



Strategic Instruction in Grade 9-10 Literature: **Analyzing Text Structure Module**

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Specifically designed to target the following Common Core English Language Arts Standards for Reading Literature:

CCSS.ELA-LITERACY.RL.9-10.5 *Analyze how an author's choices concerning how to structure a text, order events within it (e.g., parallel plots), and manipulate time (e.g., pacing, flashbacks) create such effects as mystery, tension, or surprise.*

Can also be used when teaching...

CCSS.ELA-LITERACY.W.9-10.2 (Expository writing)

CCSS.ELA-LITERACY.W.9-10.3 (Narrative writing)

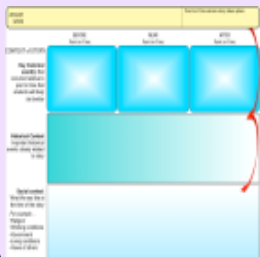
CCSS.ELA-LITERACY.SL.9-10.1 (Listening & Speaking: working collaboratively)

CCSS.ELA-LITERACY.SL.9-10.2 (Listening & Speaking: integrating multiple sources of information)

This module features three **Tier 1 Stratagems** (designed for grade-level instruction) and two **Tier 2 Stratagems** (designed for addressing fundamental text analysis skills for students functioning well below grade-level), each featuring a key dimension of text structure analysis. Each Stratagem includes ready-to-use DVT Power Point slides, DVT fillable PDF forms, DVT rubrics, and lesson plans, as well as samples of how teachers have used them.

Tier 1 Stratagems

Historical Context



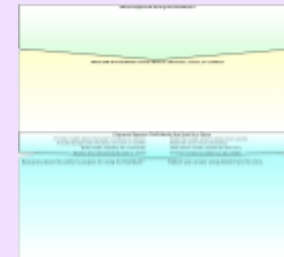
Designed to (i) create anticipation for reading the literary work and (ii) provide readers with a historical / social context in which the story takes place.

Story Structure Analysis



Features in-depth analysis of an unfolding conflict, including character, situation / scene set-ups, rising / falling conflict features, climax, and resolution.

I Spy Flashback



Features recognition and analysis of author's use of flashbacks in a literary work

Tier 2 Stratagem

Story Problem BME



Designed to facilitate analysis key features of a conflict at the beginning, middle, and ending of a story.

Conflict Sequence



Features step-by-step cause/effect analysis of an conflict in a story

See sample DVTs from this module on the following pages

Historical Context

LITERARY
WORK

The Most Dangerous Game

Point-in-Time where story takes place

Early 1920s

BEFORE
Point-in-Time

1903 - Invention of
airplane (about 20
years earlier)



1880s-90s Electricity
began to be installed in
city homes (about 35-40
years earlier)



NEAR
Point-in-Time

World War 1
(1914-1918)



In U.S., was
beginning of
"Roaring 20s" –
Prohibition (illegal
to sell booze)



AFTER
Point-in-Time

Great Depression
(1929-40)
(about 10 years
later)



World War II
(1939-45)
about 20 years
later)



**Key historical
event(s)** that
occurred relative to
point in time that
students will likely
be familiar

Historical Context
Important historical
events closely related
to story

World War I - Russian defeated and retreated back to Russia–
Czar's (like the king of Russia) decision to enter World War 1
was very unpopular at this point due to many Russian soldiers
killed or returning home with severe injuries

Russian Revolution – Czar overthrown
Czar's family and many others who supported him were executed
Many Czar supporters fled Russia to save their own lives

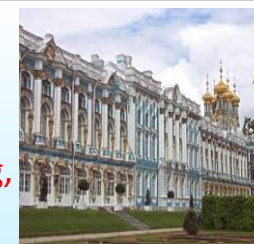


Social context:
What life was like at
the time of the story

For example...

- Religion
- Working conditions
- Government
- Living conditions
- Views of others

2 classes of Russian people... **Ruling Elite** (had incredible wealth,
many were Russian Royalty, lived in extreme luxury,
ruled over peasants. Viewed peasants as inferior.
Peasants (super poor) – mostly farmers or laborers, often starving,
few received any education, very difficult living conditions,
very limited opportunities. Many peasants hated the Czar
due to his wealth and the way his government operated that
took advantage of the peasants.



