

Composition Creative Writing Assignment - Ghost Story

Your ghost must be at least 350 words long. Writing this story will help you explore the role that ghosts can play in literature and why they have fascinated writers for so long. This is also your chance to show me you understand how to describe a rich setting, build mood and atmosphere, create interesting characters, advance a story with dialogue, and write using proper English grammar. This is one of our major assignments for term 3, so the assessment for this story will be very strict. Please look very closely at the criteria and rubric below.

Criteria:

- At least 350 words long. Maximum 800
- Use 12 size font, and pick a font that is easy to read
- Must have a well-developed protagonist (a round character) and an antagonist (some kind of a ghost or strange creature)
- Must have an obvious beginning, middle, and end
- Must contain some kind of conflict or problem the main character faces
- Must have a clearly described setting with information about the time and place. Don't just describe the setting in paragraph 1. Try to use imagery and describe the scenery throughout your story
- Must use proper punctuation, grammar, and spelling (capital letters, commas, periods, quotation marks)
- Must contain some dialogue, and use the formatting we discussed in class
- Try to use some literary devices like metaphor & simile, alliteration, and imagery. The more description and literary devices, the better

Rubric

	Score Point 6	Score Point 5	Score Point 4	Score Point 3
Required Elements	Goes over and above all the required elements stated in the instructions.	Includes all of the required elements as stated in the instructions.	Missing one or more of the required elements as stated in the instructions.	Multiple required elements are missing from the project.
Setting	Many vivid, descriptive words are used to illustrate when and where the story takes place. Setting and scenery are described not just at the beginning, but throughout the story.	Some vivid, descriptive words are used to illustrate when and where the story takes place. Setting and scenery are described not just at the beginning, but throughout the story.	The reader can figure out when and where the story takes place, but the author didn't supply much detail or provided imagery only at the beginning of the story.	The reader has trouble figuring out when and where the story took place.
Characterization	Thoroughly develops a complex protagonist through dialogue, description and action.	Develops a round protagonist through dialogue, description and action.	Develops a simple protagonist through dialogue, description and action.	Little development of protagonist through dialogue, description and action.
Description and Literary Devices	Frequently uses literary devices and rich sensory detail to create imagery. (eg metaphors, similes, onomatopoeia, alliteration, sights, sounds, smells etc.)	Makes a strong effort to use literary devices and rich sensory detail to create imagery when appropriate.	Some use of literary devices and sensory detail to create imagery.	Story lacking a use of literary devices or sensory detail to create imagery.
Grammar/ Punctuation	Smooth, fluid error-free punctuation, grammar, and spelling.	Mostly correct punctuation, grammar, and spelling. Errors do not interfere with communication.	Errors with punctuation, grammar, and spelling occasionally interfere with communication.	Frequent errors with punctuation, grammar, and spelling that interfere with communication.