



Mark Binder's Write it!...then...Right it! Workshop Day Two



"First vision. Then re-vision!"

Print it out - when possible revise/scribble on paper with a pen or pencil. It's just different.

Read it out loud (to someone)

Prepare your listener. Control their feedback. If you don't want them to respond, let them know. If you want feedback, beware of value judgments ("I liked it"), because different people have different feelings. Look for specifics. And be sure to thank them for listening.

Listen to the story as you read it and jot down suggestions/fixes/errors

Questions to ask listener

Were you bored? Did I forget something? Were you confused? Where?
What worked best? Was something missing?
Is there something that could be cut? What do you want more of?
Acknowledgement is ok -- "I found your description of the cat vivid."
Do you have any suggestions? (Listen, but you DON'T have to use them!)

Questions to ask yourself (and maybe a listener)

These are a few. There may be more that will occur to you. Use them too.

- ☐ Does it open with a "hook?" (Like a fishing hook, that catches interest!)
- ☐ What senses did you use? (taste, touch, sound, smell, sight...mood)
- ☐ How could you sharpen those images?
- ☐ What needs more detail or description? (What needs less?)
- ☐ "Omit needless words." — Strunk and White: The Elements of Style
- ☐ Does the dialog feel like more than one person? How can you improve that?
- ☐ Was something missing? Is there something that needs to be moved?
- ☐ What else can be cut? If you don't miss it, then cut it.
If you like it, but it doesn't add? Cut it. (Truer for short pieces.)
- ☐ Was the ending too easy? Too confusing?
- ☐ Did it read aloud well? Why? Why not?
- ☐ Have you proofread it for typos and spelling errors?
- ☐ Was everything that was added reincorporated? Does it "feel" done?
- ☐ Does it answer the question, "Why is this important to you?"

Make your changes. You'll probably add more stuff, so...

Read it out loud (to someone) **AGAIN!!!**

Repeat/Revise until you're satisfied (or out of time)