

STORY GRAMMAR

For The Westing Game by Ellen Raskin

Title: The Westing Game

Plot: This book is a fun murder mystery where tenants living at Sunset Towers are invited to play along in the Westing Game in order to find the murderer of Sam Westing in order to win a fortune.

Themes: Problem-solving, teamwork, crime and violence

Setting: Westingtown (Lake Michigan shore), Sunset Towers

Characters: Barney Northrup, Dr. Wexler, Grace Wexler, Angela Wexler, Turtle Wexler, Chris and Theo Theodorakis, Dr. Denton Deere, Flora Baumbach, Madame Hoo, James Shin Hoo, Doug Hoo, Sandy McSouthers, Berthe Erica Crowe, Otis Amber, J.J. Ford, Sydelle Pulaski, Sam Westing, Julian R. Eastman

Chain of Events:

Initiating Event: A delivery boy drives around down slipping letters under the doors of six “chosen-to –be” tenants at Sunset Towers.

Internal Response (of the characters): The characters respond quickly to the letter and all accept the letter’s proposal to move into Sunset Towers and become participants in the Westing Game.

Attempt: The characters are paired up. Each partnership tries to solve the Westing Game by taking different measures. (Ex. Turtle and Mrs. Baumbach decide to play the stock market with their allotted money to try to win the game).

Outcome: The various attempts by every partnership to win the game fails.

Resolution: Although all the partnerships fail to solve the Westing Game, Turtle Wexler solves the game on her own.

Reaction: Turtle goes to meet “Julian R. Eastman” in order to tell him that she won the Westing Game.