

Formative Assessment 4: **Teacher's Guide for Genre Group Placement**

1. Collect the writing students have done so far for their final story.
2. Read through each student's story thus far.
3. Decide which genre each student's story appears to fall within. Some stories will likely make sense in more than one category.
4. Place students in groups based on the genre of their stories. Try to ensure there are at least two students in each group. You may not have students in every single group. As best as possible, try to fit the stories within these seven genres.
 - a. Listed below are seven common genres of children's literature along with examples of stories within each. Many of the excerpts students have read thus far are on this list. Most students' stories should be able to be categorized within these seven categories.

Additional Genre Resources

More book examples by genre:

http://www.readwritethink.org/files/resources/lesson_images/lesson270/genre_books.pdf

Genre characteristics:

http://www.readwritethink.org/files/resources/lesson_images/lesson270/genre_sheet.pdf

Common Genres, Possible Elements, and Story Examples

- **Adventure:** Stories about events that happen outside the characters' ordinary lives, usually involving danger and action
 - **Possible Elements**
 - Character embark on a journey or a quest
 - Includes action and/or danger
 - Setting is unusual or in an atypical location (for the characters or overall)
 - **Possible Book Examples**
 - *From the Mixed-Up Files of Mrs. Basil E. Frankweiler* (could also make an argument for realistic fiction or mystery)
 - *Return from the Cave of Time*
 - *Hatchet*
 - *My Side of the Mountain*
 - *Island of the Blue Dolphins*

- **Comedy:** Stories about funny characters and/or situations; "A dramatic work that is light and often humorous or satirical in tone and that usually contains a happy resolution of the thematic conflict." (*American Heritage Dictionary*)
 - **Possible Elements**
 - Stock characters or is set in a typical location,
 - Funny events and/or situations
 - Has a happy ending
 - **Possible Book Examples**
 - *Fantastic Mr. Fox* (could also make an argument for adventure/fable)
 - *Captain Underpants*
 - *Diary of a Wimpy Kid*

- **Fantasy:** Stories about strange and otherworldly characters and/or settings; "A genre of fiction or other artistic work characterized by fanciful or supernatural elements." (*American Heritage Dictionary*)
 - **Possible Elements** (www.readwritethink.org)
 - Talking animals or objects
 - Magical Powers
 - Medieval or Mythical Elements
 - **Possible Book Examples**
 - *Alice's Adventures in Wonderland*
 - *Through the Looking-Glass and What Alice Found There*
 - *Tuck Everlasting*
 - *The Witches*
 - *The Lion, the Witch, and the Wardrobe*
 - *The Golden Compass*

- **Historical fiction:** Stories about fictional characters/events in a historical setting
 - **Possible Elements** (www.readwritethink.org)
 - Based on historical facts
 - Set in a historical time period
 - Adds human element to historical facts
 - **Possible Book Examples**
 - *A Tree Grows in Brooklyn* (could also make an argument for realistic)
 - *The Whipping Boy*
 - *Johnny Tremain*
 - *Sarah, Plain and Tall*

- **Mystery:** Stories about solving crimes or unraveling secrets; “A work of fiction, such as a novel or a movie, that has a story centered around solving a puzzling crime or mysterious event.” (*American Heritage Dictionary*)
 - **Possible Elements** (www.readwritethink.org)
 - Strangeness or something unknown
 - Solving a puzzle, situation, event, or crime
 - Centers on someone investigating something or searching for secret information
 - **Possible Book Examples**
 - *A Wrinkle in Time* (could also make an argument for science fiction)
 - *Walk Two Moons*

- **Realistic fiction:** Stories about events and characters that are true to life
 - **Possible Elements** (www.readwritethink.org)
 - Include events that could actually happen
 - Set in modern times
 - True-to-life characters
 - **Possible Book Examples**
 - *Cool Zone with the Pain and the Great One*
 - *During the Reign of the Queen of Persia*
 - *Maniac Magee*
 - *Matilda*

- **Science fiction:** Stories about actual or imagined science, usually set in the future or on other planets; “A literary or cinematic genre in which fantasy, typically based on speculative scientific discoveries or developments, environmental changes, space travel, or life on other planets, forms part of the plot or background.” (*American Heritage Dictionary*)
 - **Possible Elements** (www.readwritethink.org)
 - Details on science or technology of the future
 - Set in the future, space, or different world
 - Makes guesses about the future
 - **Possible Book Examples**
 - *The Giver*
 - *Ender’s Game*