Story Structure Analysis, pg.1

Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text



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Character Set-Up

What was revealed in the beginning of the story about the character?

Rainsford: In his dialogue with Whitney, the reader learns that he is a hunter
He does care about the animals he kills
He thinks the world is made up of two classes of people—the hunters and the hunted.
He is not superstitious
He does not panic when he falls off the boat

☒ Story Clues → My Inferences ☐ Question I'm Asking ☒ Prediction

He is condescending when he makes fun of his friend's beliefs.
I predict that something bad is going to happen concerning the island the sailors think is "evil".

Setting Set-Up

What was revealed in the beginning of the story about the setting?

It begins with the characters on a yacht in the Caribbean
It is at night
The boat is passing an island
Rainsford falls off the boat and swims to the island
He falls asleep from fatigue & wakes next day in afternoon
Walks through jungle & finds a house
A huge man with a black beard answers the door

☐ Story Clues → My Inferences ☒ Question I'm Asking ☒ Prediction

I predict that this huge man is not friendly and is going to turn out to be dangerous.

Situation / Scene Set-Up

What was revealed in the beginning of the story about the situation / scene where the story begins?

The scene that begins to set up the plot is in General Zaroff's house when he and Rainsford discuss hunting.
Rainsford and General Zaroff share big adventure stories about dangerous game.
The general says he had to stock his island with new game because he was bored & needed an animal that could reason.

☐ Story Clues → My Inferences

☒ Prediction

☒ Question I'm Asking

Are there any animals that can reason?

I predict that his new game will not be an animal at all.

Unfolding Conflict

First sign of conflict?

Zaroff calmly explains that he stocks the island with men.
Rainsford is appalled. General Zaroff makes fun of his old-fashioned, mid-Victorian beliefs about the value of human life.
Zaroff believes that the world is meant for the strong, and the weak are here to give the strong pleasure.

☒ Story Clues → My Inferences

☒ Prediction

☐ Question I'm Asking

Rainsford thinks that animals are here to be hunted, and Zaroff believes that "weak" men are here to give the strong pleasure. I predict that this difference in beliefs is going to cause a problem.

Story Structure Analysis, pg.2

Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text



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More Unfolding Conflict Things that made the conflict grow or become more suspenseful

Zaroff invites Rainsford to hunt with him that night, but he refuses.
The next day, Zaroff says he is bored again. Sailors are not cunning enough to be fun for hunting.
Zaroff decides to hunt Rainsford because he thinks he will be a challenge.

- | | |
|---|---|
| <input checked="" type="checkbox"/> Story Clues → My Inferences | Rainsford acted like Zaroff at the beginning of the story and made fun of Whitney. Now, he will feel like the |
| <input type="checkbox"/> Prediction | jaguar and be the hunted. |
| <input type="checkbox"/> Question I'm Asking | |

More things that made the conflict grow or become more suspenseful

Zaroff gives Rainsford a knife and a few hours head start.
Rainsford tires after running in a zigzag path and climbs a tree.
Zaroff tracks him to the tree but wants the game to last longer, so he pretends he does not know that Rainsford is there.

- | | |
|--|---|
| <input type="checkbox"/> Story Clues → My Inferences | I predict that Zaroff may regret allowing Rainsford to live |
| <input checked="" type="checkbox"/> Prediction | |
| <input type="checkbox"/> Question I'm Asking | |

Climax What was the highest point of suspense?

Each day of the hunt is suspenseful. Rainsford manages to kill Ivan and a few of the hunting dogs.
On the third and last day, Rainsford no longer has his one weapon. General Zaroff is pursuing him with his best pack of dogs.
Rainsford finds himself on a cliff: he must jump or face his pursuers. He jumps into the sea.

- | | |
|---|---|
| <input type="checkbox"/> Story Clues → My Inferences | I predict that Rainsford did not die. |
| <input checked="" type="checkbox"/> Prediction | What will he do? Will he just hide out in the jungle? |
| <input checked="" type="checkbox"/> Question I'm Asking | |

Tipping Point

What caused the conflict to begin moving toward resolution?
Zaroff retires to his bedroom after dinner, Rainsford steps out.
Zaroff congratulates him, but Rainsford says he is still a beast at bay.
The general says, "Splendid! One of us will be repast for the hounds. The other will sleep in this excellent bed. On guard, Rainsford."
My inference: Zaroff and Rainsford fight a duel.

