Complete as much of this as possible on the text itself. If there is no room, or you cannot annotate the text itself, complete these formative steps in your compendium.

Narrative Thumbnail

Use the following annotation and note-taking process to pull out the elements of a narrative:

1. Summarize the story in one simple sentence.
    1. Offer no elaboration here; recap only the basic plot.
2. Identify the protagonist of the story.
3. List the *things* (i.e., the people, places, objects, and ideas) with which the protagonist interacts.
4. For each item in #3, determine if there is a conflict; if so, briefly describe the nature of that conflict:
    1. Protagonist in conflict with him/herself [labeled *Man vs. Self*]
    2. Protagonist in conflict with another character [labeled *Man vs. Man*]
    3. Protagonist in conflict with the group(s) that surround him/her [labeled *Man vs. Society*]
    4. Protagonist in conflict with the natural world [labeled *Man vs. Nature*]
   Whatever your protagonist is fighting is likely the antagonist, and that conflict drives the story.
5. Summarize one conflict that escalates or intensifies and then resolves itself on the page.
    1. Describe the conflict in detail, inferring what you can from the author's language.
6. Identify any theme or moral implied by that conflict and its resolution.
    1. Rule of thumb: Keep the subject of the story (e.g., *wolves at the zoo* or *death*) separate from thematic elements (e.g., *people can be more vicious than animals* or *the way people act around death reveals their true characters*).

Focus on authorial choice, characterization (see below), and what is implied rather than stated explicitly.

Characterization

To create a basic sketch of the moving parts of a story—the characters and their conflicts—follow these steps:

1. Write the character's name and a brief description of his role in the story (protagonist, bad guy, love interest, cameo appearance, cup of coffee consumed by the narrator, whatever).
2. Underneath that description, draw a scale like this one:

Morality Scale:	0 - - - - - 1 - - - - - 2 - - - - - 3 - - - - - 4 - - - - - 5 - - - - - 6 - - - - - 7 - - - - - 8 - - - - - 9 - - - - - 10

   a. The 0 represents a character—human or otherwise—that is *completely* **immoral**. The 10 represents a character—human or otherwise—that is *completely* **moral**.
3. Use whatever resources you can to define *immoral*; do the same thing for *moral*.
    a. Start with **denotations**—verbatim definitions from the dictionary.
    b. Fold in **connotations**—secondary understandings, usually based on discussion or whatever we accept as true as a culture.
4. Apply these definitions to your character, and then rate that character from 0 to 10.
5. Beneath the scale, write a short paragraph justifying your rating. For example, if you rate a character as a 9 and not a 10, why isn't he or she perfectly moral? If you rate a character a 6 and not a 5, what pushed him or her one point higher?
    a. Refer to specific elements of the story as much as possible to justify your rating.