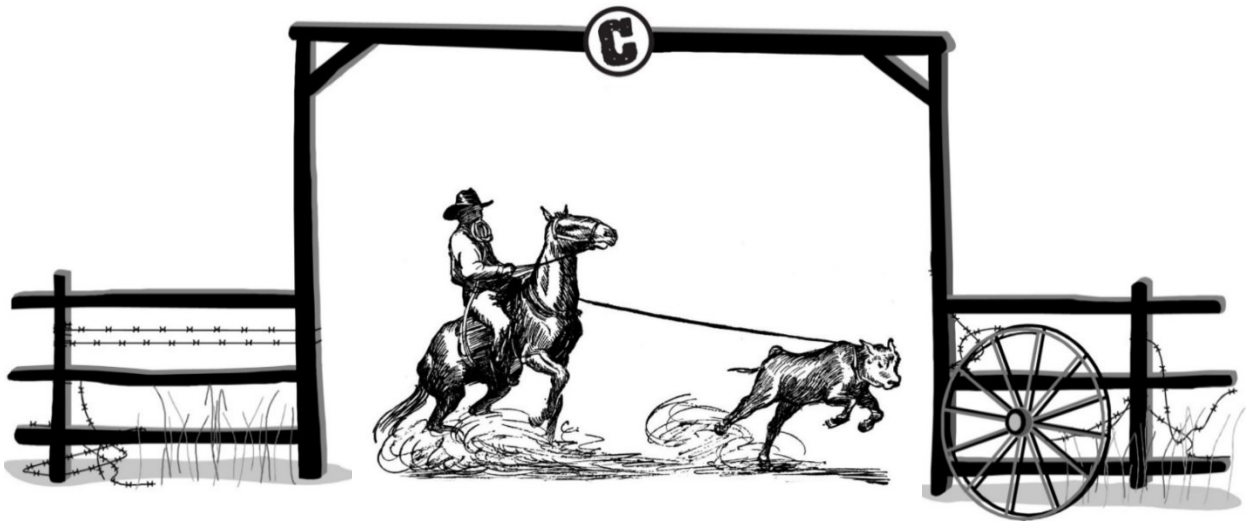# Writers Roundup

Lessons for Young Authors Serious About Publication

An optional, free ten-week video course
accompanies this book and is available online:
CircleCWriting.com

Susan K. Marlow

C CREATIONS

Contents

Introduction

Get ready for a wild bronco ride through the world of writing and publishing. *Writers Roundup* benefits young authors in all areas of interest and at all skill levels. However, the lessons are primarily designed for those who love to write fiction stories and want to develop a story that is ready for publication. If you fall into any of the categories below—from beginner to advanced—*Writers Roundup* is for you!

© Stories swirl around inside your head, but you are not sure how to write them down.

© You write pages and pages, but your story does not seem to have a purpose.

© Your stories have a beginning, a middle, and an end, but they lack "sparkle."

© You have numerous story ideas but have trouble creating interesting characters.

© You create interesting characters but have trouble putting them into exciting scenes.

© You want to learn how to self-edit your stories before sharing them with others.

© You want to get your story ready for publication and publish it as a printed book.

© You like to be independent and work at your own pace.

Two Ways to Use Writers Roundup

1. Use *Writers Roundup* as a consumable workbook and write in it.

2. Use *Writers Roundup* as a resource text and complete the lessons on your computer.

Author Susan K. Marlow

Susan K. Marlow is the author of six historical adventure series for beginning readers through teens. **Circle C series**: Beginnings, Stepping Stones, Adventures, and Milestones. **Goldtown** series: Beginnings and Adventures, all published with Kregel Publications, a traditional royalty Christian publisher. Susan knows what publishers are looking for in submissions.

Susan has also self-published books using CreateSpace (KDP) and Lulu. She is familiar with the process from manuscript to print book. She has taught writing workshops for young authors' conferences in public and Christian schools, for homeschooling families, and online. In her spare time, Susan works as an editor. She also sponsors an annual story-writing contest.

Susan hopes to give young authors the writing and self-editing skills they need to go beyond creating stories for fun, and to pursue publication if that is their desire. Happy writing!

CircleCAdventures.com

For Parents and Teachers

Lessons One—Four: 1) Involve students in a discussion about their favorite and least-favorite characters from various books and movies. Focus on the personality traits of these characters. For naming characters, gather baby name books or lists from online sources. Remind students they are choosing names for possible characters in a story they may later want to write.

