Create-a-Character /	Names:	Teacher Assessment
Button Story criteria:	Self-assessment	
Character Baseline Portrait: Shows use of drawing tips for realistic faces; all features present	Fully Meets Meets Minimally Meets Most Some Meeting 4 3.5 3 2.S	B C+ C C- 4 3.5 3 2.5
Button Story section: includes sketch of button; sketch of outfitdetalled/artistic	Fully Meets Meets Minimally Meets Most Some Meeting 4 3.5 3 2.5	B C+ C C- 4 3.5 3 2.5
GENERAL Story Must-haves include: description of outfit; description of button event/situation it was worn in; using strong word choices (rio R.i.P. words) proper full sentences w/ punc/caps/etc	Fully Meets Meets Minimally Meets Most Some Meeting 4 3.5 3 2.5	B C+ C C- 4 3.5 3 2.5
Dialogue sectionmust haves: Opening quotation marks Cap at beginning of speaking out loud Connector punc and closing quotation marks Verb (said—or stronger word) Speaker identified & final period to end sent. Ex: "Watch out!" screamed the old man.	Fully Meets Meets Minimally Meets Most Some Meeting 4 3.5 3 2.5	B C+ C C- 4 3.5 3 2.S
Beginning of Button Story Intro: strong openingrich Setting details about time and placesets the scene	Fully Meets Meets Minimally Meets Most Some Meeting 4 3.5 3 2.5	B C+ C C- 4 3.5 3 2.5
Middle of Story Problem/accident described with lots of detailstrong Verbs (action words—no R.I.P. weak verbs)strong Emotion words (No RiP)how button got lost	Fully Meets Meets Minimally Meets Most Some Meeting 4 3.5 3 2.5	B C+ C C- 4 3.5 3 2.S
Ending of Story Conclusion: wraps up without being rushedtells if/how button ever found againexplains what happened later/after/in futurefinal thoughts	Fully Meets Meets Minimally Meets Most Some Meeting 4 3.5 3 2.5	B C+ C C- 4 3.5 3 2.5
Quality Presentation: on time; printing is neat/straight/readable; layout is funky; great, careful art skills shown; includes extra touches; goes beyond what was asked for; good copy quality (not mangled/eraser marked/crumpled)	Exceeds Fully Meets Meets Min. Meets Most Some Meeting 5 4 3.5 3 2.S	A B C+ C C- 5 4 3.5 3 2.5
Favourite Parts: The writing i like bestam most proud of is (explain why?) Write in box →→		
Favourite Parts: The artwork I like bestam most proud of is (explain why?) Write in box →→		

"Button Story" Planning Pages Character Name:	Student NAMES: Draw the button here:
Age:	Didw the button here.
lob/What wants to be when grows up:	
Family details:	
Lives (where in world):	
Lives (type of home):	
Hobbies/Interests:	Draw the outfit the button came of of here:
Skills/Abilities:	
Time period lives in (past, present , future)	
Favourite colour:	
Favourite food:	
Makes him/her laugh:	
"Pet Peeves" (makes angry)	
Other:	
Make a giant list of stronger verb words	Draw your character's face/portrait here:
for said heregetting ready to write a dialogue section	

"Button Story" Planning Pages Student NAMES:	
Beginning of Button Story	
Intro: strong opening line	
Setting details about time and placesets the scene	—
Setung details about time and placesets the scene	
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Middle of Story	
Outfit described in detailbutton described in detailPlace/situation outfit worn forProblem/accident described with lots of detailstro	ng
Verbs (action words—no R.I.P. weak verbs)strong Emotion words (No RIP)how button got lost <u>Description of the outfit</u> : Tons of details: What type? Dress, shirt, coat? Colour, pattern? Describe	00
buttons in detail? Special outfit or everyday clothes? Who gave character the outfit/where it came	е
from (IS THIS WHERE YOU WILL PUT A Dialogue Section?)	

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Description of event/situation outfit worn in: Tons of details: Party, adventure, disaster, fight? Plan	ce
outfit worn when button came offhome, store, vehicle, indoors, outdoors? Other characters involved	
(IS THIS WHERE YOU WILL PUT A Dialogue Section?)	

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Description of how the button was lost: Tons of details: thread loose, fell off? Ripped off in fight, accident, disaster? Got caught on something? Torn off on purpose? Did character know it was
missing, or not? (IS THIS WHERE YOU WILL PUT A Dialogue Section?)

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Ending of Story
Conclusion: wraps up without being rushedtells if/how button ever found againexplains what
happened later/after/in future Looked for it, or not? Was button found?right away, after a little while,
much later on, never? Found by owner or someone completely different?

Final thoughts/closing sentence:
Practise writing/re-writing your dialogue section here
use the dialogue Must-Haves Step-by-step sheet to help remember how to make it perfect:
use the dialogue must-mayes step-by-step sheet to help remember now to make it periect.