"You don't look so good," she agreed.

"I don't think we can be friends after all," whispered Sammy shaking his head. "We can't find anything to play." Dragging his feet on the carpet he crawled towards the door.

"Wait!" called Kara. "I have one more idea!" She picked him up and ran outside into her backyard. "Let's swing! I'll swing on my swing set and you can swing on one of your threads.

And so the two friends went sailing back and forth into the wind. Kara on her swing and Sammy on a silky thread. "Wheee!" they shouted together. "This is fun!" From then on they met everyday to swing and Sammy was never lonely again.

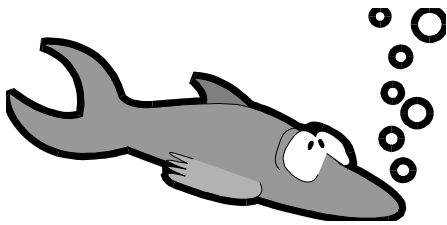


*Present the class with a page of animal pictures. Direct students to choose two of the animals for their stories. Have them decide two things the animals cannot play successfully (look for humour) and one thing they can.

Plots for Stuck Writers



Oscar owl is lonely. He looks for other owls to play with, but they are always too busy hunting. Oscar meets a bat named Billy and tries to befriend him. The bat wants Oscar to hang upside down with him, but Oscar gets a headache. Then Oscar tries to get the bat to eat a mouse, but the fur gets stuck in his throat. Oscar almost gives up trying to befriend Billy when he discovers that they both like catching fireflies and making lanterns with them.



Terry trout is lonely. He looks for other fish to play with, but they are always too busy catching food. Terry meets a frog named Frank and tries to befriend him. The frog wants Terry to hop on his lily pad, but Terry ends up gasping for air. Then Terry wants the frog to eat turtle eggs, but the frog spits them out. Terry almost gives up trying to befriend Frank when he discovers that they both like to do fancy dives and flips in the air.



Doug the ladybug is lonely. He looks for other ladybugs to play with, but they are always busy having tea parties. One day Doug meets a spider named Stan. The spider wants Doug to spin webs, but when his face turns red and nothing comes out he gives up. Doug tries to get the spider to fly, but he crashes onto the grass. Doug almost gives up trying to befriend the spider when he discovers they both like to slide down drainpipes.



Chipper the chipmunk is lonely. He looks for other chipmunks to play with, but they are always busy collecting nuts. One day Chipper meets a bee named Buzz. The bee wants Chipper to fly, but Chipper crashes into some thorn bushes. Chipper wants the bee to eat nuts, but they are too hard. Chipper almost gives up trying to befriend the bee when he discovers they both like to eat honey.

Transformation Story Model Based on the Three Point Outline

(In this transformation story a lonely character is transformed by making a friend)

Lesson One:

1. Setting:

2. Character:

3. Motive: _____ is lonely and wants a friend.

Lesson Two:

1. _____ tries to make friends with other_____, but no one has time. So he goes home. *Use showing technique to show he is sad.*

2. The next day _____ has an encounter with a _____. *Use sensory imagery technique (what was seen, heard, felt, smelled).*

Lesson Three:

1. _____ wants the _____ to _____ but _____ doesn't like it.

Use showing technique (describe facial expressions, body language, speech, actions) to show the _____ is upset.

2. The _____ wants _____ to _____ but this doesn't work, because _____.

Use showing technique (describe facial expressions, body language, speech, and actions) to show _____ is upset..

Lesson Four:

1. _____ and _____ discover they both like _____ and become friends. *Use showing technique.*

2. Motive resolved: _____ makes a friend and isn't lonely any longer.