

LITERARY SHOWDOWN

Setup:

It's a showdown between two literary devices! Divide the class in half and assign each group a literary device to root for.

<u>Chekhov's Gun</u>	versus	<u>Red Herring</u>
An element in a story, sometimes a literal device, that appears early on and plays a vital part of the story later.		An element in a story, such as a clue or piece of information, that is intended to be misleading or distracting from the truth.

Prepare for Battle:

Each team must research examples of their assigned literary device. The example types should be varied. Each example will be presented as EVIDENCE that their literary device is the superior one. The evidence will earn them POINTS in the battle.

EVIDENCE includes:

- Emotional Impact – how does this device make the audience feel? This can be found in movie or book reviews, quotes, and video/articles about why authors use the device.
- Titles – what famous, popular, or cult classic works include this device?
- Details – what objects, quotes, or moments from the story have acted as a “Chekhov’s gun” or “red herring”?

The Battle:

The battle takes place in four rounds.

- Round 1 – Emotional Impact
- Round 2 – Titles
- Round 3 – Details
- Round 4 – Bonus! Any evidence gathered or created beyond the three categories above. Think outside of the box - fan art, memes, parodies, etc.

Each team presents their EVIDENCE. The teacher serves as the Referee for each round, tallying the points for each team. The team with the most points by the end of Round 4 wins the battle!

ABOUT THE ROUNDS

- Who goes first?
 - Referee’s choice for how to decide, but we recommend adding an element of chance: flip a coin, pick a number, rock/paper/scissors
 - We recommend alternating who goes first for each round



ALLEY
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- If Chekhov’s Gun goes first in Round 1, Red Herring should go first in Round 2
 - What do they do?
 - On your team’s turn, members from your team present all the EVIDENCE for that category.
 - Example: in Round 1, you will present all of your evidence for the emotional impact of your team’s literary device.
 - When the EVIDENCE is presented, the Referee decides how many points each piece is worth. (see Rubric)
 - Each piece of EVIDENCE can earn between 0 to 3 points.

Here’s how your evidence earns points in battle:

QUALITY OF EVIDENCE	DESCRIPTON	POINTS
Basic	<p>The evidence supports the argument. It is articulated and presented in an understandable way. It does not elaborate.</p> <p>Example: “the gadgets in James Bond” is given in Round 3 – Examples by the Chekhov’s gun team.</p>	1
Advanced	<p>The evidence supports the argument. It is articulated and presented in a clear and engaging way. It elaborates as needed or includes extra details that support the argument.</p> <p>Example: “In Goldfinger, a James Bond movie, Oddjob’s hat has a metal ring in the rim, and he uses it as a throwing weapon” is given in Round 3 – Examples by the Chekhov’s gun team.</p>	2
Elite	<p>The evidence supports the argument. It is articulated in an engaging way. It elaborates and deepens the understanding with detail. It includes a visual aid.</p> <p>Example: “In Goldfinger, a James Bond movie, the evil henchman Oddjob has a hat with a metal ring in the brim, he uses it as a throwing weapon. The movie Austin Powers makes fun of this with the character Random Task. He throws a shoe instead of a hat.” This evidence is presented, with pictures, in Round 3 – Examples by the Chekhov’s gun team.</p>	3