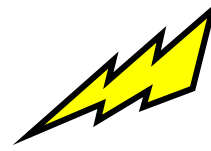


BIOPOEM
The Westing Game
By Ellen Raskin



Purpose of the Strategy

This strategy was developed to help writers synthesize their learning about a subject – a person, place, thing, concept, or event. The biopoem follows a pattern, making it easier for beginning writers to complete as they play with ideas. Writing a biopoem about a character from The Westing Game helps students to synthesize the information they have read. This strategy also indicates if students understand the reading and whether or not they can identify character traits. This strategy works best when used after the students have read at least half of the book. Suggested characters to write about include: Turtle Wexler, Grace Wexler, Angela Wexler, Sydelle Pulaski, Flora Baumbach, Sam Westing, etc.

Directions (Biopoem pattern)

Line 1 : Character's first name

Line 2 : Four traits that describe the character

Line 3 : Relative (brother, sister, daughter, etc.) of _____

Line 4 : Lover of _____ (list three things or people)

Line 5 : Who feels _____ (three items)

Line 6 : Who needs _____ (three items)

Line 7 : Who fears _____ (three items)

Line 8 : Who gives _____ (three items)

Line 9 : Who would like to see _____ (three items)

Line 10 : Resident of _____

Line 11 : Last Name

Example

PEARL

Her mother's only treasure: beautiful, brilliant, glimmering
Daughter of Dimmesdale and Hester
Lover of laughter, light and her mother
Who feels fury, passion, and magic
Who needs to experience grief, to become human, to learn sympathy
Who fears nothing, never, null
Who gives love, torment, and joy
Who would like to see Dimmesdale on the scaffold in the daylight,
Dimmesdale live and her mother explain the truth about
The Scarlett Letter.
Resident of Boston
Bastard.