

Your Living Curriculum©

General Guide-Lines and Instructions for submission (GGL&I)

Submission No:

Below are your general guidelines for the genre you have chosen. This outline will give a an idea of what good instructional material should contain. It's our hope that you will have the best chance of getting your work accepted. Keep writing!

Genre:	Drama, Play, Fiction/Non-fiction (dramatized reenactment)	
Page Format	Length: 200 to 300 + words Font: Ariel, size: 12 Paragraph: spacing exactly 17pt-----> Margins: 1.25 left and right Separate spacing for each character (in bold type) . Dialogue in plan text. Use <i>Italics</i> for <i>setting</i> , on stage <i>gestures/movement</i> , <i>director's notes</i> , etc. Doc Name Type: Use a .DOCX file extension for your attachment. In all emails, have your alpha-numerical ID prominently placed <u>at the beginning</u> of the subject bar.	Blank header & footer Indent paragraphs Right Click page > paragraph, spacing> exactly, input: 17 pt Send passage as an attachment in your email.
Composition	Literary Elements Introduction: Cast of Characters including a Narrator (third person), Props, Setting. At least three (3+) actors/actresses. Three (3) acts (no matter how short) Body: Plot driven with rising tension. Could be dialogue driven or smaller events climaxing and ending with a dramatic conclusion. Theme: Good vs. Evil, The Quest, Strength over Adversity, Coming of Age, Perseverance, Adaptation, Honest, Love Prevails, etc. A) Cause and Effect B) Problem/Solution C) Compare & Contrast D) Dialogue (a must) E) Figurative Language (Similes, Metaphors, Hyperbole, etc.)	Character Lines 5-10+ Open with the narrator describing the setting and setting up each of the three (3) acts. It's helpful if the play can accommodate 20 students by having a "chorus" of extras or multiple narrators as third persons. Any one of these elements (A-E) or a combination of them can move the story along to a dramatic conclusion/resolution. Some Skits end with a reversal of fortune. Can include director's instructions for creating sets, sounds, and theatrical events suitable for beginners.
Complexity	Use descriptive vocabulary in the setting. Use dialogue to develop the characters. No short Q&As. Dialogue should be well organized and flow logically.	A play's dialogue can be simple language. You can change complexity by adding multi-syllabic vocabulary and/or developing strongly "inferred" motivations and/or character development. Lexile© ranges can be from L350 to L900. This is a chance where the content (inferred) may be more complex than the actual text itself. Complexity Element II.
Suggestions	A short play (usually called a 'Skit') is difficult to accomplish in 300 words or less.	We will make exceptions to its length after editing. Could be multiple pages. Cut and paste the genre into your web browser for more information and topics.
Comments		