Resolution

How was the conflict was resolved?
He had never slept in a better bed, Rainsford decided.
My inference: Rainsford killed Zaroff in the duel.

Flashback Analysis, pg. 1

Analyze how an author's choices concerning how to structure a text, order events within it (e.g., parallel plots), and manipulate time (e.g., pacing, flashbacks) create such effects as mystery, tension, or surprise.



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TITLE
Literary Work

The Scarlet Ibis

Page # where
flashback
occurred

Pg.2

What happened during the flashback?

The narrator flashes back to the birth of his little brother. First, he remembers the time of year...the clove of the seasons. He can recall the flowers in detail... The last graveyard flowers were blooming, and their smell drifted across the cotton field, and through every room of our house, speaking softly the names of the dead.

The narrator tells about the changes that have taken place in all the years that have passed as he flashes back... As I sit in the cool, green-draped parlor, the grindstone begins to turn, and time with all its changes is ground away. ---and I remember Doodle. That begins the story about the narrator's relationship to his disabled brother. The narrator flashes back to the present to make reflective comments about his feelings toward Doodle...I thought myself pretty smart. Having an invalid brother was bad enough, but having one who possibly was not "all there" was unbearable.

What did the flashback reveal about a character, event, or conflict?

The continuous flashback shows how embedded the narrator's memories are about his time with his brother. As the story progresses, the reader begins to understand why the narrator can't forget these memories. He is in conflict with himself and is tormented by the cruel way he treated his sweet, disabled brother. He is trying to understand the reasons for his behavior.

The detailed description of flashing back to the setting establishes the somber tone of the narrator. He uses the words, "graveyard" and "the dead". The reader knows immediately that this is not going to be merely a light-hearted memory.

The reader can see how vivid the narrator's memories are about his little brother. He is tracing the events objectively and he describes the immature sense or reality that he had as a seven year-old boy.

Flashback Analysis, pg.2

Analyze how an author's choices concerning how to structure a text, order events within it (e.g., parallel plots), and manipulate time (e.g., pacing, flashbacks) create such effects as mystery, tension, or surprise.



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Common Reasons Flashbacks Are Used in a Story

Provide insight about character's motives or actions;
Provide background info about an event or conflict
Build reader empathy for a character
Deepen the intensity of the plot or climax

Make the reader want to know more secrets
Make the story more interesting
Help author create a theme for the story
Increase emotional impact on the reader

Best guess about the author's purpose for using the flashback?

I think the author uses flashback for several reasons.

- 1) He needs to provide background information about the events that have caused his deep internal conflict.
- 2) His flashbacks to the present provide insight about his motives or actions.
- 3) The author creates themes for the story.

Explain your answer using details from the story.

The reader needs to understand the sequence of events many years ago that have caused the narrator's torment.

The adult narrator can see his cruelty toward his brother and understand the pride that motivated it. Ex. I did not know then that pride is a wonderful, terrible thing...

There can be tragic consequences when pride takes over in a person. (possible theme)
The struggle for power can lead to cruel behavior. (possible theme.)

TITLE
Literary Work

The Most Dangerous Game

Is about...

A twist of events between two hunters who have been living according to their beliefs...

A man (Sanger Rainsford), defined by his position as a celebrated hunter, finds himself in the opposite position: the hunted. After being shipwrecked on an island, Rainsford encounters another expert hunter, General Zaroff, who decides to make Rainsford his prey. In a battle of hunting and tracking wits, the two dual to find who is truly the best hunter.

SETTING

Point in Time

a few years
after WWI
and the
Russian
Revolution

Location

Caribbean waters
"Ship-Trap Island"

Key words that describe setting

The sea is flat as there is no breeze, the island has a bad reputation, makes crew nervous, the air feels poisonous, dense jungle with tangles of trees and underbrush, rocky shores, cliffs

Key words that describe characters

CHARACTER
(protagonist)

Sanger Rainsford

Celebrated hunter from New York City, Realist...swam with determined effort
"Good eyes" for hunting according to Whitney.
According to Zaroff he is extraordinarily droll with a mid-Victorian point of view.
He has the ability to keep himself calm and forces himself to think things through before acting.
Zaroff says he is more interesting than his other human prey.

