

<h2>Characters</h2> <ul style="list-style-type: none"> All stories have a main character. This is technically called the “protagonist”. Although often a person, the protagonist can be an animal or other creature. Stories sometimes progress through conflict; the character who provides the conflict is called the “antagonist”. 	<h2>Setting</h2> <ul style="list-style-type: none"> The setting is where and when the book takes place. The story may be set in an interesting location (an alien planet, a remote island, a crime-ridden city) in the past, present or future. Setting is important in the creation of atmosphere 	<h2>Plot</h2> <ul style="list-style-type: none"> A good plot grips the attention of the readers and compels them to read on. It should also provide the reader with food for thought. Some books end in such a way that the reader is left to guess what happens next. Others end with the possibility of a sequel. 	<h2>Theme</h2> <ul style="list-style-type: none"> A theme is an idea or message that runs throughout a story. The themes underlying the story are a vital clue to understanding what the author's real interests and intentions are. The stories and characters may be set in the past, but the themes deal with concerns that are as important today as they were when the novel was written.
<p>Development work:</p> <p>1. AN INTERVIEW WITH A CHARACTER</p> <p>Choose your favourite character or one you find interesting or unusual. Write an in-depth interview with the character, probing his/her personality and motives for what he/she did.</p> <p>Or 2. A CHARACTER’S DIARY</p> <p>Select a major event in the novel. Write the diary kept by the character during the episode. As the character, include your feelings and interpretation of events, and also your plans for the future.</p> <p>Or 3. PROBLEM PAGE</p> <p>Characters write to an agony aunt describing the problems they encounter during the story and asking for advice. You write the replies</p> <p>Or 4 FACT FILE</p>	<p>Development work:</p> <p>1. A MAP OF THE BOOK</p> <p>Gather as much information as you can on where the events in your book take place – who lives next door to whom, are any streets mentioned, names of towns, villages, countries, etc.</p> <p>If the book is based on an imaginary place, draw your own map, which corresponds with the details given in the book. If the book is based on a real place, find a map of that place.</p> <p>Annotate your map – identify places on it where particular events take place, describe what happens, give page numbers, character descriptions, your feelings about what happened there (as yourself, or as one of the characters).</p> <p>2. TOUR GUIDE</p> <p>Create a tour guide for a place in the story.</p>	<p>Development work:</p> <p>1. PLOT PEAK</p> <p>Or 2. REPORTING THE PLOT</p> <p>You have to prepare a newspaper front page based on the most exciting or mysterious episodes in the story. Make it dramatic and set it out with headlines, sub-headings and pictures (if required). You may include letters and interviews if you wish.</p> <p>Or 3. RE-WRITING THE ENDING</p> <p>Write an alternative ending and/or continue the story for another short chapter. Use your own ideas but try to catch the <i>style</i> of the book.</p>	<p>Development work:</p> <p>1. PUBLICITY PACKAGE</p> <p>Design an advert for the book - use visual images and words to create a poster or brochure depicting the theme of the book.</p> <p>Or 2. ALTERNATIVE BOOK COVER AND BLURB</p>

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