

□ Activity 3: The Protagonist

All stories contain a protagonist. The protagonist is the main character in a story. In most science fiction stories, the protagonist has a mission or quest and most often is successful in completing it. Take a moment to identify and discuss the protagonist(s) in *A Wrinkle in Time*. Who is it? Are there more than one?

Hopefully you are beginning to have some ideas about the science fiction short story that you will write in the final project. Today, you will choose a protagonist that will serve as the main character of the story you write. You will also begin a story map where you can write down your plot elements as you begin to build your science fiction story.

If you know who you'd like your protagonist to be, write about him or her in the Protagonist box on the "Story Map" page. If you do not already have a protagonist for your story, cut out the boxes on the "Protagonist Cards" sheet, turn them upside down and shuffle them around. Close your eyes and randomly pick up one card. This is now your protagonist! (If you don't like that choice, select another.) Glue the card onto the corresponding space on the "Story Map" page. In the lines underneath, you can include the character's name, job, or other details. (Hold onto this page as you will add to it later in the unit.)

Use "The Protagonist" pages to further brainstorm and develop your protagonist. You can start on these pages now and return to them as you think of other ideas.

As you progress in the unit, your ideas may change, and you may want to change your protagonist or other details on your story map. That's okay!

Protagonist Cards

<i>ALIEN BEST FRIENDS</i>	<i>CRAZY SCIENTIST</i>	<i>SPACE PRINCESS</i>
<i>COURAGEOUS PILOT</i>	<i>SHAPESHIFTER</i>	<i>CHILD WITH SPECIAL POWERS</i>
<i>ASTRONAUT</i>	<i>TIME TRAVELLER</i>	<i>ASTRONOMER</i>
<i>THIEF</i>	<i>CLONE</i>	<i>ROBOT</i>

Story Map

Protagonist

Antagonist

Setting

Theme

Problem

Solution

The Protagonist

Directions: Think about your protagonist, and answer the questions below.

1. Create a web for your protagonist that uses three or four words or phrases to describe him or her.

2. What is the mission of the protagonist?

3. Define three obstacles he/she has to overcome.

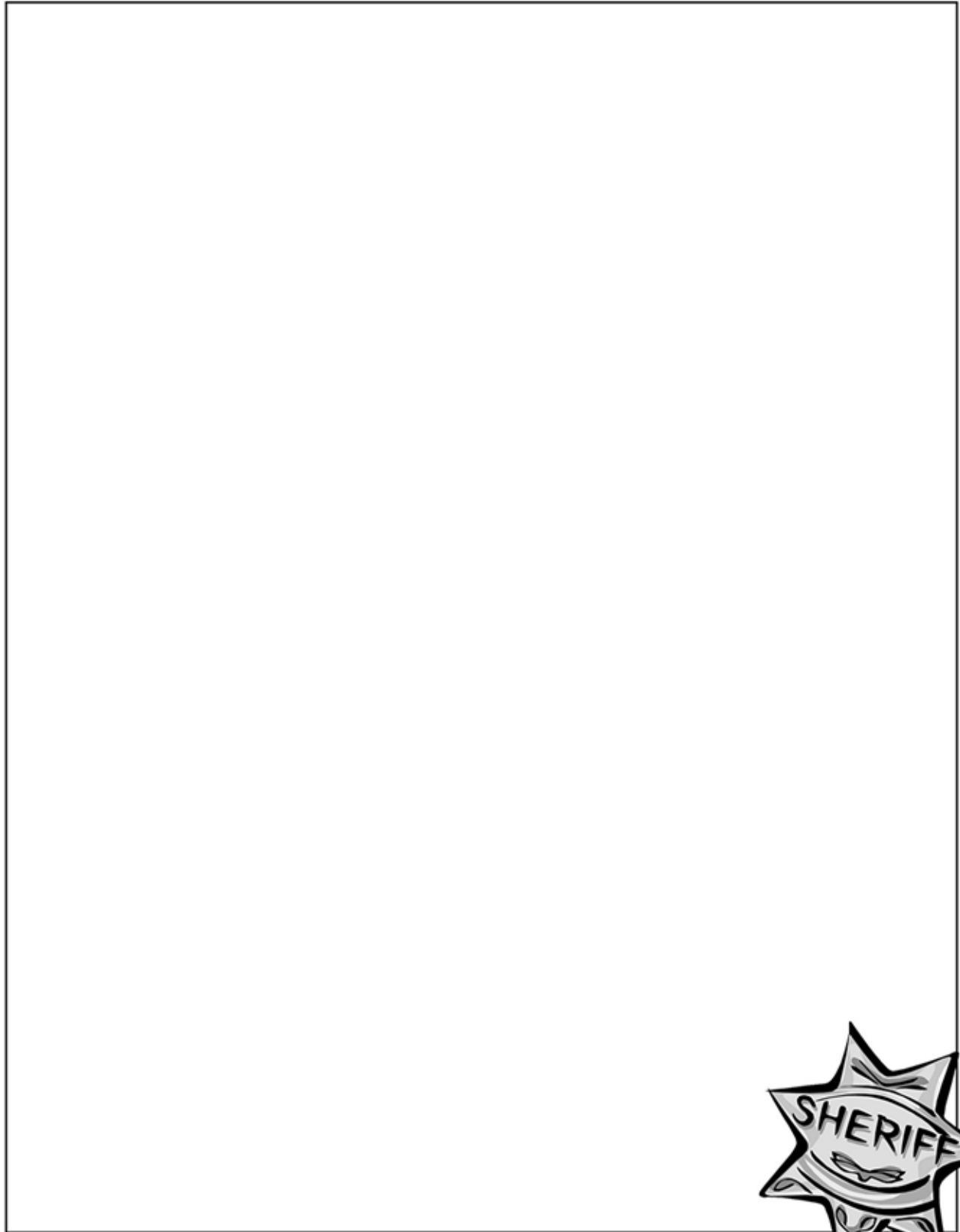
1.

