

	4	3	2	1
<b>Point of View</b>	Told from the same point of view as the original story.	-	-	Not told from the same point of view as the original story.
<b>Dialogue</b>	Includes 3 or more examples of dialogue, correctly punctuated.	Includes 2 examples of dialogue, correctly punctuated, or has 3 examples, but incorrectly punctuated.	Includes 1 example of dialogue, correctly punctuated, or has 2 examples, but incorrectly punctuated.	Does not include dialogue, or has one incorrectly punctuated example.
<b>Plot</b>	The resolution of the story seems complete and follows logically from the conflict in the original story.	The resolution of the story does NOT seem complete, but follows logically from the conflict in the original story.	The resolution of the story does not follow logically from the conflict in the original story.	There is no falling action or resolution in the story.
<b>Theme</b>	Plans a theme in rough drafts and includes the theme, by showing good characters being rewarded or bad characters being punished.	Does not plan a theme in rough drafts, but includes the theme in final draft by showing good characters being rewarded or bad characters being punished.	-	Theme cannot be understood by readers.

	4	3	2	1
<b>Point of View</b>	Told from the same point of view as the original story.	-	-	Not told from the same point of view as the original story.
<b>Dialogue</b>	Includes 3 or more examples of dialogue, correctly punctuated.	Includes 2 examples of dialogue, correctly punctuated, or has 3 examples, but incorrectly punctuated.	Includes 1 example of dialogue, correctly punctuated, or has 2 examples, but incorrectly punctuated.	Does not include dialogue, or has one incorrectly punctuated example.
<b>Plot</b>	The resolution of the story seems complete and follows logically from the conflict in the original story.	The resolution of the story does NOT seem complete, but follows logically from the conflict in the original story.	The resolution of the story does not follow logically from the conflict in the original story.	There is no falling action or resolution in the story.
<b>Theme</b>	Plans a theme in rough drafts and includes the theme, by showing good characters being rewarded or bad characters being punished.	Does not plan a theme in rough drafts, but includes the theme in final draft by showing good characters being rewarded or bad characters being punished.	-	Theme cannot be understood by readers.

## Seedfolks chapter, starring YOU!

Your task is to write the final chapter of Seedfolks, imagining that you are a character in the story. Begin by planning the big parts of your story: the conflict, the theme you plan to teach to readers. Once you have figured out those things, fill in smaller details, like what you will grow, and which Seedfolks character you'll interact with.

You may be creative when inventing your protagonist. They can certainly be similar to you, or include details about your life or culture, but you can also be creative. Is there a job you'd like to have when you grow up? Your character can have that job! **Remember to SHOW, not TELL readers what your character is like by giving them things your character says or does that show who they are as a person. Try to use WALTR to get your theme across to readers.**

**This summative assignment will be graded according to the following rubric:**

	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>Point of View</b>	Told from the same point of view as the original story. (1st Person)	-	-	Not told from the same point of view as the original story.
<b>Dialogue</b>	Includes 3 or more examples of dialogue, correctly punctuated.	Includes 2 examples of dialogue, correctly punctuated, or has 3 examples, but incorrectly punctuated.	Includes 1 example of dialogue, correctly punctuated, or has 2 examples, but incorrectly punctuated.	Does not include dialogue, or has one incorrectly punctuated example.
<b>Plot</b>	The story contains a conflict that worsens, building toward a climax. The resolution of the conflict makes sense and satisfies readers.	The story contains a conflict that worsens, building toward a climax. The resolution of the conflict may not make sense or satisfy readers.	The story contains a conflict, but it either doesn't get worse, or is not resolved by the end.	There is no conflict or resolution in the story.
<b>Theme</b>	Plans a theme in rough drafts and includes the theme, by showing good characters being rewarded or bad characters being punished.	Does not plan a theme in rough drafts, but includes the theme in final draft by showing good characters being rewarded or bad characters being punished.	-	Theme cannot be understood by readers.
<b><u>Seedfolks</u> characteristics</b>	The protagonist of the story grows something in the Gibb Street Garden and meets/has dialogue with a character from the original <u>Seedfolks</u> .	The protagonist of the story grows something in the Gibb Street Garden and the author mentions a character from the original <u>Seedfolks</u> , but they aren't featured in the story.	The protagonist of the story grows something in the Gibb Street Garden but there is no character from the original <u>Seedfolks</u> .	The protagonist of the story does not grow something in the Gibb Street Garden and there is no character from the original <u>Seedfolks</u> .