Character Development

Grade 3

Name _____ Date _____

Remember: A **narrative** is a story. It has **characters** (who), a **setting** (where and when), a **problem**, and events that lead to a **solution**. A strong character has **traits**, like brave or shy, that show in what they **do** and **say**.

Traits: brave, shy, curious, kind, bossy, clever, silly, grumpy, honest, patient



1. Which trait does it show?

Read what each character does. Circle the trait it shows.

1. Zoe climbed the tall tree to rescue the scared kitten.

- (a) lazy
- (b) brave
- (c) rude

2. Max hid behind his mom when he met the new teacher.

- (a) shy
- (b) bossy
- (c) angry

3. Pia asked a hundred questions at the science museum.

- (a) sleepy
- (b) grumpy
- (c) curious

4. Omar gave half his lunch to a friend who forgot his.

- (a) kind
- (b) silly
- (c) selfish

5. Lena told the teacher she broke the vase.

- (a) sneaky
- (b) honest
- (c) careless

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2. Build a character

Invent a character for a story. Fill in the profile.

Name and age

Looks like

Two traits

Likes and dislikes

Something they do that shows a trait

What does your character want?

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3. Introduce your character

Write a paragraph that introduces your character. Show one trait through an action.

Who is your character? What do they look like, and what are they like inside? Show it with something they do.

Check: ☐ Name and looks ☐ Two traits ☐ An action that shows a trait ☐ What they want

Answer Key

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1. Which trait does it show?

1. **Zoe climbed the tall tree to rescue the scared kitten.**
   - a. lazy
   - b. **brave**
   - c. rude

2. **Max hid behind his mom when he met the new teacher.**
   - a. **shy**
   - b. bossy
   - c. angry

3. **Pia asked a hundred questions at the science museum.**
   - a. sleepy
   - b. grumpy
   - c. **curious**

4. **Omar gave half his lunch to a friend who forgot his.**
   - a. **kind**
   - b. silly
   - c. selfish

5. **Lena told the teacher she broke the vase.**
   - a. sneaky
   - b. **honest**
   - c. careless

2. Build a character

Sample notes. Answers will vary.

Name and age
Pip, a 9-year-old mouse

Looks like
tiny, grey fur, one torn ear, red cape

Two traits
brave and a little forgetful

Likes and dislikes
likes cheese and maps; dislikes cats and thunder

Something they do that shows a trait
Pip sneaks into the kitchen at night to save his trapped friend.

What does your character want?
To find the lost map to the Great Cheese Cave.

Model Answer

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3. Introduce your character

A model answer to share with students. Their writing will be different.

Pip is a tiny grey mouse with one torn ear and a bright red cape. He is brave, but he is also a little forgetful. One night, when his best friend got trapped in a jar in the kitchen, Pip crept past the sleeping cat to unscrew the lid. Then he forgot which way was home! More than anything, Pip wants to find the lost map to the Great Cheese Cave.