CHARACTER
(antagonist)

General Zaroff

Handsome, high cheekbones, face of a man used to giving orders, Cossack, former officer of the Czar, black eyes, eyebrows, and mustache, tall, lean, past middle age, vivid white hair, pointed military mustache, slight accent but a cultivated voice
According to Rainsford he is a thoughtful and affable host.
He believes he is a gentleman and a sportsman.

STORY PROBLEM BME, pg.2



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BEGINNING *What happened that led up to the problem in the story?*

Rainsford, a famous hunter, falls off the ship and swims to an island. He meets General Zaroff, also an expert hunter. They enjoy exchanging hunting adventures. Then, Zaroff says he was getting bored with hunting, so he stocked his island with new game. Rainsford is appalled when he learns that Zaroff is hunting humans.

MIDDLE *What was the problem the characters had to deal with in the story?*

Zaroff does not think it is wrong to hunt humans who he thinks belong to the “weak” class. Rainsford believes he is committing murder. Zaroff invites him to hunt with him, but Rainsford angrily refuses. The next day, Zaroff decides that hunting Rainsford will present the challenge he needs. Rainsford gets a knife and a few hours head start.

ENDING *How was the problem solved?*

Each day is suspenseful. Zaroff could have killed Rainsford the first day, but he does not want to end the game so soon. During the next two days, Rainsford manages to kill some hounds and Ivan as well as wound Zaroff. When he is cornered by Zaroff he chooses to jump into the sea. He swims back to shore and surprises Zaroff in his bedroom. He challenges Zaroff to a duel and succeeds in killing Zaroff.

CONFLICT SEQUENCE

Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text



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Literary

Work: To Build a Fire

INTRODUCTION: What was happening in the story that set the stage for the conflict to occur?

The man is traveling in -50 degree weather, completely unconvinced of his own fallibility. He must meet his friends at 6:00 near Henderson Fork. Although he is aware of the damaging ability of the extreme cold, he doesn't pay it much attention. This sets up the idea that the cold and his ignorance will be his downfall.

What was the conflict?

The man falls through the ice, getting his feet and legs soaking wet. His body starts to freeze but he is able to build a fire. He remembers the warnings of an old man telling him how dangerous -50 degree temperatures are for the lone man. This memory informs the readers that the man is not naïve about the consequences of his environment; he simply chooses to believe he is above it.

What happened that made the conflict bigger?

As he begins to untie his moccasins with his completely numb fingers, snow from the above tree falls off and puts the fire out. He is now in a mad rush to start a new fire and get dry. The man now knows he will at least lose some fingers. He cannot feel his body and cannot hold the matches to start the fire. He ends up dropping them in the snow. When he is able to start a match, he realizes it is burning his skin but he cannot feel it. In panic, he drops the lit matches onto the bark, but they quickly go out. Even after all of these events, he still believes he will be just fine. He does admit that he will lose parts of himself, but he is certain he will live.

What else happened that made the conflict bigger?

Becoming desperate, the man considers killing his dog to use his body for warmth. He calls the dog over, but it is unsure and won't come over. The man concludes something in his voice made the dog nervous. Regaining his calm, he calls the dog over and it obeys. He tries to grab it, but his hands are too numb to grasp it and he cannot kill it. He realizes death is a possibility and runs in a mad attempt for circulation. He falls multiple times and finally stays down. The man becomes crazed with the realization of his own mortality and no longer believes he is special. His calm demeanor is completely gone and is replaced by animalistic will.

RESOLUTION: How was the conflict resolved?

The man realizes he's going to die and decides to die with dignity. He falls asleep and dies. The man's over confidence was ultimately the reason for his death. Everything that people said he didn't believe. His character growth involved finally realizing that he was not infallible and that he had to accept that he was going to pay the ultimate price. He started out calm and over confident. Then he became nervous, panicked and became crazed by the certainty of death. He finally felt calm and accepted his death. He came full circle with his calmness, but he realized in the end that Nature is brutal and unmerciful. Jack London illustrates that battling with Nature requires preparedness.