2.

3.

4. How does the protagonist accomplish his or her mission?

Draw a picture of your protagonist.



Activity 3: The Protagonist

In this activity, your child will brainstorm ideas for a protagonist (the main character) of the science fiction story she will write for this unit. She can come up with her own protagonist or choose one from the "Protagonist Cards" provided. She will then record the protagonist on the "Story Map" page, which she will use throughout the remainder of the unit. She will then brainstorm ideas about the protagonist. She can start this brainstorming now and come back to it later as she has ideas. Encourage her to be creative, and tell her that it's ok for her to change details about her story later.

□ **Activity 3: The Antagonist**

An antagonist is the person or thing that the heroes struggle against in a story. In most stories, the antagonist is a specific person. In science fiction, the antagonist is often a larger force of evil, although specific characters might represent this evil force.

In this activity, you will be creating the antagonist of your science fiction story. Think back to the science fiction protagonist you began creating in Lesson 4. Who or what sort of force do you want your protagonist to face? Record information about your antagonist on the "Story Map" page you started in Lesson 4.

If you're having trouble deciding on an antagonist, use the "Antagonist Cards" page to help you. Cut out the cards, turn them upside down, and shuffle them around. Close your eyes and randomly pick up one card. This is now your antagonist! (If you're not happy with that one, feel free to choose another.) Glue your content card onto the corresponding space on the "Story Map" page.

Then, use the graphic organizer on "The Antagonist" page to describe the character. Draw a picture of the antagonist and think of three ways the antagonist will try to harm or overpower the protagonist (hero) of the story.

