

English 3201

# Unit Workbook

## Short Stories

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

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

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







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 objective, limited, or omniscient. Shirley Jackson’s story, “The Lottery” is written in 3rd person 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 objective 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, mood, humour, character).

---

---

---

---

---

---

---

---

---

---

**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, mood, humour, character).

---

---

---

---

---

---

---

---

---

---

**Story #4 - *Story of an Hour*** - 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, mood, humour, character).

---

---

---

---

---

---

---

---

---

---

**Story #5 - *The Cask of Amontillado***- 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, mood, humour, character).

---

---

---

---

---

---

---

---

---

---

\* \* \* \* \*

**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, mood, humour, theme, conflict, etc.)

---

---

---

---

---

---

---

---

**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, mood, humour, theme, conflict, etc.)

---

---

---

---

---

---

---

---

---

---

**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, mood, humour, 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 - *Story of an Hour***- Define irony. Identify an example of irony in the story. Explain how it *functions* within the story. (remember: it *functions* to help character, mood, humour, theme, conflict, etc.)

---

---

---

---

---

---

---

---

---

---

**Story #5 - *The Cask of Amontillado*** - Define irony. Identify an example of irony in the story. Explain how it *functions* within the story. (remember: it *functions* to help character, mood, humour, theme, conflict, etc.)

---

---

---

---

---

---

---

---



---

---

\* \* \* \* \*

**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 the symbol's significance in the story.

---

---

---

---

---

---

---

---

---

---

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

---

---

---

---

---

---

---

---

---

---

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

---

---

---

---

---

---

---

---

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

---

---

---

---

---

---

---

---

***Story #5 - The Cask of Amontillado-*** Define *symbolism*. Identify an example of symbolism within the story and discuss its use throughout. Explain 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 "The Cask of Amontillado" is the cask of Amontillado itself. Although the narrator makes the reader aware that he is not actually in possession of such an item, the very mention of the cask of fine brandy causes Fortunato to nearly salivate with want. Therefore, the cask symbolizes desire. The author's use of symbolism is significant to the story as it helps reveal the theme of the story, that people often sink to great depths satiate their desire, but what they find there does not bring happiness. This is true for both Fortunato and the narrator. Fortunato was desirous to experience the Amontillado brandy - even if it was to the detriment of his health. His**