2) **Character traits charts**: Ask students to share what they wrote on their charts. Emphasize the importance of a character's internal personality traits over the physical traits. Guide students into turning their character trait chart notes into complete sentences for their character sketches.

3) **Character Feelings**: Ask students "What do feelings look like?" Allow discussion. Write this sentence on the board: "Paul was very <u>angry</u> when he saw his room." Invite a student to come up and act out Paul being angry. Have the student freeze. Ask for words that describe "angry."

4) **Show Don't Tell**: Prepare and play the game on pages 32-33. Divide the students into groups of four or more and follow the instructions for the game. Have students read what they come up with and see if the rest of the students can guess the feeling by hearing the words that show that feeling. Repeat the game with as many feelings as you have time for. Discuss other words that might show the feeling. Students love to act. They'll do this as many times as you let them.

5) **Point of View**: Encourage students to write a scene from an unusual point of view, like from a gold nugget's or the giant's point-of-view in "Jack and the Beanstalk."

Lessons Five—Eight

1) **Writing Cameras**: Talk about writing cameras and word pictures. Find a picture of a castle, a ship, a comical puppy, or something unusual. Describe your picture orally, using only general words (cute, pretty, big, etc.) Don't show the picture. Have kids draw what you've described. When you show them your picture, discuss why students' pictures look different from each other's and not like the picture you described. Lead into a discussion about vivid word pictures.

2) Write "telling" sentences on the backs of photographs of animals, unusual buildings, space battles, other children—anything that makes a good subject for a "writing camera." Distribute the photographs and ask students to change the telling sentence into a word picture using their writing cameras.

3) **Nutshell Summaries**: Create paper "nuts" that open, with lined paper inside, for students to write 1-2 sentence summaries of books, movies, and their own stories.

4) **Story Beginnings**: Bring a fishing pole and bait (both good and useless). Discuss fishing and what attracts a fish to the line. Make the transfer from fishing for fish to an author fishing for a reader and drawing him in by baiting his hook with good openings. Read openings from a variety of books—good beginnings and boring beginnings. Discuss why the opening made you want to continue reading or why it didn't. After introducing the seven techniques an author can use, see if the kids can determine which "bait" (or baits) the author used.

Lesson One: So, You Want to Be an Author

What Kind of Story?

The world is full of books. Amazon alone carries over 1.8 million titles. Another half million titles are available as Ebooks. With the new technology of "print on demand," anybody can become an author. This is exciting news for you, the young author. It is difficult to be published by a traditional publisher these days, although not impossible. But there is nothing stopping you from holding your own book in your hands. The *Writers Roundup* workbook will teach you how to write, revise, and publish the very best book you can.

First you must decide what kind of book you want to write. Authors write for different reasons. Some write only for themselves. Others want to give their audience facts in an interesting way. Still other authors hope to send readers on an imaginative journey.

It's important to learn the differences between the various types of writing. Why? So you can decide for whom you want to write and why. Study these two lassos. One shows an author's audience. The other reveals the author's purpose.

Audience

Myself
Others

Purpose

To entertain
To inform or teach
To reflect my thoughts
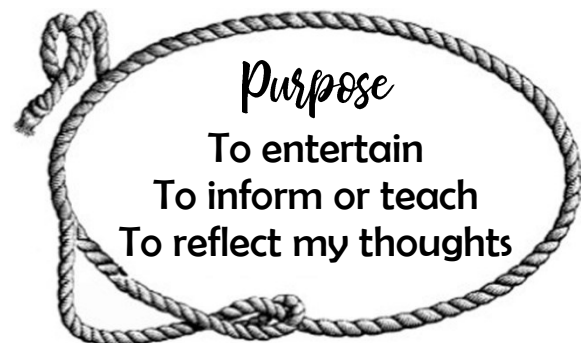
There are three main types of books on the market. Use the hints in the lassos to determine the author's audience for each type of book and the purpose for writing each kind of book.

Answers are found on page 136	Audience	Purpose
1. **Journals** (*Diary of Anne Frank*)		
2. **Expository Writing** (*All About Reptiles*)		
3. **Narrative Writing** (*The Silver Chair*)		

Narrative Stories

The *Writers Roundup* workbook focuses on developing skills you can use to write narrative stories. As you learned, narrative stories are written to entertain the reader. While some authors write fiction for themselves, most enjoy sharing their stories with an audience.