Antagonist Cards

EVIL SCIENTIST

*POWER-HUNGRY
KING*

*SPACECRAFT
PILOT*

TIME TRAVELER

*LARGE BLACK
WEB*

*ALIEN FROM
ANOTHER
GALAXY*

ANGRY ROBOT

UNDERCOVER SPY

ANDROID

*ASTEROID ABOUT
TO MAKE IMPACT*

*DINOSAUR-LIKE
CREATURE*

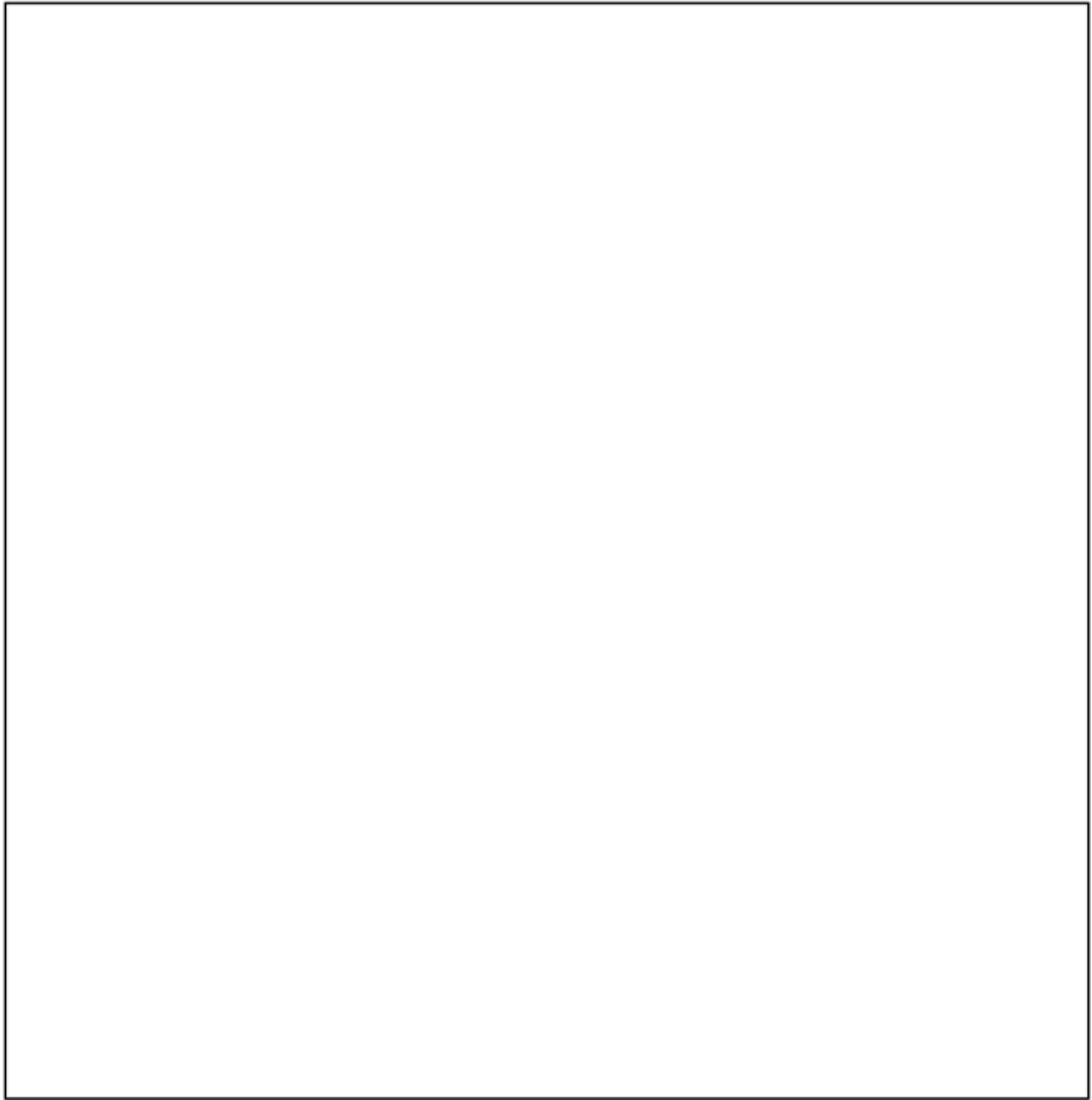
*VOLCANIC
ERUPTION*

THE ANTAGONIST

Directions: Use the graphic organizer to characterize the antagonist of your science fiction story. Then draw a picture of the character and describe three ways he or she will try to harm or overpower the protagonist.

<p>Looks: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Behavior: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Antagonist:</p> <p>_____</p>	
<p>Thoughts: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Statements: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>





Three ways the antagonist will try to harm or overpower the protagonist:

1. _____

2. _____

3. _____

Activity 3: The Antagonist

In this activity, your child will choose the antagonist for her story. Cards are provided in case she has trouble coming up with ideas. Encourage her to use the pages provided to help her brainstorm ideas for her antagonist. She can come back to these pages as she develops her ideas.

Activity 3: Science Fiction Setting

In this activity, you will think about the setting for your science fiction story. The setting is an important story element. It sets the stage for the story and contributes to both the plot and the characters' actions and thoughts. A setting includes a time (of day, month, or year) and place. A story writer must pay close attention to these elements in order for the story to be effective and feel complete. Write the time and place of your story in the "Setting" section of your story map.

