LEVELS OF ANALYSIS

METACOGNITION LEVEL
How do I know?
REFLECT LEVEL
Why does it matter?
CONNECT LEVEL
How does it connect?

EXPLAIN LEVEL
How? Why?
A <u>theory</u> explains how or why.
A <u>focusing question</u> asks how or why.
The describe level answers a focusing question with a theory.
A <u>thesis</u> explains how (*by*) or why (*because*).
A good thesis is based on theory.
And good theory is based on Describe Level facts/ideas/logic.
Models and systems-thinking help explain complex ideas.

DESCRIBE LEVEL
Who? What? Where? When? How many?

SYSTEMS THINKING

Boundaries	The boundaries set the limits of "what is the system". You set the boundaries when defining the system.
Components	A system is a bunch of parts (components) that work together and do more together than they would on their own. Components are at the parts of the system. (Sub-systems are systems within systems.)
Inputs	Inputs cross the boundary into the system and interact with the system and its parts.
Outputs	Outputs cross the boundaries out of the system.
Functions	A system performs a function. It does something or produces something.

ELEMENTS OF NON-FICTION WRITING

Focus	Topic, Subtopic, Focusing Question, Thesis (Explain), Theme, Theory
Form	Text Features, Sections, Subsections, Paragraphs, Sentences
Filler	Describe, Explain, Connect, Reflect, Metacognition Ideas, Facts, Opinions, Quotes, Data, Stories, Examples Boundaries, Components, Inputs, Outputs, Functions
Flow	Roadmaps, Signposts, Transitions
Feeling	Connect, Reflect

ELEMENTS OF WESTERN NARRATIVE

Characterization	The development of characters through the progression of the narrative (or the telling of it) Characters often have conflicting strengths and weaknesses	*Filler*
Plot	Action across time (exposition, rising action, climax, falling action, denouement) (see three act structure below)	*Form* *Flow* *Filler*
Conflict	**Conflict:** Struggle between forces, conflict between characters, inner conflict (within characters), and conflict of action (plot)	*Focus*
	Resolution: More than the end of conflict but also the transformation that occurs through the resolution of conflict	
Point of View	The perspective the story is told from (first person, third person limited, third person omniscient) (the narrator or storyteller)	*Form*
Setting	**"Storyverse":** Time and place of the story itself (can cross times and places), the era or age of the story	*Filler*
	Scenes and backdrops: Settings throughout various plot points	
Theme	The moral, or point, of a narrative or the overarching ideas and emotions (or experiences/realities) explored through a narrative	*Focus*
Tone	The author's attitude toward a character (tone is also an element of style)	*Feeling*
Style	The unique voice of the author, how the author uses language (diction, voice, tone, sentence style, use of literary devices)	*Feeling*

