

English 3201

# Unit Workbook

## Short Stories

Name: \_\_\_\_\_

Teacher: \_\_\_\_\_

Date Submitted: \_\_\_\_\_

## SECTION A - Literal Meanings

**(15 marks)**

\*Literal meanings are important for helping us boil down the essentials of a particular story. As you continue through this unit, use your completed literal meanings to help jog your memory about the stories.

Literal meanings should be:

- chronological
- in paragraph form
- between 100 and 150 words
- condensed to include only the main points of the story
- without inferences

\* Using the guidelines outlined in the box above, write a literal meaning for each of the assigned stories.

Story #1: ***The Lottery*** by Shirley Jackson

[http://sites.middlebury.edu/individualandthesociety/files/2010/09/jackson\\_lottery.pdf](http://sites.middlebury.edu/individualandthesociety/files/2010/09/jackson_lottery.pdf)

[illegible]

Story #2: ***The Fly*** by Katherine Mansfield (Echoes 12, pg. 274)

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Story #3: ***First Confession*** by Frank O'Connor  
<http://www.ireland-information.com/firstconfession.htm>

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Story #4: ***A Girl's Story*** by David Arnason (Echoes 12, pg. 227)

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Story #5: ***Mr. Know-All*** by W. Somerset Maugham  
<http://www.is.wayne.edu/MNISSANI/world/Mr%20Know-All.htm>

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## SECTION B - Constructed Response Questions

(45 marks)

**\*HINT\*** When you see the words *effective*, *significant*, or *function* in a question, remember that they are signal words. You must link the given literary term to another literary term. (ex. rhyme scheme is effective because it helps build mood.)

\*                      \*                      \*                      \*                      \*                      \*                      \*

**Point of View - Choose any 3 from this section.** (5 marks each)

**Story #1 - *The Lottery***- Define literary *point of view*. Identify the point of view used in the story. Explain how the author's choice in point of view was *effective* in creating, building or revealing another literary device (eg. tone, theme, humor, character).

Literary point of view refers to the position from which a story is told. It may be 1st person, 2nd person, or 3rd person limited or omniscient. Shirley Jackson's story, "The Lottery" is written in 3rd person limited point of view. The story is told by a narrator who is not a character within the story and only reveals the actions and dialogue of the characters. Her use of 3rd person limited point of view is effective in building suspense. Because the reader is not aware of the characters' thoughts or feelings, the reader is oblivious to the dire consequences that are involved in 'winning' the lottery. As the story progresses, we are left to conjecture about the growing sense of anxiety among the townsfolk . This builds suspense.

**Story #2 - *The Fly***- Define literary *point of view*. Identify the point of view used in the story. Explain how the author's choice in point of view was *effective* in creating, building or revealing another literary device (eg. tone, theme, humor, character).

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**Story #3 - *First Confession***- Define literary *point of view*. Identify the point of view used in the story. Explain how the author's choice in point of view was *effective* in creating, building or revealing another literary device (eg. tone, theme, humor, character).

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**Story #4 - *A Girl's Story***- Define literary *point of view*. Identify the point of view used in the story. Explain how the author's choice in point of view was *effective* in creating, building or revealing another literary device (eg. tone, theme, humor, character).

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**Story #5 - *Mr. Know-All***- Define literary *point of view*. Identify the point of view used in the story. Explain how the author's choice in point of view was *effective* in creating, building or revealing another literary device (eg. tone, theme, humor, character).

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**IRONY - Choose any 3 from this section.** (5 marks each)

**Story #1 - *The Lottery***- Define irony. Identify an example of irony in the story. Explain how it *functions* within the story. (remember: it *functions* to help character, humor, theme, conflict, etc.)

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**Story #2 - *The Fly***- Define irony. Identify an example of irony in the story. Explain how it *functions* within the story. (remember: it *functions* to help character, humor, theme, conflict, etc.)

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**Story #3 - *First Confession***- Define irony. Identify an example of irony in the story. Explain how it *functions* within the story. (remember: it *functions* to help character, humor, theme, conflict, etc.)

Irony is defined as when the opposite of what is expected occurs. One example of irony from the story "First Confession" occurs when Jackie's expectations of a stern priest were altered when the opposite occurred and he found the priest to be understanding, empathetic, and forgiving. The irony functions to help reveal the theme of the story because Jackie's experience with the priest helped him learn that he shouldn't judge situations without experiencing them.

**Story #4 - *A Girl's Story***- Define irony. Identify an example of irony in the story. Explain how it *functions* within the story. (remember: it *functions* to help character, humor, theme, conflict, etc.)

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**Story #5 - *Mr. Know-All*** - Define irony. Identify an example of irony in the story. Explain how it *functions* within the story. (remember: it *functions* to help character, humor, theme, conflict, etc.)

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**Symbolism - Choose any 3 from this section (5 marks each)**

**Story #1 - The Lottery** - Define *symbolism*. Identify an example of symbolism within the story and discuss its use throughout. Explain how the symbol's significance in the story.

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**Story #2 - The Fly** - Define *symbolism*. Identify an example of symbolism within the story and discuss its use throughout. Explain how the symbol's significance in the story.

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**Story #3 - First Confession-** Define *symbolism*. Identify an example of symbolism within the story and discuss its use throughout. Explain how the symbol's significance in the story.

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**Story #4 - A Girl's Story-** Define *symbolism*. Identify an example of symbolism within the story and discuss its use throughout. Explain how the symbol's significance in the story.

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**Story #5 - Mr. Know-All-** Define *symbolism*. Identify an example of symbolism within the story and discuss its use throughout. Explain how the symbol's significance in the story.

Symbolism is the use of something tangible to represent something abstract. An example of a symbol used in "Mr. Know-All" is Mrs. Ramsay's pearls. The pearls symbolize deceit. The were

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**(25 marks)**

**With reference to any short story covered in this unit, explain how *setting*, and *conflict* help to develop a particular *theme*.**

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[illegible]

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## SECTION D - Personal Response

**(15 marks)**

In a well-constructed multi-paragraph response, discuss the following:

***Our own expectations of ourselves and others are often misguided by preconceived notions about the way things ‘should be.’***

- \* How does this statement apply to 2 characters studied in this unit?
- \* How does the statement apply to *you*?
- \* How do these judgements and expectations reveal something about the society in which we live? What are the implications for society as a whole?

[illegible]

[illegible]