If you're having trouble deciding on a setting, cut out the boxes on the "Setting Cards" page and pick a time and place at random to glue onto your story map. (Feel free to choose others, if you'd like.) Remember that you are not limited to these options.

Next, on the "Science Fiction Setting" page, describe the setting you've chosen — the geography, life forms, and way of life that exists in the short story setting you selected. Then, illustrate a picture of the setting.

Setting Cards

<p>TIME</p> <p><i>PRESENT DAY</i></p>	<p>TIME</p> <p><i>THE YEAR 2077</i></p>	<p>TIME</p> <p><i>500 YEARS FROM NOW</i></p>
<p>TIME</p> <p><i>50 YEARS AGO</i></p>	<p>TIME</p> <p><i>THE YEAR 2121</i></p>	<p>TIME</p> <p><i>5 YEARS AGO</i></p>
<p>PLACE</p> <p><i>MYSTERY PLANET</i></p>	<p>PLACE</p> <p><i>OUTER SPACE</i></p>	<p>PLACE</p> <p><i>MARS</i></p>
<p>PLACE</p> <p><i>SPACESHIP</i></p>	<p>PLACE</p> <p><i>ON A UFO</i></p>	<p>PLACE</p> <p><i>UNKNOWN GALAXY</i></p>

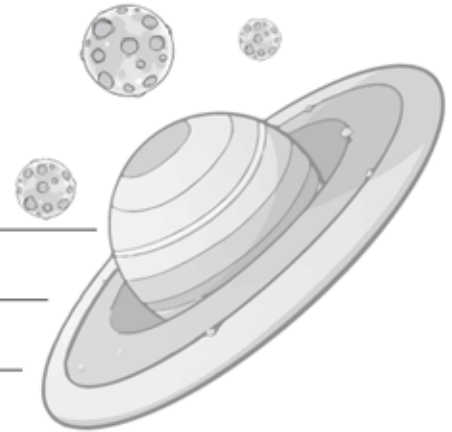
Science Fiction Setting

Directions: Think of when and where your story will take place. Describe the location's geography, life forms, and way of life. Then illustrate the setting.

Time: _____

Place: _____

Details: _____



Activity 3: Science Fiction Setting

Ask your child to explain the setting she has in mind for her science fiction short story.

