

Instructions for Group Character Trading Cards

Knowledge: Demonstrate a recognition and understanding of the characters in a novel.

Skills Assessed in this Project:

Able to identify the role that a character plays in a story.

Able to create a visual representation of a character.

Able to analyze a character to see why the author wrote about or used this person in their story.

Able to analyze the growth (or lack of growth) that a character goes through in a story.

Product Instructions:

1. Read a novel of your choice. Use this project for a novel that has some great, memorable characters.

2. Choose 3 characters per person and make a character trading card for each.

3. **Side 1 Card Instructions:**

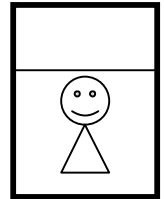
a. Turn your card vertical for side 1

b. At the top, identify the character (**complete name**).

c. Directly underneath the name, identify **what the character is known for**

d. In the center (and taking up the majority of the card), **draw the character**. Finished drawings are in pen and neatly colored.

e. At the bottom, identify the book & author from which this character comes (**book title & author**).



4. **Side 2 Card Instructions:**

a. Turn your card horizontal for side 2

b. Divide it evenly into **two columns**.

c. In the **left column**, answer the following questions about your character using complete sentences

1. Identify the character as the protagonist, antagonist, or “flat” character in the novel?

2. Why is this character **important** to the story?

3. What does this character **believe or value**?

4. What are the **main problems or conflicts** that this character copes or deals with? If it is a flat character, what problem or conflict do they play a part in?

5. How does this **character grow or change**? Remember, many flat characters do not grow or change throughout the story; but some do, so think carefully about this! If the flat character doesn't change then explain how they stayed the same throughout the novel.

6. What does this **character teach us**? What are we to learn from this character?

1	4
2	5
3	6

Rubric (30 pts. Per Card (90 points) + 10 pts for overall effort (100 pts. Total):

27-30: The card is complete on both sides. The drawing on side one is neat, lines in pen, and filled in with color, detailing what the character looks like and any important or unique qualities that he or she might possess. On side two, the character is correctly identified as the protagonist, antagonist, or flat character. The other 5 questions are correctly answered with specific details and demonstrate that significant thought went into each answer. Overall, the card is neat and shows that time, effort, and creativity went into completing it.

24-26: The card is complete on both sides. The drawing is neat and in pen and color. However, the drawing only does a basic job of detailing what the character looks like. Little effort is put into showing any important or unique qualities that the character might possess. On side two, the character is correctly identified as the protagonist, antagonist, or flat character. The other 5 questions are correctly answered, but some of the answers are not very detailed, demonstrating that just basic effort went into each answer. Overall, the card could have been better, but does demonstrate an attempt at effort and creativity.

21-23: The card is mostly complete, but is missing bits and pieces of the requirements. The drawing could be a lot better. It is either sloppily done, or lacks panned lines and color. No effort was put into showing any important or unique qualities of the character. On side two, some of the answers are incorrect or incomplete. Most of the answers are lacking any relevant details. Overall, the card could have been significantly better, demonstrating that it was hastily thrown together at the last minute.

20 or less points: Card is sufficiently deficient in several ways.

Helpful Hints

- **Characters:-**
 - both human and non-human, are guides who bring a story to life and teach us to see the rich potential that humans have for goodness, love, faith, and hope, as well as for fear and evil.
 - Characters can grow and change as they cope with story events.
 - When analyzing a character, focus on what the characters believe and value. Return to the text to confirm ideas, support statements, and reread what the characters said or did.
 - Characters are revealed in action that is significant to the story.
 - When analyzing a character, examine events that are important to the story and discover how a character copes with these events.
 - An author makes a character believable by keeping the character behavior true to that character.
- **Protagonist** (good guy – central, or main, character)
- **Antagonist** (bad guy – tries to prevent the protagonist from realizing his or her goals)
- **“Round” characters** (protagonist and antagonist) are well developed and described.
- **“Flat” characters** are not as highly developed, but still play an important role in the story. They rarely change and oftentimes fill a stereotype (evil stepmother, mean teacher, caring grandparent). A story has several (and sometimes many) flat characters.
- **Characterization** - Authors bring a character to life through many ways:
 - by metaphor, simile, and naming,
 - by the actions they take and the thoughts they have,
 - by what they say and what others say to them,
 - by the reactions others have to them and they have to others,
 - by narration.