LITERARY DEVICES

- allegory
- allusion
- cliffhanger
- foreshadowing
- irony, situational irony, and dramatic irony
- metaphor, simile, and analogy
- motif
- paradox
- personification
- satire
- sensory imagery
- suspense
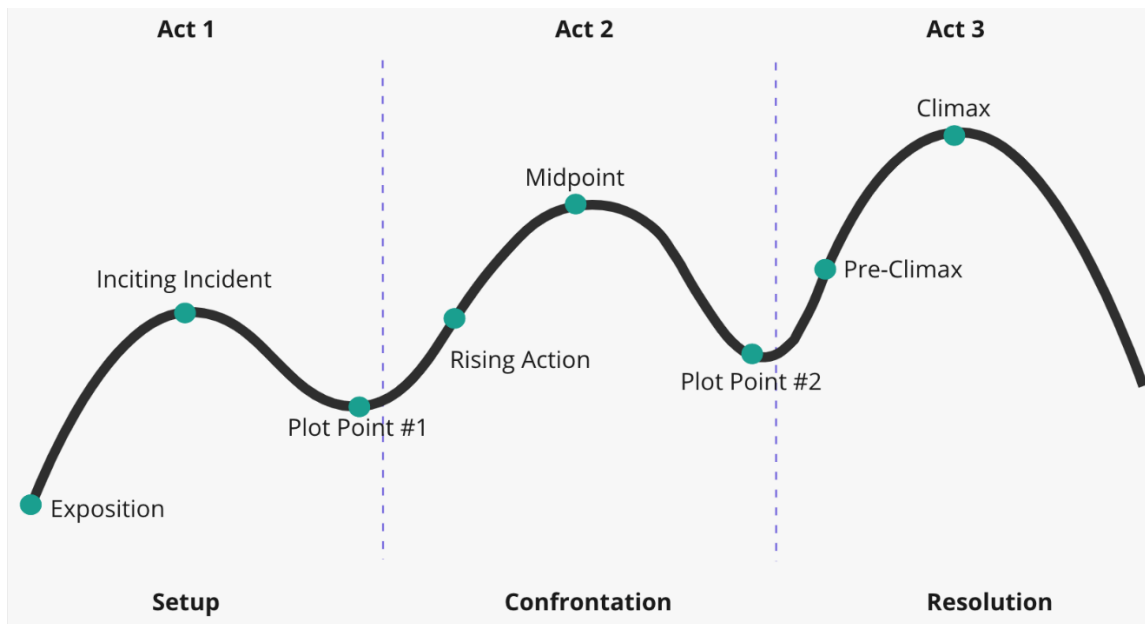- symbolism
- verisimilitude
- vignette

WESTERN NARRATIVE THREE ACT STRUCTURE

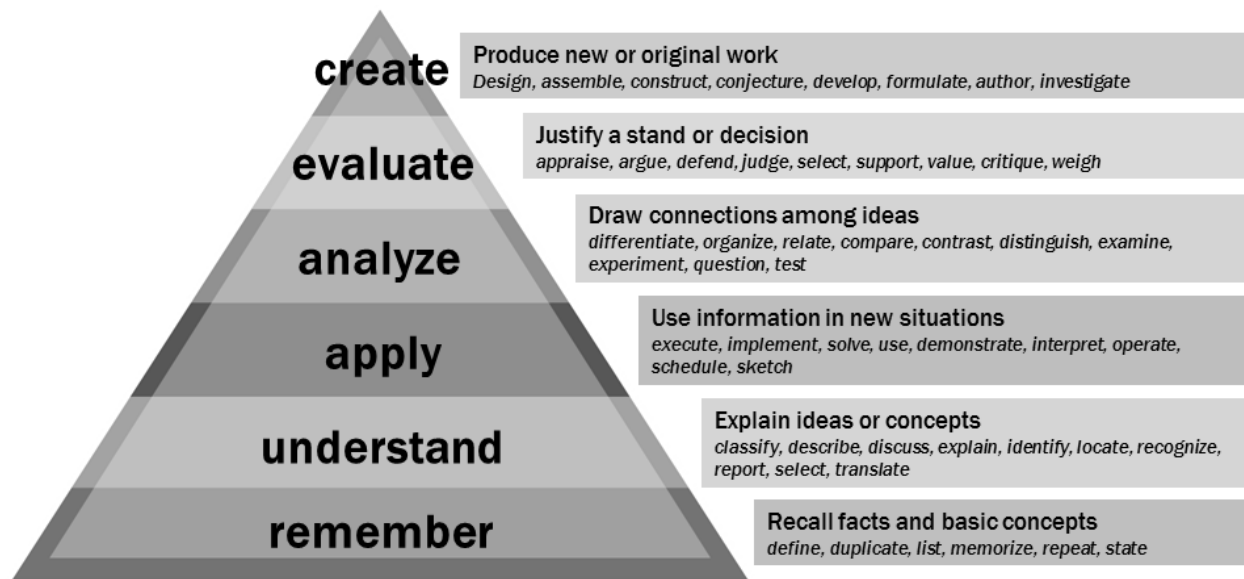Image source: Celtx Help Center

SIX STAGES OF RESEARCH

Wondering Stage	Journal, rough note, observation, question, connect, reflect, wander
Preparing Stage	Topic, subtopic, focusing question, theory, thesis, theme Organize sources and take detailed notes
Planning Stage	Thesis statement, main ideas, systems thinking, outline
Drafting Stage	Rough drafts, first draft
Revising Stage	Second draft (possibly other drafts), revision process
Publishing Stage	Edit and publish (format), submit for publication (more revision likely)

