Name:

Judges – things to listen for:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Story 1 -  |  | Story 2 -  |  | Story 3 -  |  |
| **Exciting beginning:**Does it start with action, description, or dialogue |  | **Exciting beginning:**Does it start with action, description, or dialogue |  | **Exciting beginning:**Does it start with action, description, or dialogue |  |
| **Setting description with ALL 5 senses:**HearSeeTasteTouchsmell |  | **Setting description with ALL 5 senses:**HearSeeTasteTouchsmell |  | **Setting description with ALL 5 senses:**HearSeeTasteTouchsmell |  |
| **Rising action:** plot has events that made sense and lead to exciting CLIMAX (big problem that must be solved |  | **Rising action:** plot has events that made sense and lead to exciting CLIMAX (big problem that must be solved |  | **Rising action:** plot has events that made sense and lead to exciting CLIMAX (big problem that must be solved |  |
| **Problem:** Is it believable? Layer? Interesting? |  | **Problem:** Is it believable? Layer? Interesting? |  | **Problem:** Is it believable? Layer? Interesting? |  |
| **Solution:** Is it believable? Does it make sense? Pacing? |  | **Solution:** Is it believable? Does it make sense? Pacing? |  | **Solution:** Is it believable? Does it make sense? Pacing? |  |
| **Reflected ending:** Does the character reflect about the past events in a meaningful way? |  | **Reflected ending:** Does the character reflect about the past events in a meaningful way? |  | **Reflected ending:** Does the character reflect about the past events in a meaningful way? |  |
| **Narrative elements:** Figurative language? Idioms? Character Development? Strong vocabulary?Dialogue btw characters? |  | **Narrative elements:** Figurative language? Idioms? Character Development? Strong vocabulary?Dialogue btw characters? |  | **Narrative elements:** Figurative language? Idioms? Character Development? Strong vocabulary?Dialogue btw characters?? |  |