

CCR STUDENT HELPER - REVISED

CCR 1:

WHAY DOES IT SAY? SUMMARY

This is a summary paragraph in which you should do the following:

- Start with a one sentence summary that tells what the story is about
- Use the story's title
- List 3-5 main (most important) details that happen in the story
- Use transition words

CCR 2:

HOW DOES IT SAY IT? AUTHOR'S CRAFT

You answer the following questions by telling **what** it is, **where** you find that, and what role it plays (**why it's important**).

- What is the text structure?
- How does the piece open?
- What role does dialogue play?
- What is the style, mood, tone?
- What genre is it?
- What is the point of view?
- Literal or figurative language?
- Are there literary elements?

For NONFICTION:

What is the source of information?

CCR 3:

WHAT DOES IT MEAN? AUTHOR'S PURPOSE

What is the theme or thesis?

What does the author want you to think, feel, do, or believe?

Why did the author choose this method of presentation?

What does the author think about the topic?

Who or what is not represented? Why?

For NON FICTION:

What is the quality of information collected? Is it relevant and credible?

CCR 4:

SO WHAT? WHAT DOES IT MEAN TO ME?

How can you apply this text to your life?

- Text to Self** (how does it relate to you?)
- Text to Text** (how does it related to other books you've read?)

•**Text to World:**

How does it relate to the world around you?

How does the author's intended purpose affect me?

CCR # 2 Helper – Does the author use these? Where? Why? To what effect?

Symbolism - The use of specific objects or images to represent abstract ideas. A symbol must be tangible (visible) while the idea it represents must be abstract or universal.

Ex: “Doves symbolize peace.”

Tone - The author’s attitude towards what (s)he is writing that translates into your attitude: or - what is the *feeling* of the whole work and the writing/artist's craft? Joyful? Melancholy? Fatalistic? Angry? Peaceful? Scary? Mysterious?

Personification - giving non-human objects human characteristics

Foreshadowing is the use of clues to suggest something that is going to happen.

Imagery - The author’s attempt to create a mental picture (or reference point) in the mind of the reader. Remember, though the most immediate forms of imagery are visual, strong and effective imagery can be used to invoke an emotional, sensational (taste, touch, smell etc) or even physical response.

Alliteration - Alliteration is the repetition of a consonant sound at the beginning of words.
(Ex: “sweet *smell of success*”)

Irony – A difference between what you expect to happen and what actually happens

Onomatopoeia - The use of words to imitate sounds is called onomatopoeia. (Ex: “*bang, pop, hiss, sizzle*”)

Repetition - The use of a specific word, phrase, or structure repeated several times, usually in close proximity, to emphasize a particular idea.

A **metaphor** is a direct comparison between two things without using “like” or “as”: my love is a rose, or he was a snake.

A **simile** is indirect, mediated by "like" or "as": my love is like a rose, or he was as mean as a snake.

Allusion is a reference to another literary or artistic work or famous person/icon/event.

Hyperbole – exaggeration (Ex: *I have a million things to do today*)

TEXT STRUCTURES:

Cause and Effect – what happened and why

Compare and Contrast – how things are alike and/or different

Sequence – Describes events in order or in steps

Problem and Solution – Tells about a problem and tries to solve it

Description – Something is described in detail