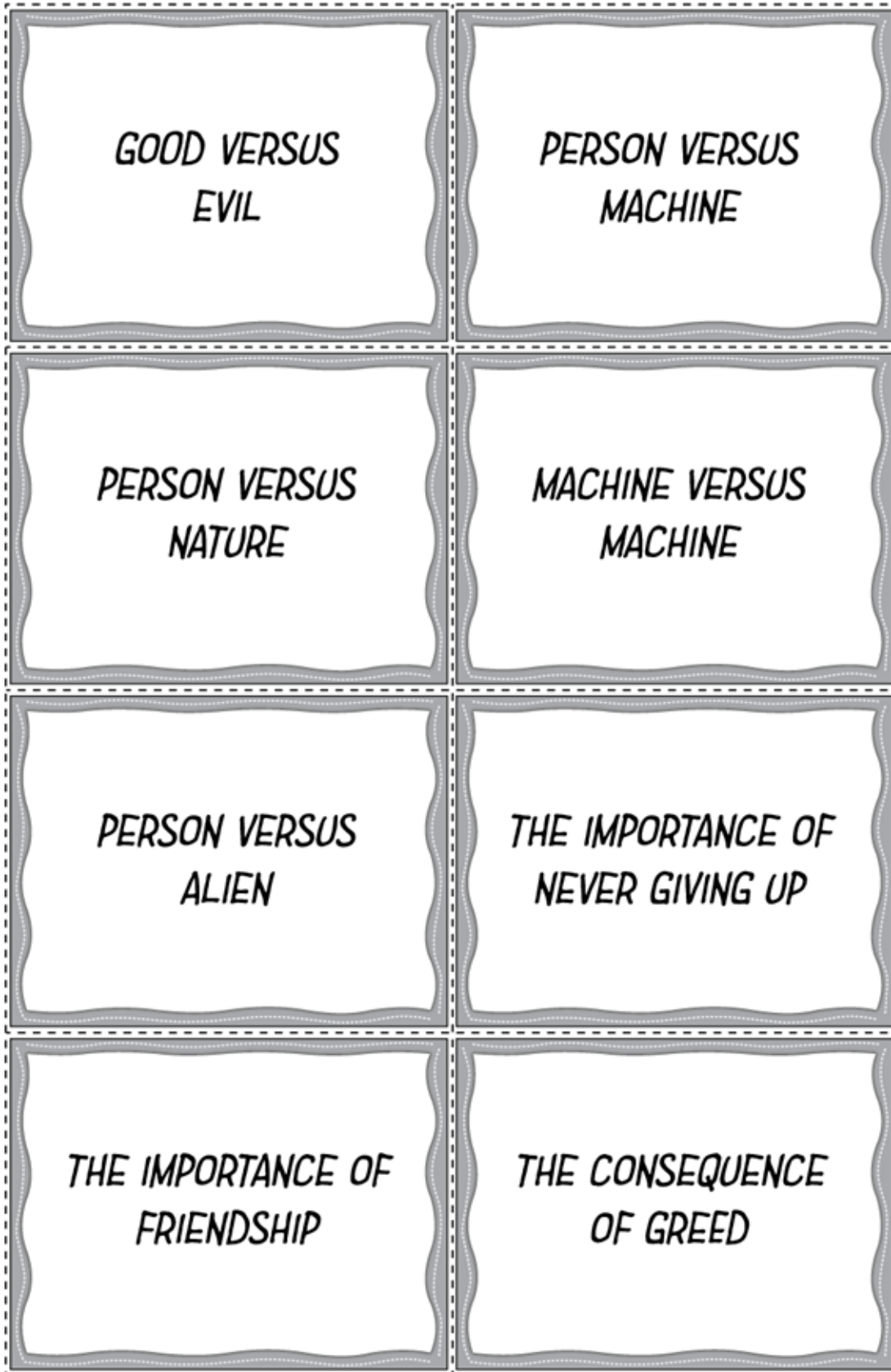
□ Activity 3: Theme

One major theme of science fiction and fantasy novels is "good versus evil." It is considered a universal theme because it can be found in all cultures throughout history. This theme also runs throughout the novel *A Wrinkle in Time*. On the first "Theme" page, give examples of events, characters' words or actions, and author's descriptions in the story that support this theme.

Next, think about the theme of the science fiction short story you are developing. Record your theme on your story map. If you need help with a theme, cut out the boxes on the "Theme Cards" page and shuffle them. Randomly pick a card (or choose the one you like) and glue it to your story map.

