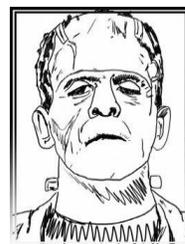
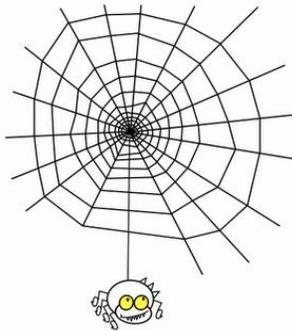


Fall Unit

Information Packet



Name _____

Drama is better known as a play. This genre has several characteristics.

1. Dramas are written in the form of **dialogue**. This means it is written as if the characters are having a conversation. The character's name is given, and then what the character is saying. Then the next character's line is written, and so on. Dramas are set up so that stage plays, television shows, and movies can be produced from them. The people who play the parts of the characters are called **thespians**. This is another word for an actor or an actress.
2. Dramas contain **stage directions**. The stage directions are contained in parentheses, and they tell the thespian what to do during the dialogue. Some common stage directions are as follow:
 - a. "at rise": This means at the very beginning of the play, when the curtain first rises, what follows is what the audience sees
 - b. "exit": This tells the thespian to leave the stage
3. Dramas contain a **cast of characters**. This is a listing at the beginning of the play telling all the characters in the play.
4. Dramas set the scene at the beginning.

Another genre is **advertisements**. Advertisements are also often called classifieds. Advertisements (ads) have the following characteristics.

1. They are nonfiction.
2. They are short, and to the point. They are designed to get across a lot of information using as few words as possible. They never use complete sentences. (Remember, usually you have to pay to place an ad, and the longer it is, the more you have to pay.)
3. Their purpose is to sell something (or get rid of something in some way), buy something (or get something in some way), or inform others of something.

Most ads contain the following pieces of information.

1. The name of the person placing the ad
2. Some type of contact information for the person placing the ad
3. The purpose of the ad (to buy, to sell, to inform), and the necessary details to capture the attention and interest of the person reading the ad

Ads can be of the following types.

1. Want ad – the placer wants to buy or get something
2. Work wanted – the placer wants to get a job
3. Want to sell – the placer wants to sell something
4. Want to trade – the placer wants to trade something s/he has for something s/he wants
5. Informational – the placer wants to let the reader know about something

Ads are different from other genres we've studied because they are not story-based. They don't try to entertain, or teach something.

Another genre is that of **recipes**. A recipe has the following characteristics.

1. They are nonfiction (usually).
2. They are a numbered, **sequenced** list of steps to follow in order to produce something to eat or drink. The steps appear in the order that must be followed to create the product. Time-order, or transition, words give clues to the correct order.

Recipes contain the following parts.

1. title (this is the name of the food or drink)
2. ingredients (these are the things that can be consumed that are combined to produce the product; ingredients have two parts: the unit and the item)
3. equipment (these are the things that cannot be consumed that the person following the recipe needs to use in order to produce the product)
4. procedure (this is the numbered list of directions, what the reader has to do to produce the product; the directions are usually written as imperative sentences, capitalized and punctuated)
5. serving information (this contains the unit and the audience)
6. quite often, a recipe will have the name of the person who created it

Unit Vocabulary

- Alliteration: a type of rhyme that repeats beginning sounds
Blackmail: threatening someone in order to persuade them
Bribery: offering someone something they want in order to persuade them
Cast of characters: a listing of characters in a play
Classifieds: another word for “advertisements”
Consumed: eaten
Describe: give a detailed account based on observation
Dialogue: another word for “conversation”
Drama: another word for a play
Equipment: things used in a recipe that cannot be consumed
First person: writing as if you are there
Ingredients: things used in a recipe that can be consumed
Parentheses: where stage directions are found
Persuade: another word for “convince”
Phobia: an irrational fear of something
Revolting: disgusting
Sequenced: in order
Stage directions: tell the thespians what to do
Thespian: an actor or actress
Transition words: words that give clues to the order of sequenced events



A **phobia** is an irrational fear of something that usually doesn't cause such fear. Phobias are fears so intense that they can interfere with a person's life. Some fears are common and make sense, like being afraid of heights or being enclosed in small spaces. Phobias are much more severe. Some phobias sound bizarre to those of us who don't suffer from them. Listed below are some far-out phobias ... have you ever heard of any of them?



Ablutophobia:	the fear of washing or bathing
Acerophobia:	the fear of sourness
Arachibutyrophobia:	the fear of peanut butter sticking to the roof of your mouth
Barophobia:	the fear of gravity
Bibliophobia:	the fear of books
Chorophobia:	the fear of dancing
Didaskaleinophobia:	the fear of going to school
Dromophobia:	the fear of crossing streets
Ereuthophobia:	the fear of blushing
Felinophobia:	the fear of cats
Geniophobia:	the fear of chins
Hippopotomonstrosesquippedaliophobia:	the fear of long words
Ideophobia:	the fear of ideas
Kathisophobia:	the fear of sitting down
Lachanophobia:	the fear of vegetables
Logizomechanophobia:	the fear of computers
Myxophobia:	the fear of slime
Numerophobia:	the fear of numbers
Optophobia:	the fear of opening one's eyes
Panophobia:	the fear of everything
Peladophobia:	the fear of bald people
Rhytiphobia:	the fear of getting wrinkles
Somniphobia:	the fear of sleep
Sophophobia:	the fear of learning
Telephonophobia:	the fear of telephones
Testophobia:	the fear of taking tests
Triskaidekaphobia:	the fear of the number 13
Verbophobia:	the fear of words
Xanthophobia:	the fear of the color yellow
Zemmiphobia:	the fear of the great mole rat

Your teacher has a more extensive list, if you are interested. Remember, all these phobias are documented medical conditions that someone somewhere suffers from. Halloween is a good time to discuss phobias because fear is a common theme in this holiday's literature and celebrations.



Story Elements

The plot of a story is what the story is all about. It contains the following elements:

- the setting (tells where and when the story is taking place)
- the problem (also known as the conflict)
- rising action (events leading up to the climax)
- climax (the turning point of the story)
- falling action (events leading to the ending of the story)
- resolution (how the problem is fixed and the story ends)

Details given throughout the story contribute to the development of the plot, or storyline. Being able to identify those details and understand their importance will help you to better understand the story. Keep in mind that usually there are more details and events in the rising action than there are in the falling action. Once the climax of the story is reached, the resolution usually quickly follows.

Remember that you are trying to identify the plot elements. It may be helpful to do so in the following order:

Setting: Where and when is the story taking place?

Conflict: What is the problem in the story?

Climax: What is the turning point of the story? What is the event that happens where the very NEXT thing that happens after it determines how the story is going to end?

Rising Action: What events lead up to the climax?

Resolution: How was the problem solved? How did the story end?

Falling Action: What events happened between the climax and the end of the story?

Persuasion

To **persuade** someone means to try to **convince** them to act a certain way, or think or believe a certain way. There are many different methods of persuasion; some of them are positive and some of them are negative.

Bargaining or making a deal

Bribery

Threatening

Begging

Giving good reasons

Blackmailing

Others