

Alternate Ending "Chapter 24" <u>The Giver</u>

Alternate Ending General Requirements:

The purpose for the Alternate Ending assignment is to demonstrate your understanding of The Giver.

The ending must:

- be a minimum of two typed pages
- be Double spaced
- be 12 -14 point font –preferably Times New Roman or Calibri
- include a setting, character traits, tone, and mood consistent with the novel.
- include at least two examples of figurative language
- include dialogue
- include a specific resolution/denouement (not open-ended)

NAME	CLASS	DATE	

Graphic Organizer
What If? Chart

What If? (Cause)	Possible Effects			
1. What if				
2. What if				
3. What if				



Alternate Ending "Chapter 24 <u>The Giver</u>

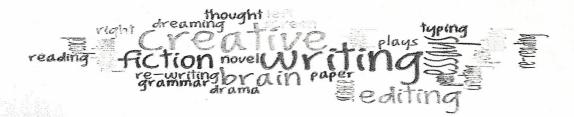
Alternate Ending Pre-writing I:

Complete the Following:

- Briefly summarize Chapters 21, 22, and 23.
- Identify three adjectives of personality for your main character.
- Create a plot chart for your Alternate Ending.

Plot Chart:

- Reference relevant facts from the last three chapters of the novel.
- Reference character motivations inferred from the adjectives of personality that you identified for your main character.



Alternate Ending Pre-writing II:

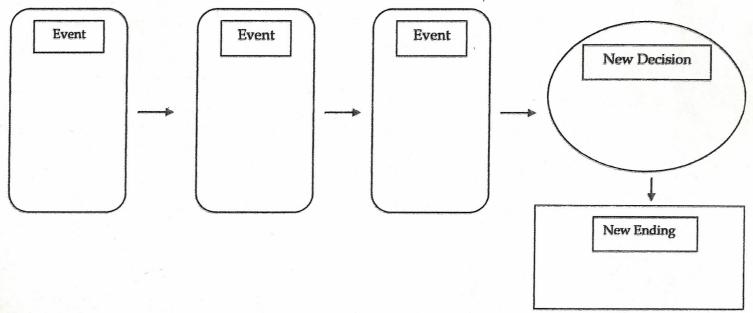
Your new ending should show your main character changing as a result of the events in the original story.

Using your analysis of your main character, fill out the chart below. Be sure to include the steps that led to your character's behavior. In completing this chart, please refer to the rubric.

Criteria:

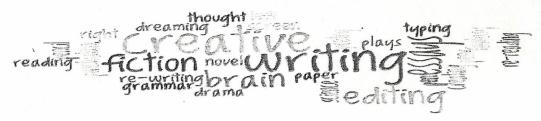
- Character is chosen
- Picked logical events from the story
- Showed a new/distinct decision the character would make
- New ending to the story

Analyzing Character's Behavior



Prewriting Rubric

Criteria	No		Some		Yes	
A specific character is chosen	1	2	3	4	5	
Logical events from the story are used in correct order	1	2	3	4	5	
Character makes a new decision	1	2	3	4	5	
New ending to the story	1	2	3	4	5	



Peer Editing

You will peer edit with another student from class. Here are some things that you should look for:

- Main character
- Logical events that motivate the main character's decisions
- A new decision made by the main character
- Growth or change displayed by the main character
- A new ending
- Effective dialogue
- Correct grammar / mechanics

Peer Editing Rough Draft Revision Rubric

	4	3	2	1
Character	Specific character is chosen	***************************************	######################################	Specific character is not chosen
Organization of Events	Presents events that create a clear narrative	Presents a sequence of events	Presents a confusing sequence of events	Presents no logical order
Decision	Character makes a new decision that will significantly change the outcome of the story	Character makes a new decision that will change the outcome of the story	Character makes a new decision but it is unclear if it will change the outcome of the story	Character does not make a new decision/outcome remains the same
Growth	Character displays an obvious growth within themselves	Character displays a growth within themselves	Character shows a glimpse of growth, but not enough to be convincing	Character does not display a growth within themselves
Dialogue	Dialogue reveals characters and furthers the plot	Dialogue develops the characters	Contains some dialogue	No dialogue provided
Grammar	Contains no errors in grammar, punctuation and spelling	Contains few errors in grammar, punctuation, and spelling	Contains some errors in grammar, punctuation, and spelling	Contains many errors in grammar, punctuation, and spelling

Comments:							
						March 1	

Alternate Ending/"Chapter 24"/<u>The Giver</u> Final Draft Rubric

	4	3	2	1
Purpose	Successfully narrates the events of a story	Narrates the events of a story	Some ideas conflict with narration of story	Supports no purpose
Organization of Events	Presents events that create a clear narrative	Presents a sequence of events	Presents a confusing sequence of events	Presents no logical order
Decision	Character makes a new decision that will significantly change the outcome of the story	Character makes a new decision that will change the outcome of the story	Character makes a new decision but it is unclear if it will change the outcome of the story	Character does not make a new decision/outcome remains the same
Growth	Character displays an obvious growth within themselves	Character displays a growth within themselves	Character shows a glimpse of growth, but not enough to be convincing	Character does not display a growth within themselves
Elaboration & Dialogue	Contains details that provide insight to character; contains dialogue that reveals characters and furthers the plot	Contains details and dialogue that develop characters	Contains characters and setting; contains some dialogue	Contains few or no details to develop characters or setting; no dialogue provided
Grammar	Contains no errors in grammar, punctuation and spelling	Contains few errors in grammar, punctuation, and spelling	Contains some errors in grammar, punctuation, and spelling	Contains many errors in grammar, punctuation, and spelling

Alternate Ending/"Chapter 24"/The Giver

Final Draft

Directions: Throughout this process you have experienced prewriting, drafting, and peer editing. It is time to take what you have written, and the comments and ideas you have received and write your final copy.

Criteria:

- A specific character
- Logical events that motivate a character's decision
- A new decision made by the character
- Growth or change displayed in the character
- A new ending
- Effective dialogue
- Correct grammar/mechanics