Narrative stories can be divided into two categories. 1) personal experience, and 2) stories that have a character, a problem, and a solution. These character-problem-solution stories are usually fiction. Personal experience stories can be either fiction or non-fiction.

Personal Experience Stories: *Little Britches*, *Caddie Woodlawn*, the Little House books, and all biographies. These stories share everyday life experiences. They may or may not have a plot.

Character-Problem-Solution Stories: *The Forgotten Door*, *Star Wars*, mystery stories. These stories have a definite problem the main character must solve. These are fiction stories with a plot.

Practice

Find a bookshelf and identify **journals**, **expository books**, and **narrative stories** (personal experience) or (character-problem-solution). Look back on the previous page to review the differences between these kinds of books. Write the title and X the correct box.

Book Title	Journal	Expository	Narrative *Personal Experience*	Narrative *Character-Problem-Solution*
The Solar System		X		
War of the Worlds				X
Indian Captive			X	

Author Eyes

Take a few minutes and think about one of your favorite books. What makes this book your favorite? How did you feel when it came to the end? Did you think, "What a great story! Okay, where is the next book by this author?" or "I wish I could be the main character in this book and travel back in time," or "I cried at the end of chapter nine." Perhaps you asked yourself, "How did the author write to make me cry?" If you did, you are looking at a story with an author's eyes.

Most readers laugh, cry, or sigh regretfully when a book they like ends. But most do not go beyond the enjoyment and ask that important last question (for wannabe authors). "How did the author write to make me cry . . . or laugh?"

The most important skill an up-and-coming author must develop is the ability to read a book, listen to a radio drama, or watch a movie with "author eyes." Digging beneath the surface of a story will help you model (and create) stories that make your own readers laugh, cry, and sigh. Read this story.

> A reader, a teacher, and an author were touring a famous mansion one day.
>
> "Ah," the reader said with a smile, "What lovely rooms. Everything is laid out so nicely and full of color, with rich furnishings. Look at the way the pictures are hung. See the lacy curtains and the fine dining room set."
>
> The teacher agreed. "And take a look at the windows. See how they've been placed in just the right positions to allow a magnificent view of the gardens and the lake."
>
> The author, however, looked deeper than the surface beauty of the mansion. The author thought about the things the reader and the teacher did not see—the foundation, which held the mansion up. The two-by-fours behind the pretty walls, giving the mansion strength. The author considered how many unseen nails it must have taken to build the house, and how much wiring to make the lights turn on! The author could imagine the work that went on behind the scenes.
>
> While the reader and the teacher appreciated the outside beauty of the mansion and enjoyed experiencing it, the author could see how everything fit together to produce the wonder and delight the other visitors enjoyed.

The Five Elements of a Fiction Story

The principle from the story on page 9 applies to books. When the **reader** finishes a good book, he says, "That was a good book. I want to read it again." But that's all the reader does. An **author**, on the other hand, digs deeper to discover *what made it a good book*. When writers figure out the how and why behind a story, they are on their way to writing a book that readers will love.
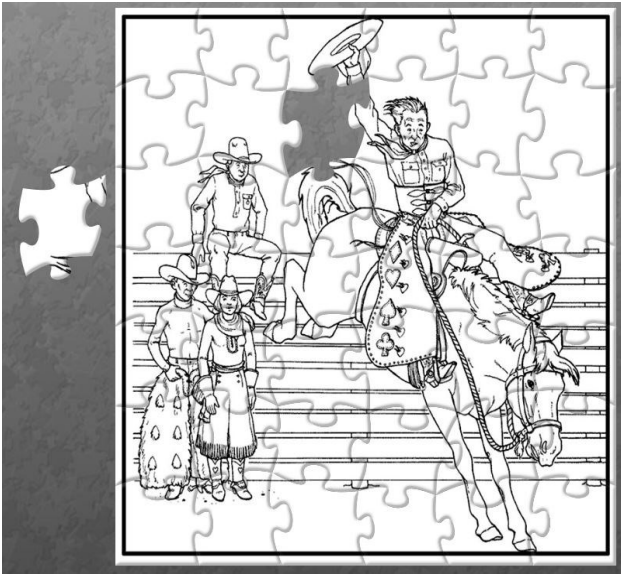
Looking deeper into stories with an author's eyes is not difficult, but it does take practice. You need to learn what to look for. A story is not simply a collection of words tossed down on paper. A whole story is made up of smaller pieces, or "elements," just like a jigsaw puzzle. When you put the individual puzzle pieces together, you get a satisfying picture when you're finished. The same holds true for a story. Each element is a writing skill that you can learn one at a time, practice, and then put together to create a satisfying story.