SIX STEP NARRATIVE WRITING PROCESS

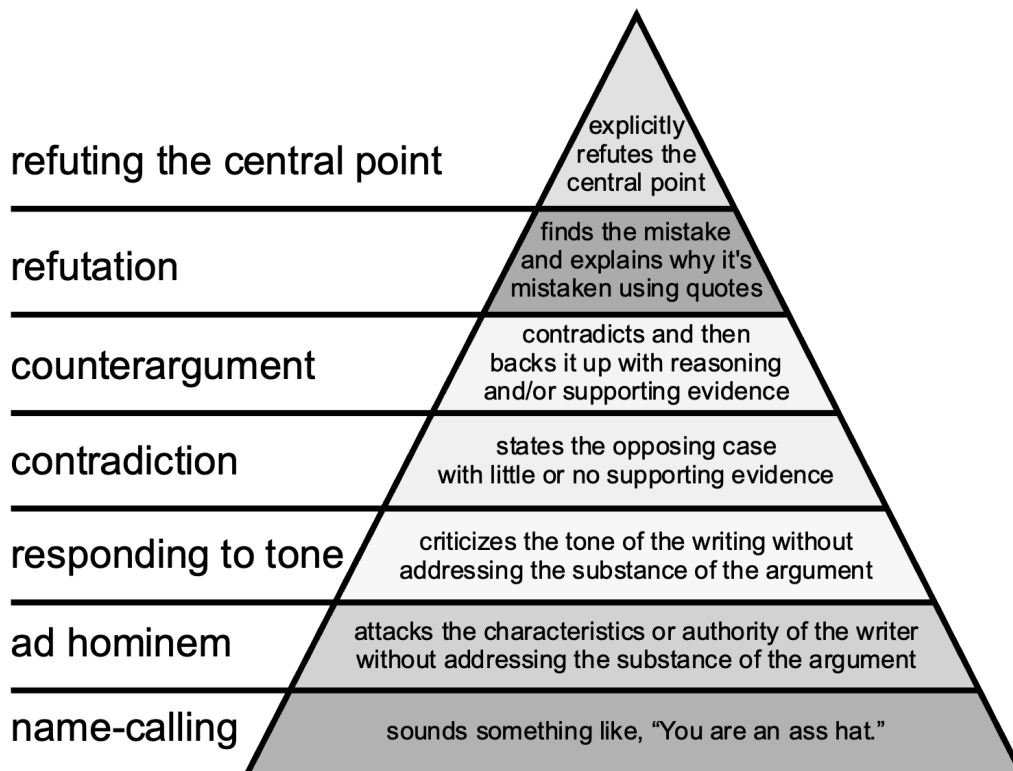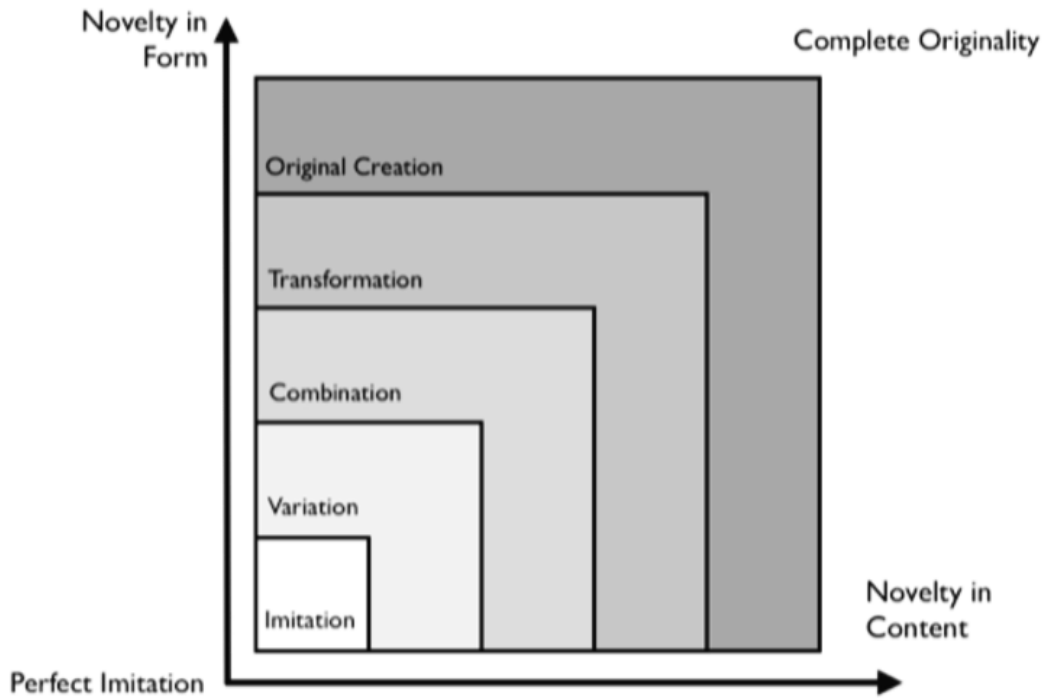|	
#1: Develop the Theme	Journal, rough note, observation, question, connect, reflect, wander as you develop a theme
#2: Develop the Premise	This is when you decide on point of view, setting (usually only the storyverse at this point), main plot points, and lock in the theme
#3: Develop the Characters	This is when you develop the main characters, focusing on their strengths and weaknesses and their possible *relationships* to the conflict
#4: Develop the Plot	Start with the conflict (internal to the main characters) and work from there, you may have the entire plot planned out or you may just have a rough sense of the three acts (having a sense of the resolution can help)
#5: Play with Style	Start by putting your characters into situations and settings…
#6: Write the Story	When are ready, start writing out the story (any order can work)… one thing to keep in mind is that it's usually best to write an entire draft first, before you start revising and editing. Just do it!

