

Writing Development

1. Writing is a skill developed through use
2. You need to write something – purpose, audience, meaning
3. Writers need readers
4. Writing is explicitly taught
5. Investment is everything
6. Writing is a process

1.

The Writing Process

- | | |
|-----------|---|
| ○ Plan | ○ Think |
| ○ Draft | ○ Talk |
| ○ Revise | ○ Plan |
| ○ Edit | ○ Draft |
| ○ Publish | ○ Revise, revise, revise,
revise some more |
| | ○ Edit...and its published! |

2.

The process for kids starts with thinking and talking – time to clarify ideas.

Narrative Writing

Tells a Story

Purpose is to entertain

Character/Problem/ Solution

- Focus on character
- Main character struggles, grows and changes

Personal Narrative

- Follows beginning, middle and end sequence
- Is highly descriptive

3.



“Great Writers...”
It's just a draft!
Write fast and furious
When you're done,
you've just begun!

I love (this). Can I tell
you about (that).
From this day forth...

4.

Tell them things that are true of writing – great writers do certain things, and they can too; drafts aren't meant to be perfect – just get your ideas down on paper; when you think you are done, it's time to revise and make your story even better!
Start with a compliment (be specific, honest and cite evidence where possible), then tell them how they can improve for this piece of writing and every time they write from now on.

Next are some specific strategies you can use when working with different students. Many of them work in multiple scenarios and can be useful to your students whenever they write, not just in one workshop. Try to teach the writer, not the writing.

<p>5.</p>  <p>...Um.....</p> <ul style="list-style-type: none"> • Talk before writing • Plan – diamond structure • Ways to start a story 	<p><u>Um... can't get started.</u></p> <p>Talk Before Writing</p> <ul style="list-style-type: none"> • Ask questions • Jot down points or words to use when planning <p>Plan - Narrative Diamond</p> <ul style="list-style-type: none"> • Entertaining beginning, hooking the reader, close to the main event • Main event is the bulk of the story, stretch it out • Extended ending, with a sense of satisfied closure <p>Ways to Start a Story</p> <ul style="list-style-type: none"> • “Hook” your reader and compel them to read on. Should begin as close to the main event of the story as possible. • Try using action, dialogue, a thought or question, or a sound.
<p>6.</p>  <p>Every...line...is...a...struggle...</p> <ul style="list-style-type: none"> • Ask, “What If...?” • Make a movie in your mind • Use your senses 	<p><u>Every line is a struggle</u></p> <p>Ask, “What if...?”</p> <ul style="list-style-type: none"> • Subtly keep your writer on track by asking “reasonable” what if questions • Throw them a crazy ball and ask something totally outrageous • Pose a number of twists for the one point in the story, or pose a series of them to create a possible pathway <p>Make a Movie in Your Mind</p> <ul style="list-style-type: none"> • Picture the scene, talk through it, describe what you see and feel <p>Use Your Senses</p> <p>What does it/he/she look/sound/feel/taste/smell like?</p>



“I’m done!” (in 9.58 seconds)

- Add detail to the most important part
- Show, don’t tell
- Describe a story-critical character, setting or object

7.

I’m done! (sprinter)

Add Detail to the Most Important Part

- Identify the heart of the story, then slow it down, stretch it out and tell it in slow motion
- Try to include a balance of action, description, thoughts or feelings, dialogue or exclamation, or a sound effect.

Show, Don’t Tell

- Reveal a characters feelings by describing how the feeling looks e.g., shocked – mouth drops open, eyes open wide, heart pounds, cover mouth with hand, jump back, gasp...
- Show kids and have them describe what they see, or vice versa

Describe a Story-Critical Character, Setting or Object

- Ask detail-generating questions (open and specific)
- Affirm responses by translating short answers into vivid vocabulary and interesting sentences to create an elaborative segment



The Wanderer

- Step back: make a plan
- **Focus** on the most important part
- Ways to end a story



8.

The Wanderer

Step back: make a plan

- Beginning, middle and end, with the middle being the most important part of the story (diamond structure)

Focus on the Most Important Part

- What are you really trying to say?
- Which characters align with this story?
- What are the details that align with the heart of your story?

Ways to End a Story

- End the main event with a solution or conclusion, where the problem is solved and the adventure or experience comes to an end.
- NOW comes the ending. Summarize the main character’s thoughts, feelings, memories, hopes, wishes, or decisions in regard to the main event. (It should not be abrupt.)
- Try using a memory, feeling, wish or hope, decision or defining action.