

## Have We Got Plans

### *Dialogue Writing*

- **Dialogue** = what characters say using quotations.
- New speaker = new paragraph.
- **Good dialogue pattern:**
  - Two descriptive sentences.
  - Speaker #1 (one complete sentence).
  - Speaker #2 (one complete sentence).
  - Repeat pattern.
- *commented, remarked, inquired, replied, responded, asked, shouted, grumbled, said, ...*

#### **Essay #1** Use the dialogue pattern and complete the story. (18-24 sentences)

Nick and Greg's mother told them not to play with their food. No worries, they weren't playing; they were creating, as in creating costumes for their science fiction movie: *Vegetable People of Zeldar*.

"Greg, maybe you should glue the cucumbers to your eyeballs with some peanut butter," suggested Nick, as he made bell pepper bracelets.

"Great idea, and I think you should create a broccoli wig, since you are the mayor of Zeldar," countered Greg now putting olives on his fingertips.



#### **Essay #2** Use the dialogue pattern and complete the scene. (16-18 sentences)

Nothing says fun like riding an 1885 Penny Farthing! None of the neighborhood kids were brave enough to try the antique machines considered the first bicycles, so it was up to Grandpa Al and his brother Frank.

"Just like the old days, right Al?" questioned Frank as he climbed onto the bike with the help of a tall ladder.

"I forgot how fun it is going up and down hills... and trying to stop!" replied a nervous Al, noticing the stoplight ahead.

Brother Frank was already riding circles and doing figure eights, while Al still wondered after all these years what keeps these bikes from just flopping over. The stoplight just turned from yellow to red – this will be interesting.