If one or more pieces are missing from a jigsaw puzzle, it's no good. A fiction story with one or more missing elements is no good, either. The reader feels cheated or disappointed. *Something* is missing. The reader isn't sure what it is, but they know the story is not quite right.

Every good character-problem-solution story needs five essential elements. Without all five elements, the story falls flat. Memorize these five elements. Think about them before you plan your story. Every part of creating your story falls within these five elements. *Writers Roundup* goes through each of these elements and builds on them throughout the entire writing process. Here is a quick reference guide to the five story elements.

Characters: You need an appealing main character and supporting characters.

Setting: You story must take place some WHERE and some WHEN.

Story Problem: Your character needs a quest or a problem to solve, internal or external.

Plot Events: This is what happens while the character is trying to solve his problem.
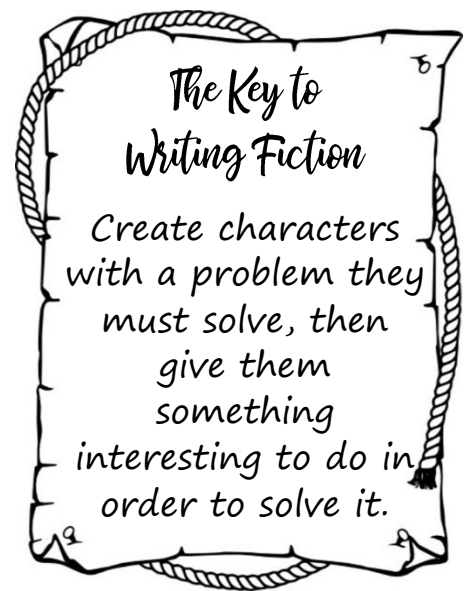
Solution: The character has resolved (or learned to live with) the story problem.

The Five Story Elements

Let's dig into the five elements to learn what is involved.

Characters

Characters are the most important of the five story elements. They drive the story. Learning how to create appealing characters is a skill that can make or break your story. The main character doesn't always need to be a person. It can be an animal, or even a gold nugget. Your main character does need to be someone with whom the reader can relate. Your readers should care about your characters and what happens to them.

> **The Key to Writing Fiction**
>
> Create characters with a problem they must solve, then give them something interesting to do in order to solve it.

Setting

Put your main character (and the supporting characters, both heroes and villains) in an interesting or unusual setting. You should have a place (like the dark side of the moon, an old castle, or the Old West) as well as a time (the 1880s, World War 2, or even the year 2525). Readers want to know where and when they are.

Story Problem

Once you put your characters into a setting, give them an intriguing problem to solve. Not like a math problem, but a quest, an exciting adventure, or a mystery. Then make the problem worse! No problem = no story = boring. A workshop leader once taught me, "Create the most appealing characters you can, and then think up the worst kinds of problems for them to overcome." Your character needs a chance to grow and change as a result of the story problem.

Plot Events

Plot events are the good and bad events that take place in the story while the character is trying to solve the problem—however large or small the story problem may be. A lot of "ups" and "downs" (conflict) happen along the way. The plot is the element where you ask yourself "what if?" What if my character falls off a cliff? What if my character gets into an argument with her best friend?" Asking "what if?" is a great way to think up story problems for your characters.

Solution

The ending of the story must be satisfying to the reader. When your character has solved the problem (or come to grips with it, or even unwillingly learned a hard lesson), then finish your story with an ending that leaves the reader saying, "Ah, that was a good story."

Modeling the Five Elements

It is helpful to the budding young author to see how another author uses the five elements to create a successful story. Once the five elements are firmly planted in your mind, you should be able to read any character-problem-solution book, watch any movie, or listen to any audio drama and identify the five elements of the story the creator is telling. The more you practice, the better off you will be when it comes to using the five elements for your own story.

As an example, study the five story elements for the book *Andrea Carter and the Long Ride Home*.

Main Character: Andrea "Andi" Carter, age 12

Other characters: Andi's family (Chad, Mother, Justin), her horse Taffy, Rosa and her parents, Felicity (antagonist), Felicity's father

Setting: Place: Circle C ranch, California; Livingston Flats, the Lazy L ranch, the countryside. Time: spring 1880

Story Problem: Lately, Andi is always in trouble. When she leaves the ranch, a thief steals Taffy. Andi must find and recover Taffy before she returns home.

