

Rules of the Game

One Pager Project

A one-pager is a collage of illustrations and written analyses on a single page that together create an aesthetically pleasing and detailed interpretation of a subject or piece of literature.

Directions:

Share your unique understanding of the text on one page by imaginatively blending your written ideas with colorful images from the story. You should spend at least 30 minutes reading and/or brainstorming ideas before you begin decorating your page. It's recommended you begin with pencil first for your design so it's easy to make changes before finalizing your work in ink or color. Use a standard size piece of blank paper (8.5 x 11) or a template may be provided for you. Your page can be horizontal or vertical.

Below is a list of what should be included on your page:

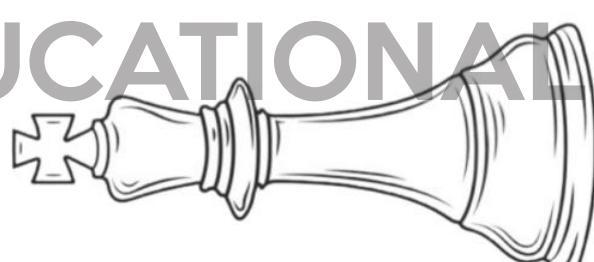
- Write the title of the short story and the author's name
- Describe an example of symbolism in the story
- Analyze one theme from the story
- Explain one example of internal or external conflict from the story
- Include a personal reflection (at least 2 sentences about your own thoughts, feelings, or reactions to the story)
- Choose **four** or more of the following literary elements to incorporate as it applies to the short story specifically: *protagonist, irony, characterization, mood, tone, point of view, climax, resolution, foreshadowing, allusion, imagery, setting, or any example of figurative language*
- Draw a minimum of **four** illustrations that are directly related to the text in some way
- You must fill your entire page
- Your page must be colored

Grading Rubric

Overall Appearance	Your page is detailed and neat. Images are clear and text is easy to read. The overall appearance is creative and aesthetically pleasing.	10 Points
Information	Your explanations and references are accurate. You include all the required components from the directions.	10 Points
Analysis	You demonstrate you understand the literature through your examples and commentaries. The literary elements you choose are insightful and depict important ideas from the story.	10 Points
Writing Conventions	You use proper grammar, punctuation, spelling, and usage. Effective word choice demonstrates a strong understanding of context and purpose.	10 Points
Graphics	You choose illustrations that highlight meaningful parts of the story. The graphic elements are neat, colored, and incorporated seamlessly into the work.	10 Points
		50 Points

PREVIEW

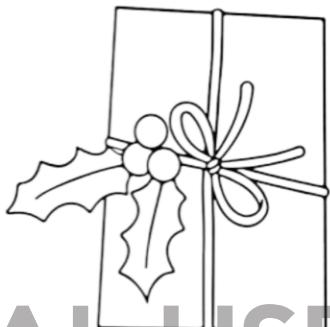
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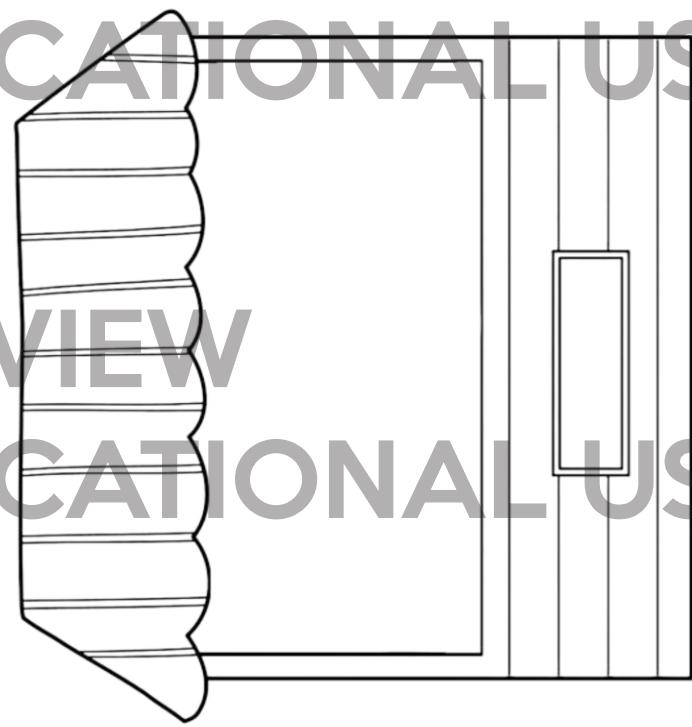
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Theme: Balancing independence with family expectations is a struggle and everyone must find their own voice

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Chess
symbolizes
strategy, not
just in the
game, but as
a metaphor for
life as Waverly
battles for her
independence from
her mother.

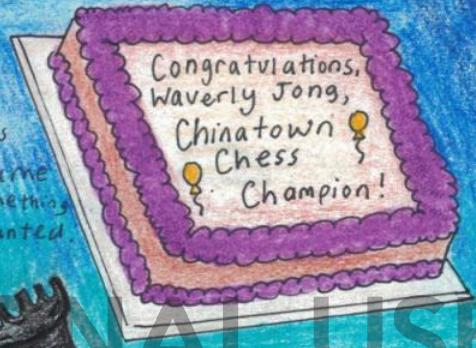
The story takes place in San Francisco's



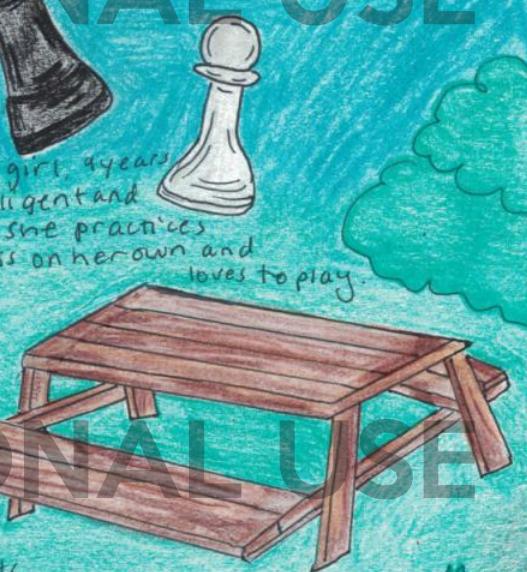
Chinatown during the 1950s-1960s
the community is filled with
Chinese culture and traditions.

"The chessboard seemed to hold secrets, as if each piece had a power like hidden magical charms." This figurative language compares the game to something enchanted.

Theme: Balancing independence with family expectations is a struggle and challenge. One must find his/her own voice while still honoring your roots.



Waverly Jong is the protagonist. She is a young girl 9 years old. She is intelligent and determined. She practices chess on her own and loves to play.



Waverly has conflict with her mother. She feels pressurized by her mom who brags about Waverly's accomplishments.

Waverly is the youngest and has two older brothers,  Winston and Vincent. They call her "Mei mei", meaning "little sister." Vincent helped Waverly learn chess.

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