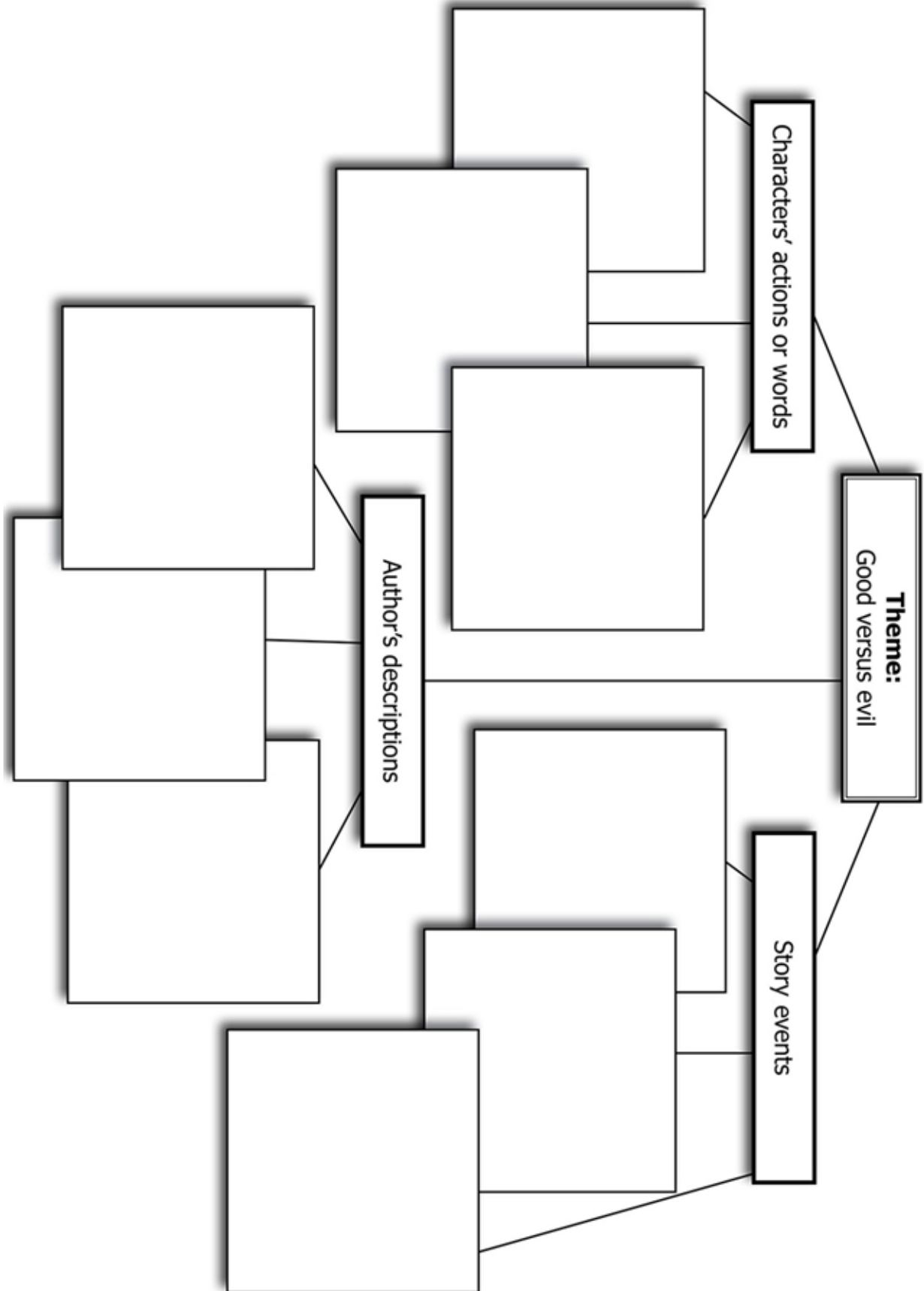
For the second "Theme" graphic organizer, record your theme at the top of the page. Then think about how the theme might affect your characters' thoughts and actions, the plot of the story, and the descriptions you provide in the story. You can brainstorm these ideas on the page.

