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 has some ideas on 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, Skit	
Page Format	**Length:** 200 to 300 + words	Blank header & footer
	Font: Ariel, size: 12	Indent paragraphs
	Paragraph: spacing exactly 17pt-------------------->	Right Click page > paragraph, spacing>
	Margins: 1.25 left and right	exactly, input: 17 pt
	Separate spacing for each **character (in bold type)**. Dialogue in plan text. Use *Italics* for *setting*, on stage *gestures/movement*, *director's notes, etc.*	
	Doc Name Type: Use a .DOCX file extension for your attachment. In all emails, have your alpha-numerical ID prominently placed at the beginning of the subject bar.	Send passage as an attachment in your email.

Composition	**Literary Elements**	**Lines & Dialogue (Unlimited)**
	Introduction: Cast of Characters including a Narrator (third person), Props, Setting.	Follow conventions for script writing. Include director's instructions for sets, sounds, and theatrical events suitable for beginners. 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.
	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.	
		Any one of these elements (A-E) or a combination of them can move the story along to a dramatic conclusion/resolution.
	A) Cause and Effect	
	B) Problem/Solution	
	C) Compare & Contrast	
	D) Dialogue (a must)	
	E) Figurative Language (Similes, Metaphor, Hyperbole, etc.)	
Complexity	Use descriptive vocabulary in the setting. Character's development occurs through dialogue, actions, and thoughts.	A play's dialogue can be simple language. You can change complexity by adding multi-syllabic vocabulary and/or developing strongly "inferred" motivations as the character(s) 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 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 suggestion and ideas.
Comments		