Plot Events: Andi gets in trouble for going near Chad's wild horse. Andi leaves the ranch. Taffy is stolen, and Andi is knocked out. A Mexican migrant family finds her. Andi works in the fields with her new friends. She finds a clue to Taffy's whereabouts in the livery stable. Andi encounters a mean girl, Felicity. Andi stops Felicity from whipping Taffy. Andi is locked in a shed. (There are many other plot events, which all have to do with Andi solving the problem of finding and recovering her horse.)

Solution: Andi eventually finds Taffy and returns home. The solution must always relate back to the original story problem. Since the story problem in *Long Ride Home* is "Andi must find and recover Taffy before she returns home," Andi must be reunited with Taffy, or she must come to grips with a believable reason why she will never see her horse again.

Quickdraw Review

Before going on to the next page, recite the five elements of a fiction story without looking.

Five Elements Practice

While most character-problem-solution stories are fiction, Bible accounts are a great exception. They are true, yet they include the five elements of a dramatic story. Bible accounts are a good place to begin practicing the five elements. They are usually short and easy to read.

Choose one of the Bible accounts below and find the five story elements. Or choose your own. (Sample answer can be found in the answer key on page 136.)

> **David and Goliath (1 Samuel 17)**
> **Jonah and the Great Fish (Jonah)**
> **Noah and the Great Flood (Genesis 6-8)**
> **Jesus Walks on Water (Matthew 14:22-33)**
> **The Fiery Furnace (Daniel 3)**
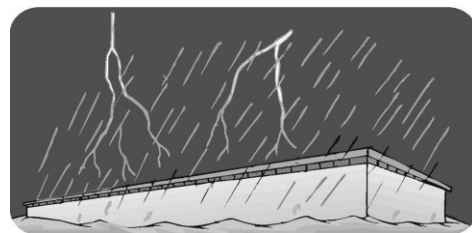
BIBLE ACCOUNT TITLE: _____

MAIN CHARACTER: _____

Other Characters: _____

SETTING: Place: _____ **Time:** _____

STORY PROBLEM: _____

_____

_____

PLOT EVENTS (List at least three): _____

_____

_____

_____

_____

SOLUTION: _____

_____

_____

More Five Elements Practice

Fairy tales are another type of character-problem-solution story. They are short fiction stories, and the five elements are easy to find. Practice finding those all-important story elements from one of the fairy tales listed below. Or choose a favorite fairy tale of your own.

**Little Red Riding Hood
Jack and the Beanstalk
The Three Little Pigs
Cinderella
The Three Billy Goats Gruff**

FAIRY TALE TITLE: _____

MAIN CHARACTER: _____

Other Characters: _____

SETTING: Place: _____ **Time:** _____

STORY PROBLEM: _____

_____

_____

PLOT EVENTS (List at least three): _____

_____

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_____

_____

_____

SOLUTION: _____

_____

_____

_____

Deeper Author Eyes Practice

It's time to dig a little deeper. Instead of a short, easy-to-read Bible account or a simple fairy tale, think of a favorite novel. You may also, if you prefer, think of a favorite movie. The five elements of a story cover books, movies, TV dramas, stage plays, and radio drama. It is the story that counts, no matter how it is presented. Can you find the five story elements in a favorite book or movie? Be thorough. The deeper you dig, the better you become at looking at stories with author eyes. This practice is intended to prepare you to write (or rewrite if you have already begun a story) a story that includes all five elements. This is the foundation. Without a good grasp of the five story elements, you will struggle to write an appealing book.

BOOK OR MOVIE TITLE: _____

MAIN CHARACTER: _____

Other Characters: _____

_____

SETTING: Place: _____ **Time:** _____

STORY PROBLEM THE CHARACTER FACES: _____

_____

_____

PLOT EVENTS (List at least three): _____

_____

_____

_____

_____

_____

SOLUTION: _____

_____

_____

_____

The Five Elements of Your Story

Take what you have learned, modeled, and practiced and apply it to your own story. This page can be completed in different ways at different times. (Make copies for other stories.)

1. If you already have a story, see if you can identify the five elements. If you struggle with any of the elements, go back and rethink which elements need more work.

2. If you have a great idea but have not started writing the story (or have just begun), this is a great page to organize the foundation for your story.

