

CHARACTERIZATION

Characterization occurs when the reader learns what a particular character is like. An author may achieve this through two methods:

- **direct characterization** - the author comes right out and tells the reader what a certain character is like. "For he was a quiet man, not given to talking about himself and the things he had done."
- **indirect characterization** - the author gives certain information and lets readers draw their own conclusions regarding the character of a person in the story.
 - - character's name
 - character's appearance
 - what a character says
 - what a character thinks
 - what other people think of and say about character
 - what a character does, that is, how he acts in a particular situation

Consider, for example, what you learn about Cinderella from the contents of her "memory box" - a glass slipper, the invitation to the prince's ball, a drawing of her father, a straw from a broom, a scrap from her cleaning dress, a piece of a pumpkin shell, a ribbon from one of her stepsisters, a diary entry, a lock of her stepmother's hair, a mouse jacket.

Study the example below for a discussion of what ONE of these items tells you about Cinderella.



Cinderella would keep the dainty glass slipper as a reminder of the night she met her husband. It represents the love the prince had for her when he came back looking for her. It was what she lost and the prince found, that connected her to her grander future. Without the glass slipper, Cinderella wouldn't have been able to go to the ball, and she wouldn't have met the Prince. It was this meeting that released her from the drudgery and horrors of life with her step-family. The slipper represents the magic that can be created through a single evening. With the help of magic, in a figurative sense, Cinderella is able to follow her dreams.

You are going to display your knowledge of how ONE character in "God is Not a Fish Inspector" was characterized by creating a memory box for that character. This memory box will contain items that are significant to this particular character. Along with each item will be a 5 sentence (minimum) explanation of the significance this item has and why it would be saved to the memory box. The memory box needs to include 10 items with an explanation of the significance of each.

For a perfect mark of 6, the choice has be significant to the character, well explained, and error free. It must show your understanding of the story.

Mark 6 x 10 = /60