# Pathways to a Theme

**When you have read your chosen story, respond to the following questions:**

1. What is happening in the story? Answer in point form or full sentences.

***Ramon loved drawing but his brother makes a rude comment about his drawings. Ramon decided he no longer wanted to draw because he was feeling dicouraged. His sister showed Ramon that his drawings didn’t have to be perfect and he could draw however he wanted to.***

1. Identify and describe the conflict in the story.

***Person vs person. His brother was antagonist because he made rude comments towards Ramons drawing of flowers in a vase.***

1. Brainstorm words or phrases that connect to the class discussion on the human condition.

***- Art***

***- Jelousy***

***- Compassion***

***- Anger***

***- Frustration***

1. **What are 2-3 the theme or big idea of the story? Create a theme statement**.

-You can create a theme statement by using the formula **topic+treatment (+/-) = result**. Eg. In Macbeth, one could say that “ambition + too much = destruction”. Therefore the theme statement would be “*Too much ambition can lead to destruction*”

**-A theme statement has** **no absolutes, no cliches and no conversational language**. Eg. “*I think its to never judge a book by its cover”* **is NOT a good theme statement.**

***Topic: Perserverence + treatment(+/-) Not enough = Dissapointment***

Theme Statement

***Not enough perserverence can lead to dissapointment.***

***Topic:Compassion + treatment(+/-) Not enough = Ignorance***

Theme Statement

***Not enough compassion can lead to ignorance.***

***Topic: Confidence + treatment(+/-) Too much = Failure***

Theme Statement

***Too much confidence can lead to failure.***

1. **Change the theme statements into a deep questions.** Eg. *What can be the result of too much ambition?* OR *Can too much ambition lead to destruction?*

***- How can not enough perserverence lead to dissapointment?***

***- Can not enough compassion lead to ignorance.***

***- How can too much confidence lead to failure.***