3. If you don't have a story idea yet, you can skip this page for now and come back later.

YOUR STORY'S TITLE: _____

MAIN CHARACTER: _____

Other Characters: _____

_____

SETTING: Place: _____ **Time:** _____

STORY PROBLEM THE CHARACTER FACES: _____

_____

_____

_____

PLOT EVENTS (List at least three): _____

_____

_____

_____

_____

SOLUTION: _____

_____

_____

_____

Lesson Two: Character Roundup Part One

Create Your Characters

The first story element is creating your characters. Without characters you have no story. Readers want to follow an interesting character on exciting adventures or dangerous quests. Believable main characters (and supporting characters) draw the reader into the story. These are the kinds of characters you should create to keep the reader turning the pages. For an author, it's all about readers turning the page!

Writer's Hint
Every good fiction story begins with a CHARACTER. If you do not have a strong, appealing character, you have no story.

Here are a few things to keep in mind when creating one-of-a-kind, believable characters.
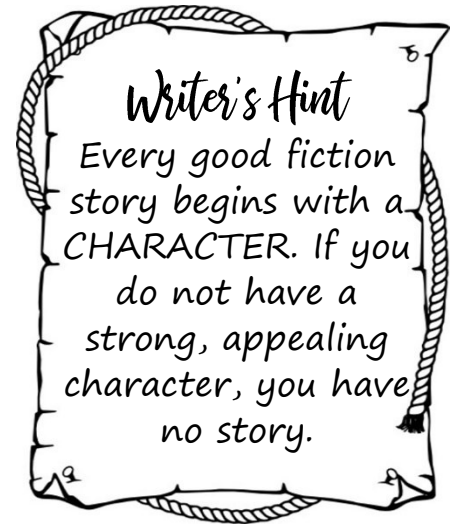
1. While some stories showcase more than one main character (like Narnia), most stories have only one main character. You want your reader to identify with this character. In the Circle C series, Andi Carter is most definitely the main character.

2. Your main character must have something to gain or lose in the story. Most of the action and adventures happen to your main character while he seeks to solve the story problem.

3. Your main character does not have to be a human being. It can be an animal (*Black Stallion*), a toy (*The Little Engine That Could*), or space aliens (*Star Wars*).

When you create characters for your story, you should get to know them well. Why? So that you know how the characters will react when things happen to them. To practice this skill, you will write short character sketches about your favorite characters from books or movies. Why do you like them? Are they funny? Strong? Courageous?

1. Write the name of a favorite character from a book or a movie: _____

Now think of your least-favorite character from a book or movie, someone who frightens you or makes you angry. What is it about this character that makes you shiver of feel disgust?

2. Write the name of a least-favorite character here: _____

On the next few pages, you will write a few sentences explaining what you like (or dislike) about the characters you chose and why. Do this exercise more than once with other favorite and least-favorite characters. This will help you understand what makes a character appealing or unforgettable, so you can create memorable characters for your story.

Favorite Characters

The Circle C series is loaded with a variety of favorite characters created for my imaginary Old West ranch. They seem like real people to me. Many readers write and tell me "So-and-so is my favorite character!" Other readers know my characters better than I do. That shows they have connected with the characters and are willing to read any new story that comes along. To Circle C readers, the characters are real people who do interesting and exciting things.

Your imaginary characters must feel like real people too. If you are creating an animal-character world (like Narnia), the animal characters must have personalities. Even a gold nugget (in an adventure from the river, to a gold pan, to the final journey as a gold ring) must be believable. There is space below to write about your favorite character (see page 17 to review).

Example: My favorite character from the Circle C series is Chad Carter. Most of the time his bossiness toward his younger sister Andi is bluster. He likes to huff and puff but deep inside he is tenderhearted. He gets angry with Andi—like the time she disobeyed and tried to gentle his new stallion—because he loves her and doesn't want her to get hurt. Chad is strong and smart. He is the ranch boss and always has an answer for everything about cattle and horses. He's not afraid to stand up for what's right, and to protect the people he loves.

Your Favorite Character _____

_____

_____

_____

_____

_____

_____

_____

_____

Least-favorite Characters

Besides appealing main characters, the Circle C series also includes many of readers' least-favorite characters. These characters are also called villains or antagonists. Antagonists are very important to a story. They give the main character problems to solve. They make readers angry, scared, or disappointed. It's just as important to create realistic villains as it is to create your shining heroes. Note: Sometimes nature is the antagonist, like in the survival book *Hatchet.*

On this page, there is space for you to take your least-favorite character (from page 17) and write a short sketch about why you dislike him or her (or it). Use examples from the book or movie. Below is an example showing one of my least-favorite characters from the Circle C series and what it is about this young lady that I dislike so much.

