Intro to Cornell Notes

- Character types
- Conflict types

Memory

It has been said that we remember:

10 percent of what we read (passive)

20 percent of what we hear (passive)

30 percent of what we see and hear (passive)

70 percent of what we say and write (active)

90 percent of what we say as we do (active)

Cornell Notes

TOPIC   DATE

CUES

WRITTEN AFTER CLASS

MAIN IDEAS

VOCABULARY

QUESTIONS ANSWERED BY NOTES

NOTES

TAKEN DURING CLASS LECTURE OR DURING TEXTBOOK READING

- MAIN POINTS
- PARAPHRASE
- BULLET POINTS
- OUTLINES
- CHARTS/DIAGRAMS

BRIEF SUMMARY OF NOTES HIGHLIGHTING MAIN IDEAS

SUMMARY

WRITTEN AFTER CLASS

Cornell Notes Sample

Sample Cornell Notes

Class Notes If there was no class lecture this week, write a paragraph about what you learned and/or questions about what you didn't understand. Topic: Literary Elements	Name: Student A Class: English 8 Period: 3 Date: 1/10/03
Questions/Main Ideas:	**Notes:**
Define irony.	Irony is a contradiction between what is expected and reality.
What is characterization?	Characterization is the way an author describes a character.
Some ways to understand a character	· physical description · dialogue · actions / behavior · opinions of other characters · thoughts
What is conflict?	The problem of the story or book
Types of conflict	man vs. man man vs. machine man vs. society man vs. self man vs. nature man vs. unknown
Two categories of conflict	1) internal (inside character) 2) external (character vs. anything other than himself)

Summary: Authors use many different elements to create a story or write a book. Some elements include irony and characterization. Authors also focus their stories around a problem or conflict. There are internal and external conflicts.

How do Authors create complex, yet believable characters?

1. Irony - a contradiction between what is expected and reality
2. Characterization - the way an author describes a character
   a. Physical traits
   b. Dialogue
   c. Actions/behavior
   d. Opinions of other characters
   e. Thoughts

Character types

Foil - A character whose traits are opposite of another to highlight their qualities

 i.e. Harry Potter and Draco Malfoy/ Peter Quill and Gamora

Character types cont.

Levels of detail

Flat - Not fully developed; readers only know one SIDE of the character

Round - FULLY developed, with many traits - bad and good; readers feel they know the character so well that they become REAL

Levels of Change

Static - does not experience a major internal change during the story

Dynamic - DOES experience a basic character CHANGE/GROWTH. This change is internal and may be sudden.

Conflict Types

Two types: Internal   vs   External

Man vs self

Man vs man
Man vs technology
Man vs Society
Man vs Nature
Man vs Fate/Supernatural