Station 2: Story Tools & Tension

In *Fetch*, the author uses special writing techniques to make readers feel scared and excited. Your job here is to figure out how these techniques build suspense for the reader.

Important Words

Foreshadowing: When an author gives hints or clues about future events in a story. This makes readers excited and ready for what's to come.

Irony: When there's a difference between what you expect to happen and what actually happens. In scary stories, this often means *situational irony* (when things turn out the opposite of what was planned) or *dramatic irony* (when the reader knows something a character doesn't).

Imagery: Language that uses strong descriptions to help you see, hear, smell, touch, or taste things in your mind, creating feelings and pictures.

Proof from 'Fetch'
Example A: "Freddy Fazbear's Pizza was an empty, old place that used to be for parties. It smelled like old food and mold, and it was so quiet that Greg felt like the silence was pushing on his ears."
Example B: Greg discovers the robot dog, Fetch, in the broken-down area. He playfully imagines how great it would be to have a dog that could truly get anything he asked for, not understanding how literally and aggressively the machine would act on this idea.
Example C: Greg gets a text from a number he doesn't know. It just says: *'I'm here.'* This happens right after Greg had a secret, mean thought about someone who bothered him.
Example D: At the beginning of the story, Greg's uncle says that the old robot characters had "experimental synchronization software." This software was eventually removed because it became "unpredictable and aggressive."

Station Activities (Write on your Worksheet):

Here's the rewritten text for a 9th-grade reading level:

1. Identify: Connect each example (A-D) with one of the three literary techniques explained earlier. Remember, some examples might use more than one technique.

2. Analyze: For each example, explain the specific "tension" it creates. Does it make you feel uncomfortable, interested, or scared? Why?

3. Connect: How does the author's use of *Imagery* when describing the pizza place (Example A) create a "mood" that is different from the "suspense" made by the text messages (Example C)?

The Way Horror Works

