Augusta School Dept.

Narrative Writing Continuum

Anchor Papers	Puddle	Happy Writer	Bunny, Seasons, I love dogs	Playground, Smashing the Table, Emma
Developmental Level	Pictorial 1	Scribbler 2	Letter Copier 3	Sound Maker 4
Characteristics	 Picture matches scripted thought 'Story' may change with retellings May write their name (does not count as written message) 	Scribbles or patterns represent written message May have a recognizable letter, not enough to demonstrate that letters/words carry message May or may not have a picture	 Uses random letters or copied words for message. Letter formation may be inefficient or 'shaky' Will sometimes incorporate his/her name in message May insert known words or copy letters/words displayed around the room Story/message may change with each "reading". 	 May label pictures w/ easy to hear sounds or Most words represented by letters with some initial or dominant consonants May use a known sight word or two. Needs teacher scripting to interpret message Incomplete sentence with words missing.

Anchor	Eggs, The Girl,	On Friday, Wapvm, Somewhere Else,	Broken Egg, Sit on it, Stuf for my Har,	I Wonder, Dinosaur Egg,
Papers	Throwing at the Lamp,	I think, The liberl		He Sees Sumthing,
Developmental	Word/Sentence Attempter	Sentence(s) Writer	Focusing	Developing
Level	5	6	7	8
Characteristics	 Writes a simple sentence, each word represented by sound/letter connections. Spells some frequently-used words correctly or approximately Writes L to R Begins to separate word with spaces May be able to reread own writing (may need assistance) 	 Writes more than one sentence or complex/compound sentence Sentences may not connect to one another Simple wording May use sentence patterns over and over (I like) Stronger sound/letter connections that include vowels Usually separates words with spaces Can reread own writing. 	 Describes a single event or tells a simple story in sequence or Writes a description with multiple sentences May provide a reaction to what happened Simple word choice and may vary sentence beginnings L to R, return sweep, spacing Beginning to apply standard conventions 	 Writes multiple sentences to develop a story or topic. Most details tied to the topic, connected & sequenced (may be more story than description) Uses cue words to signal event order (then, and) May have sense of closure, but not a strong ending. Simple word choice and sentence structure (may use questions or exclamations) Uses standard conventions, as text grows longer this may diminish.

Level	Possible Teaching Points:		
		STUDENT	

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Narrative Writing Continuum

Anchor Papers Developmental Level	Looking in all the windows, Stay out of the living room, Rex, Time macsh Expanding 9	Pablo, , Al, Mr. Franklin, Planning 10	The Escape, Crack!, Monroe Children, Marcie! Same Couch as Me Elaborating 11	Mittens, is That You?, Ground Hog!!! The Case of the Baby Boy Controlled 12
Characteristics	Expands topic with well-elaborated event or series of events/actions Uses temporal words and phrases to signal event order. Includes details to tell what the characters thought or felt. Beginning, middle and end (ending may be abrupt) Often generic characters More complex/varied sentences Conventions usually include correct end punctuation, close spellings, presentation for reader-varies in use in relation to length	Leads introduce characters, setting or situations. The event sequence unfolds naturally, but may have gaps, sometimes long and rambling May use dialogue and/or detailed description of characters' actions, thoughts and feelings. Use transition or temporal words and phrases to signal event sequences or changes Beginning, middle and end (endings may not be satisfying) Evidence of voice, humor or connection to reader Varies word choice (adjectives, proper nouns, precise words) Varies sentence beginnings, structures or types	Strong lead, introduces characters, setting or plot to orient the reader Events unfold thoughtfully (though may lack mature logic) with a variety of temporal words and phrases. Effectively uses dialogue or 'thoughtshots' to develop characters or show reaction to events Sense of paragraphing emerging Use specific, concrete, or sensory words and phrases to describe and convey events/experiences precisely. Characters/settings often have names Use of conventions does not detract from the writing	Strong lead hooks and engages the reader. Well-developed characters, plot (problem/resolution) and setting. Narrative techniques: strong dialogue, pacing, description show characters' external behavior and internal responses Creates a satisfying ending that follows the plot (resolves the problem). Writes with paragraph structure Well-chosen, precise or varied words and phrases, (including transition or temporal words, phrases, clauses) Writes with a distinctive voice or style appropriate to purpose/audience. Consistent control of standard conventions

Anchor	Welcome to Nevada, Falling Cuddlekins, The	The New Landscape, Old Man Dwight,	Next time, Unfinished Business,
Papers	Power of Three, Social Media Storm	The Frenchman, PUSH	Captain Fuller
Level	Experimenting	Consistent	Engaging
	13	14	15
Characteristics	 Lead hooks the reader in unique way or experiments with entry point into story. Writes with a distinct point of view, plot is driven by narrator's perspective Setting may be integral to the story Satisfying conclusion: writes with end in mind (clearly follows from events, ideas) Consistent voice that establishes a distinct tone may evoke emotional response from the reader. Uses paragraphs effectively Choice of words, phrases, literary devices develop events precisely: show rather than tell Plots may be more episodic or complex, may include multiple (or major and minor) characters Dialogue moves the story along, develops/reveals characters and is effectively punctuated 	 Lead hooks and may orient or purposefully disorient the reader with conversation, images or a unique entry point into the story. Use a variety of techniques: backstory, flashback, flashforward, foreshadowing, plot twists, cliffhanger, breaking the 4th wall) Choose words and phrases to develop mood, establish a tone, reflect character traits or feelings, create tension, or visualize a scene Provide satisfying conclusion that wraps up events, provides a moral/message or is memorable for the reader. Story may be influenced by characters, novels or series they read Consistent control of standard conventions, even in dialogue 	Lead establishes entry point into the story that establishes mood, provides insight, or creates relationship with the reader-will often connect somehow with the ending Effectively use a variety of narrative techniques: backstory, flashback, flash-forward, foreshadowing, plot twists, cliffhanger, poetic justice, epiphany) May write multiple storylines that switch back and forth, but intersect during conflict or resolution. Develops tension with rising action and climax that brings the reader along. Creates believable, sympathetic characters Strong conclusion that follows from events (ties up all storylines) and contains falling action and satisfying resolution Conventions are purposeful, rules may be 'broken' for effect

Level	Possible Teaching Points				
Revised September 2015					
Aligned with Common Core State Standards					

STUDENT	 	

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