Example *The character who angers me most is Felicity Livingston. She looks down on people and bosses them because of their skin color. She thinks she is better than others. Felicity is spoiled, prideful, selfish, and sneaky. When she doesn't get her way, she throws a fit. She schemes to take Andi's horse away, even after she learns Taffy really does belong to Andi. Felicity is also impatient, and cruel to animals. She whips her horse when it doesn't obey fast enough.*

Your Least-favorite Character _____

_____

_____

_____

_____

_____

_____

_____

_____

_____

More Favorite and Least-favorite Characters

Look through your books or re-watch a movie to find other great heroes and villains. Think about why you like (or dislike) them. What do they do that shows you they are worthy of your admiration (or distrust)? Use examples.
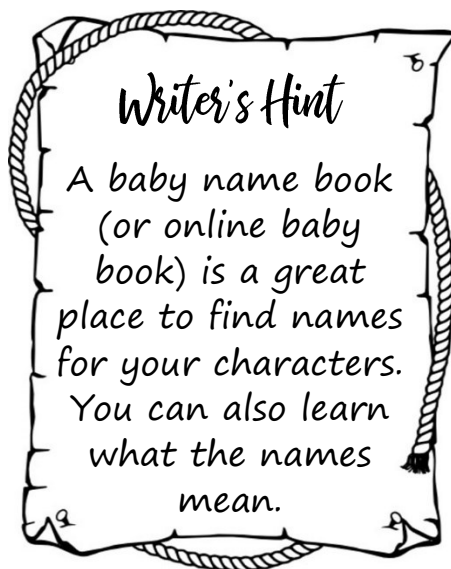
Favorite Character's Name _____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Least-favorite Character's Name _____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Name Your Characters

Creating fiction characters—both heroes and antagonists—can be one of the most enjoyable things you do when writing your story. You can make your characters look and act exactly as you imagine them.

Brainstorm names here. Don't limit yourself to the main character and one or two supporting characters. Come up with names for your antagonists (villains) too. Learning what the name means can help when it's time to create your characters' personalities. For example, Dolores is Spanish for *sorrow*. Does this name's meaning paint a picture in your head of what Dolores might be like? Also, don't limit yourself to common names. Make them up. Invent your own meanings.

> ### Writer's Hint
> A baby name book (or online baby book) is a great place to find names for your characters. You can also learn what the names mean.

Characters' Names   Meanings

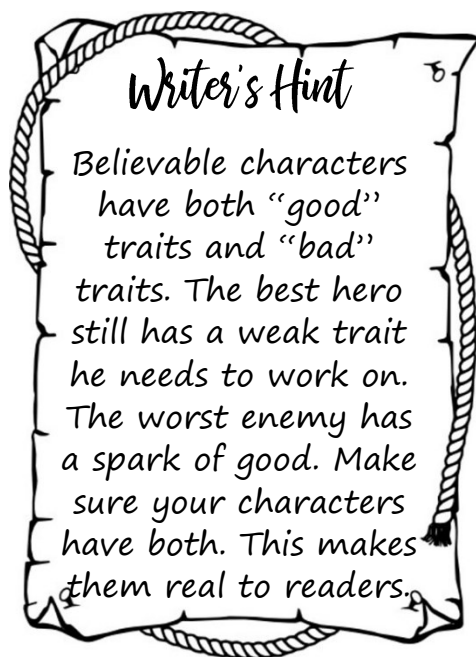|	

Character Traits—Physical and Personality

Once you have decided on names for your characters, you can imagine what they look like on the outside. These descriptions are their **physical traits**. Finding pictures of your characters is a great way of making them seem real. I love searching the Internet to find a character I've imagined.

It's fun to decide what your character looks like, but it's what's on the inside that counts. A character's **personality** makes the story interesting to read. You should create one-of-a-kind characters that differ from each other so that readers can tell them apart. Here is a chart with ideas to help you get started creating your characters. Use these ideas to spark your imagination with the character charts on the next few pages.

