

Unit Workbook

Short Stories

Name: _____

Teacher: _____

Date Submitted: _____

SECTION	GRADE ACHIEVED
A - Literal Meanings (Listening)	/20
B - Constructed Response (Reading)	/45
C - Analytical Essay (Writing)	/20
D - Personal Response (Representing)	/15

SECTION A - Literal Meanings

(20 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

Story #2: The Fly by Katherine Mansfield

<http://commapress.co.uk/resources/online-short-stories/the-fly>

Story #3: **First Confession** by Frank O'Connor

<http://www.ireland-information.com/firstconfession.htm>

Story #4: ***Story of an Hour*** by Kate Chopin (Quest, pg. 354)

Story #5: ***The Cask of Amontillado*** (Quest, pg. 326)

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.)

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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).

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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, 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.)

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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 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 to 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 breathing became more laboured as he descended deeper into the catacombs, but he persevered onward, only to find that the end of his journey was to meet a cruel and painful demise at the hands of someone he had trusted. As for the narrator, he also believed that his bloodthirsty desire for revenge could be slaked when he reached the location of the "cask", but as he is sealing the fate of his "friend", he hears the jingle of bells and his "heart grew sick". This indicates that while he believed his desire could be satisfied through the murder of his frenemy, his descent only brought heartache. In this way, we see how the symbol of the underground "cask" symbolizes the dark desires of mankind.

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SECTION C - Analytical Essay Writing

(20 marks)

Use your analytical essay writing checklist. Remember that your essay will be judged for content as well as organization, and basic grammar, style and mechanics. (*If you need extra paper, use loose leaf and number it appropriately and attach it to the back of this workbook.*)

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

SECTION D - Personal Response

(15 marks)

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

***“What we want in life is the greatest indication of who we really are.”
- Richard Paul Evans***

- * What does this statement mean/imply? (2 marks)
- * Explain how it applies to *one* of the characters from the stories in this unit. (3 marks)
- * Through a description of a personal experience, explain how the statement applies to *you*? (4 marks)
- * How do these judgements and expectations reveal something about the society in which we live? What are the implications for society as a whole? (6 marks)