MODELS

Bloom's Taxonomy

create — Produce new or original work
Design, assemble, construct, conjecture, develop, formulate, author, investigate

evaluate — Justify a stand or decision
appraise, argue, defend, judge, select, support, value, critique, weigh

analyze — Draw connections among ideas
differentiate, organize, relate, compare, contrast, distinguish, examine, experiment, question, test

apply — Use information in new situations
execute, implement, solve, use, demonstrate, interpret, operate, schedule, sketch

understand — Explain ideas or concepts
classify, describe, discuss, explain, identify, locate, recognize, report, select, translate

remember — Recall facts and basic concepts
define, duplicate, list, memorize, repeat, state

Source: Armstrong, P. (2010). Bloom's Taxonomy. Vanderbilt University Center for Teaching. Retrieved May 28, 2023 from https://cft.vanderbilt.edu/guides-sub-pages/blooms-taxonomy/.

Graham's Hierarchy of Disagreement

refuting the central point — explicitly refutes the central point

refutation — finds the mistake and explains why it's mistaken using quotes

counterargument — contradicts and then backs it up with reasoning and/or supporting evidence

contradiction — states the opposing case with little or no supporting evidence

responding to tone — criticizes the tone of the writing without addressing the substance of the argument

ad hominem — attacks the characteristics or authority of the writer without addressing the substance of the argument

name-calling — sounds something like, "You are an ass hat."

Source: CreateDebate user 'Loudacris', Public domain, via Wikimedia Commons

Taxonomy of Creative Design

Novelty in Form

Complete Originality

Original Creation

Transformation

Combination

Variation

Imitation

Novelty in Content

Perfect Imitation

Author: Peter Nilsson

Zone of Proximal Development

NY
Not Yet

LA
Lots of Assistance

SA
Some Assistance

ZPD

IN
Independent

MA
Mastery