

FRIGHT WRITE 2013-14

SHORT STORY, POEM AND ART CONTEST

Open to All Portola Students

Theme: Halloween

SUBMISSIONS DEADLINE:

1:25 p.m. Wednesday, Oct. 9
(Copy to English Teacher)

ANNOUNCEMENT OF WINNERS:

Wednesday, Oct. 30, 2013

REWARDS

Contributors of Selected Submissions Will

~ Get Published!

~ Receive A Free Copy of the 2013-14 Fright Write

~ Be Celebrated at a Halloween-Themed Ice Cream Party

Rules & Guidelines:

Each student may submit 1 entry for art and 1 entry for short story or poem. Artwork is judged separately from story/poem; please do not submit an entry that combines writing with art.

Short Story/Poem Category

Genres: Any genre (fantasy, horror, comedy, romance, etc).

Length: Two-pages MAX.

Format: Typed on 8-1/2" x 11" paper, no smaller than 12 pt. font size. Print on one side only. Computers in the library are available for use. *Please include a title, author's name, grade, and teacher's name on the top of the page.

Art Category

Materials/Media: Artwork must be black and white (no pencils) and on plain 8-1/2" x 11" paper. No computer-generated graphics, please.

Format:

a) Front cover: to be considered, artwork must be 8-1/2" x 11" MAX and include the title "Fright Write 2013-14."

b) Back cover: to be considered, artwork must be 8-1/2" x 11" MAX.

c) Inside pages: to be considered, the artwork can be smaller, but must be printed on plain 8-1/2" x 11" paper.

*Please include name and grade on the bottom right hand of the page.

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"FRIGHT WRITE" POEM GUIDELINES

Category	Excellent	Good	Average	Fair
Originality & Unity	Main ideas exceptionally original, imaginative, & insightful. Focused on theme. Fluid.	Main ideas imaginative or insightful. Central topic evident. Smooth flow.	Main ideas familiar or hard to identify. Elements don't fit.	Main ideas copied from a known poem. Elements disjointed.
Elaboration, Articulation & Imagery	Descriptive language, rich vocabulary, or poetic devices (e.g. rhyme or personification). Vivid images.	Effective use of descriptive language & poetic devices. Includes sensory details.	Minimal use of descriptive language or poetic devices. Some sensory details.	No attempt to use descriptive language. Ordinary word choice.
Emotional Expressiveness	Expresses strong sentiments. Evokes emotional response.	Expresses sentiments. Somewhat evocative.	Expresses few feelings.	Expresses no emotions.

"FRIGHT WRITE" SHORT STORY GUIDELINES

Category	Excellent	Good	Average	Fair
Originality & Insight	Captivating. Fresh approach. Unique insight.	Engaging. Mostly unique and fresh.	Engaging, but with elements that are familiar.	Retelling of a familiar story.
Creative Expression	Skillful use of vivid imagery. Lucid expression.	Effective use of figurative language. Some imagery present.	Simple phrasing. Word choice commonplace.	Bland descriptions & poor word choice.
Language & Linguistic Conventions	Descriptive adjectives & powerful verbs. Expansive vocabulary.	Appropriate verbs & acceptable adjectives, but generally word choice is commonplace.	Simple verbs & weak adjectives. Uses slangs & cliches.	Incorrect use of words & tenses.
Plot & Character Development	Fully developed plot: well-defined event, setting & introduction of characters; conflict; climax (turning point) & resolution (events bringing story to a close). Characters come alive.	Basic plot elements present. Characters generally believable.	Some plot elements missing rendering the story confusing. Character not convincingly depicted.	Plot is absent. Characters not developed.
Organization & Flow	Cleverly sequenced. Good transitions. Engaging beginning, engrossing middle, & exciting ending.	Smooth flow. Adequately sequenced.	Inconsistent flow. Confusing sequencing. Inadequate transitions. Undeveloped introduction/conclusion.	Illogical sequence. Introduction or conclusion are missing.

"FRIGHT WRITE" ART GUIDELINES

Category	Excellent	Good	Average	Fair
Originality	Highly original and captivating.	Original.	Familiar elements.	Copied from somewhere.
Craftsmanship	Skillfully drawn. Eye-catching design.	Good design. Adequately executed.	Adequately executed.	Poor design and execution.