

More Tips for Responding to Workshop Writing: Attending to Content, Style, and Structure

➤ Some ways of attending to the content:

- * Indicate something you have learned about the topic by the way the writer presents it.
- * Indicate something you have learned about the writer from a particular passage.
- * Identify how a particular passage affects you.
- * Identify a way in which you can relate to the content or topic personally.
- * Indicate through a statement or question that you would be interested in knowing more about some aspect of the content.
 - perhaps the writer introduces a person who seems important to them so you would like to know more about that person
 - perhaps the writer locates the story in a particular place that you would like to know more about
- * If the writing describes a series of many events over time, or alludes to another event that is tangential to the current story, you might point out that there is another story, or several other stories that might be worth developing as well.

➤ Some ways of attending to the style:

- * Identify specific words, phrases, or passages that strike you and tell the writer why you like that part of their writing. Is it compelling? Does it convey a strong image or capture other sensory responses? Does it sound beautiful? Is it powerful?
- * If the writer uses dialogue or "inner speech" effectively, let them know and tell them why it's effective. How does it enhance their story?
- * Perhaps the writer uses a list or the repetition of a phrase in a way that conveys something important. Let them know and describe what you like about that detail.

➤ Some ways of attending to structure:

- * If the story has a great opening, try to convey why that is so. What do you like about the opening? What does it do for the story? Similarly for a great ending.
- * Indicate places where the writer includes such elements as a moment of change, contrast, conflict, for instance, that make the story particularly compelling and move it along.
- * Indicate when the writer moves from a general point to a specific instance or from a specific event to a general point.