#### I. How to Use Our Lesson Plans:

- 1. Give your student a month to read a book on the list (those for which we have available lessons).
- 2. Have your student respond to the book in some creative way book cover, poem, artwork, character sketch, etc.
- 3. Share the response with someone parent, friend, grandparent, student.
- 4. Use the lesson plans (LPFL) for further discussion with your student or in a group.
- 5. Activities listed are for groups or classes.
- 6. Get your student's feedback and make appropriate alterations for future book studies.

### II. Teach of Terms for Literary Analysis

Have students identify literary terms and devices in the literature they read and encourage them to use these devices in their own writing. References or allusion in essays for college applications often raise scores.

### A. Plot Terms for Analysis (applicable to all literature):

- **Protagonist** = the main character in the story with a goal or objective
- **Antagonist** = a person with whom the main character has conflict due to opposing goals or objective
- Foil = a person, animal, etc., who aids the character in reaching their goal
- **Conflict** = the obstacle the main character faces in meeting his/her goal (External conflict = what the protagonist wants vs. what the antagonist wants; Internal conflict = what the protagonist wants vs. what the protagonist fears and/or weaknesses)
- Climax = highest point of conflict in the story typically the beginning of the resolution (not the biggest fight scene)
- **Setting** = this introduce readers to the time and place, main characters, and goals as well as the obstacles
- **Inciting Event** = the event which propels the protagonist forward on their quest (including stakes involved)
- Rising Action, Climax, Denoument, Resolution (Sequence of Plot Structure or Plot Rollercoaster of Plot) = the events which raise tension, the point of highest tension or conflict, the turning point, and the decrease in tension as the problem resolves

Lesson Plan for Literature (LPFL) A Wrinkle in Time (The Role of a Foil)

Example using the story, Cinderella:

**Protagonist** = Cinderella (objective = loving relationship/acceptance)

**Antagonist** = Step-Mother (and Step-Sisters)

**Foil (s)** = Fairy Godmother, Mice, Dog, Birds (Disney version)

**Conflict** = external – Cinderella's Step-Mother doesn't love or accept her no matter how hard she works to gain her love

**Setting** = Countryside villa in greater kingdom, in which Prince needs a wife (but that is his objective!)

*Inciting Event* = *Invitation to ball where Prince will choose a wife* 

**Rising Action** = the increasing tension between Cinderella and her Step-Mother as the ball approaches

Climax = Cinderella's locked in attic by Step-Mother while the Prince is below trying shoes on her Step-Sisters

**Denoument** (or Falling Action) = Cinderella is free and asks to try on glass slipper

**Resolution** = Cinderella and Prince are wed

Lesson Plan for Literature (LPFL) A Wrinkle in Time (The Role of a Foil)

A Wrinkle in Time is a perfect book for a discussion of the FOIL in literature. As defined above, the FOIL in a story is a person, animal, etc., who aids the character in reaching their goal. In order to gain a better understanding of the characters and their roles in our story, answer the following questions.

## **Questions for Discussion:**

- 1. Who is the protagonist in A Wrinkle in Time? What is the protagonist's goal?
- 2. Who is the antagonist in the story (the one obstructing the protagonist from reaching their goal)?
- 3. Who is (are) the FOIL(s) in *A Wrinkle in Time* (Who helps the protagonist reach their goal)? How? Give examples from the story.
- 4. Is there a primary FOIL in the story? Someone who is the most faithful to the protagonist? Explain your answer.

Friends are often the foil in literature. The best foil is the one who speaks the truth to the protagonist – even when it is difficult for the protagonist to accept. The Bible says, friends are for our encouragement and comfort. (Proverbs 17:17, 27:6; Ecclesiastes 4: 9-12; Hebrews 10:24-25 ESV)

# **Activity:**

The activities today are games in which you have to work together in groups or pairs to accomplish a goal. Have fun!

- ➤ Red Rover two groups of students hold arms and a representative from the other team tries to break through by running into the line (use caution).
- ➤ Wheel Barrel Races one student holds the other's ankles and they race together (the person with their legs held, uses only their arms).
- ➤ 3-Legged Race tie the two closest legs of a pair of students together (loosely) with a rope and have them race together.
- ➤ Back-to Back place a ball between a pair of students and have them race keeping the ball from falling.
- ➤ Have students work in pairs to play Jenga with wrists tied together with a bandana.
- ➤ Place candy in two locations in plain sight. Have students tie ankles together (as in 3-legged race) and work together to get the candy. (Have enough for every student to have candy.)