Physical Traits—Outside		Personality Traits—Inside	
Long/Short Hair	Eyes and Face	Positive Traits	Negative Traits
COLOR: black, gray, brown, red, blond, **STYLE**: curly, frizzy, Mohawk, shaved head, braided, wild tangles, slicked back, shoulder-length, pigtails, thick, glossy, thin, limp, straggly **SKIN**: rough, any color, smooth, freckles, wrinkled, birthmarks, nearly transparent, tans, sunburns easily **BUILD**: tall, athletic, short, clumsy, fat, thin, strong, wiry, agile, slow-mover **ARMS/LEGS**: long fingers, short legs, missing fingers, limps, missing toes	**COLOR**: blue, brown, hazel, gray, golden, black, pale **SHAPE**: round, narrow, close-set, wide apart, squinty, bulging, deep-set **FACE**: narrow, pinched, hollow cheeks, chubby, full, round cheeks, ears that stick out, bushy eyebrows, pale eyebrows, long eyelashes, no eyelashes, crooked or missing teeth, smiley, straight, white teeth, yellow teeth, frowns, chews on lip, freckles, moustache, beard, pimples, dirty face.	friendly, outgoing, confident, cheerful, adventurous, kind, brave, trusting, trustworthy, high-spirited, bold, lively, determined, content, truthful, obedient, generous, cheerful, strong-willed, lively, generous dependable, patient, diligent, responsible, flexible, sensitive, open-minded, hospitable, humble, creative, forgiving, self-control, bounces back, daring considerate, energetic, loves God and others, helpful, hard-working, thankful	quick-tempered, impulsive, selfish, cruel, gives up, rude, unforgiving, lazy, stubborn, deceitful, disrespectful, intolerant, uncaring, fearful, unhelpful, demands their own way, destructive, moody, outbursts of anger, spoiled, exhibits self-pity, irresponsible, greedy, sarcastic, anxious, impatient, lacks self-control, two-faced, disloyal, sloppy, ungrateful, boastful, bossy, a bully, throws fits, argues, gossips, aggressive, reckless

Character Charts

This sample chart shows physical and personality traits taken from the chart on the previous page. These are a few characters from *Andrea Carter and the Long Ride Home*.

Character	Physical Traits	Personality Traits	Likes and Dislikes
Andi Carter	age 12; youngest daughter in wealthy ranching family; long, dark hair (braided), blue eyes; a few freckles; sunny smile; petite	cheerful, friendly, and high-spirited; she wants to do the right thing, but is impulsive; lacks self-control and patience; can lose her temper with Chad	loves horses, especially Taffy; likes to ride, race, and fish; dislikes school and chores; never wants to be a "young lady."
Taffy	age 6; golden palomino mare; just under 15 hands high; light cream mane and tail, blaze on nose, 4 white socks.	A one-family horse; highly intelligent, gentle, and loyal; understands Andi's moods; needs to be handled with gentleness	Likes riding with Andi on the range; dislikes strangers; reacts wildly when mistreated; likes lumps of sugar and other treats
Chad Carter	age 26; thick black hair, blue eyes, six feet tall and well-muscled from ranch work; tan; Second-born; in charge of running the ranch	energetic and funny; strong-willed and impulsive; quick-tempered but has a soft heart; clashes with Andi; impatient	loves being the ranch boss; loves Andi and likes to tease her, but dislikes her irresponsibility regarding his instructions
Rosa Garduño	age 12 and a half; dark complexion (Mexican), long, shiny black hair, a ready smile; speaks no English; the youngest in her family; has one older brother, Joselito	Shy and quiet, but loves to laugh; hard-working and patient; a steady friend for Andi; loves bright colors; friendly when someone speaks Spanish to her	Would like to live in one place instead of being a migrant; likes Andi; doesn't care for horses very much; she misses Mexico
Felicity	Age 16; tall and willowy; light-brown hair, hazel eyes; only child of a well-to-do rancher; lost her mother at an early age; pretty and knows it	Lively; likes to show off her horse; quick-witted and sure of herself; spoiled, with a cruel streak; self-willed and demands respect, even if she doesn't deserve it	Likes being in control and having her own way; dislikes anyone standing up to her or telling her she is wrong; she expects to get whatever she wants

Character Charts

Use this blank chart to write notes about the characters you create. Make sure your characters have both positive character traits and negative traits. Negative traits allow for growth in your character as they solve the story problem. Find or draw pictures of your characters if you like.

Character	Physical Traits	Personality Traits	Likes and Dislikes

Character Charts

Create your characters. Pictures help bring your characters to life.

Character	Physical Traits	Personality Traits	Likes and Dislikes

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Character	Physical Traits	Personality Traits	Likes and Dislikes