Theme Cards

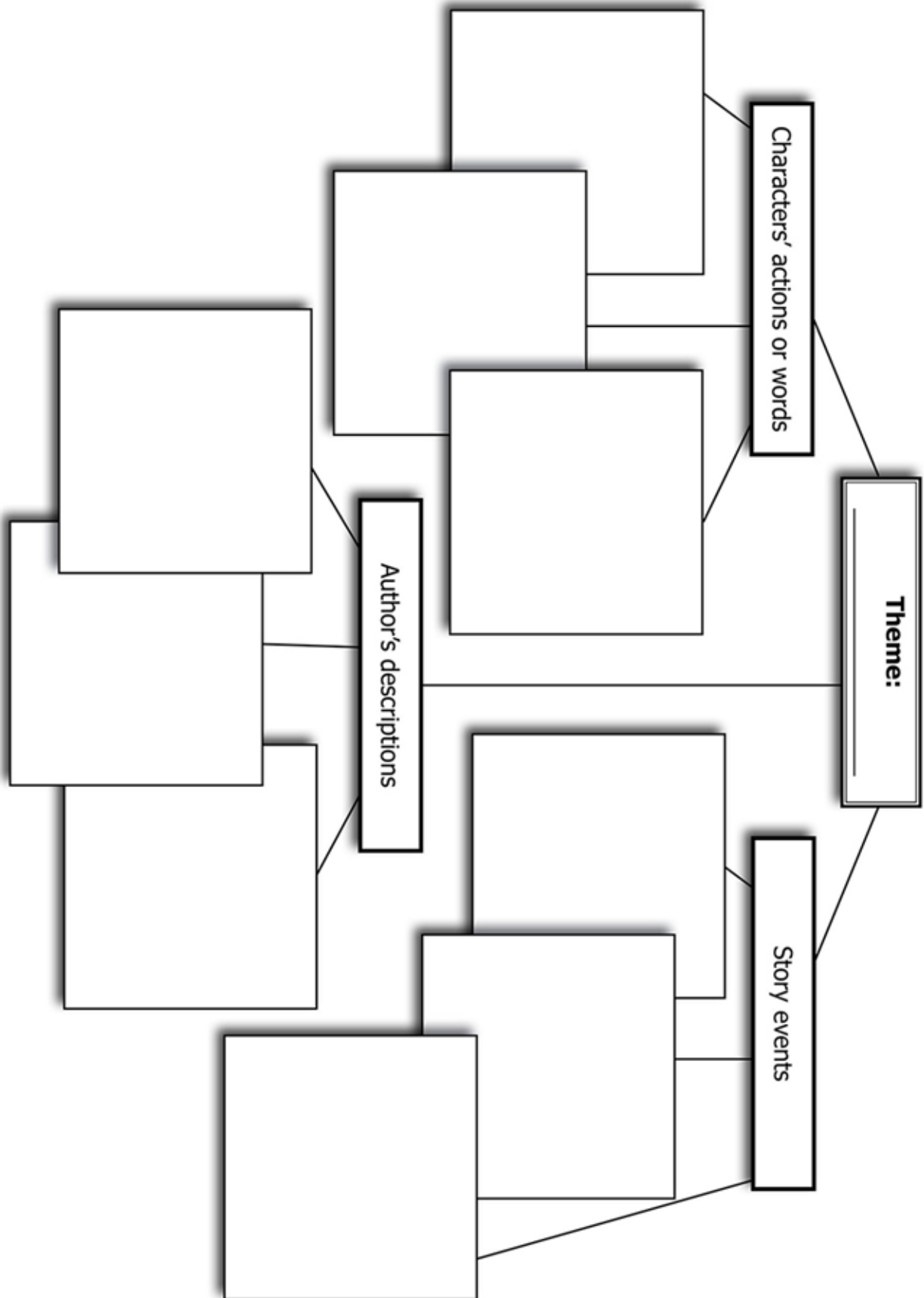


Theme: A Wrinkle In Time

Directions: Provide evidence from the story to support the theme of the book.



Theme: Science Fiction Story



Activity 3: Theme

Ask your child to explain how the theme of good versus evil is revealed in *A Wrinkle in Time*. Then ask him how he will provide evidence to support the theme of his science fiction short story. The theme for his story might be the same as the novel's, or it might be different.

Activities **Activity 3: Problem and Solution**

Now that you have brainstormed the protagonist, antagonist, setting, and theme for your short story, it's time to figure out what major problem your characters will face. What obstacle do you want them to overcome? How do you want them to overcome it? Jot down your problem and solution on your story map.

If you're having trouble deciding on a problem, cut out the boxes on the "Problem Cards" page and choose one to glue on your story map.

Next, use the activity sheet "The Problem" to brainstorm more specific ideas about the problem and solution.

Problem Cards

*AN IMPORTANT
MESSAGE IS
MISUNDERSTOOD*

*A SPECIES IS IN NEED
OF RESCUE*

*A DISTRESS CALL
HAS BEEN HEARD*

*A SPACECRAFT HAS
CRASHED SOMEWHERE
UNKNOWN*

*THE ANTAGONIST IS
PLOTTING SOMETHING
EVIL*

*A NATURAL DISASTER
IS ABOUT TO OCCUR*

*A ROBOT/ANDROID
HAS TURNED AGAINST
PEOPLE*

*THE ANTAGONIST IS
PUTTING PEOPLE IN
DANGER*

The Problem

Directions: Think of a problem that your characters must deal with in the story. This problem will be handled or solved by the end of the story.



Describe your problem in as much detail as you can:

Who/what is causing the problem? _____

What is the problem? _____

Why is this problem happening? _____

Who is causing the problem? _____

Who is feeling the effects of the problem? _____

If the problem is a personal conflict, who is having a conflict and why? _____

If the problem is a natural disaster, has it occurred or is it about to occur? What are/will be the effects?

If the problem involves someone or something trying to harm others, what harm is the person/thing trying to cause?

Add other notes about the problem as you think of them:

Activity 3: Problem and Solution

Your child will work on the problem that the characters in her short story will confront and how they will solve the problem. Problem cards are available if your child is having trouble coming up with a problem. An activity page is provided to help her brainstorm more details about the problem and solution.