

These Story Writing Evaluation Checklists may be Used in Three Ways:

1. Use Page One Checklist for Evaluating Mechanics by checking a level in the matching box.

2. Use Page One Checklist for Evaluating Mechanics by making a comment in the level the student achieved. See example:

Story Writing Content Evaluation *N/A stands for not applicable				
Area of Evaluation	Yes	Usually	Sometimes	Not Yet
12. Paragraphs *Subject Change *Written Speech		<i>*Indented all subject changes *Missed two written speech changes</i>		

3. Use Pages One thru Three Checklists for Evaluating Mechanics and Content by checking a level in the matching box.

4. For a detailed evaluation use the Mechanics and Content Checklist boxes as categories to write comments in. See the example below:

Story Writing Content Evaluation *N/A stands for not applicable				
Area of Evaluation	Excellent	Good	Satisfactory	Not Yet
17. Motive was clearly established. (Motive is what the character wants, doesn't want or needs.)	<i>Mrs. So cried, "Someone stole my golden necklace and I want it back!"</i>			

Story Writing Mechanics Evaluation Name: _____

Area of Evaluation	Yes	Usually	Sometimes	Not yet
1. Spaces between words				
2. Capitals *beginning of sentences *I *proper nouns *abbreviations *initials				
3. Periods *end of sentences *after abbreviations *after initials				
4. Question Marks				
5. Exclamation Marks				
6. Commas				
7. Quotation Marks				
8. Colons				
9. Semicolons				
10. Complete Sentences				
11. Spelling *sight word dictionary *vocabulary dictionaries *other				
12. Paragraphs *Subject Change *Written Speech				
13. Varying Sentence Starters				
14. Maintaining Verb Tenses *past *present				
15. Maintaining Narrator *first person *third person *omniscient				
16. Word Choice *expands vocabulary with choices provided by teacher *vocabulary choices initiated by student				

Story Writing Content Evaluation *N/A stands for not applicable

Area of Evaluation	Excellent	Good	Satisfactory	Not Yet
17. Motive was clearly established. (Motive is what the character wants, doesn't want or needs.)				
18. Character's actions matches his/her motive. (He/she is trying to get what he/she wants or needs.)				
19. Story problem was created by blocking Character's motive through one or more obstacles.				
Quality & Number of obstacles: *trick *disaster *act of god: <i>weather magic miracle</i> *use of force: <i>physical political</i>				
20. Interesting Encounters using sensory imagery were created when the main character met other characters, discovered objects or travelled to new places.				
21. Story problem (the obstacle blocking the main character's motive) was overcome in a believable manner.				
22. The story ending showed if the main character achieved his motive (got what he/she wanted or needed).				
23. Story showed the main character grow/transform as a result of facing or overcoming the obstacles laid out in the story problem.				
24. A story with an antagonist must show the antagonist overcome by the protagonist OR show the antagonist transformed after dealing with the protagonist.				

Story Writing Content Evaluation *N/A stands for not applicable

Area of Evaluation	Excellent	Good	Satisfactory	Not Yet
25. Dialogue was used for:				
*expressing strong emotion				
*telling what the character wants/ doesn't want/needs				
*expressing a plan for how to get what the character: wants/ doesn't want/needs				
*requesting help from another character				
*first meetings between characters				
*conversations overheard to inform the main character of the plans of others or past/present events				
*expressing events from one character to another that the writer does not wish to write in length about such as past history				
*deceiving a character to get what main character wants/needs				
*intimidating/manipulating a character to get what main character wants/needs				
*developing depth in a character's personality through unique ways of speaking such as the use of slang, accents, stuttering, joking, exaggerations, etc.				
*speeding story action along				
*developing the inner world (opinions, beliefs, aspirations, problems) of a character through sharing his thoughts				
Comments: _____				

