Name Period
Standards Focus: Dialogue Chapter One
One of the unique aspects of Of Mice and Men is the use of dialogue. Dialogue is a conversation between two or more characters, distinguished by the use of quotation marks. Since this novel was originally conceived as a play, dialogue, rather than descriptive narration, helps the reader to understand the characters and plot. In drama, it is the actions and dialogue of the characters that tell the story. Dialogue can serve many different purposes: • Develops characters as the reader is able to experience the character's own words. The way a person speaks, and how they say what they say, can reveal a lot about a person. • Creates the setting through regional characteristics, such as dialects and slang, and helps to show how the characters live within their environment. • Reveals important information about the plot and conflicts, without disturbing the momentum of the storyline. • Allows the reader to experience the action as the character is experiencing it, rather than having it communicated from another perspective. • Generates an impression of reality.
Directions: To help you understand the differences between dialogue form and narrative form, complete the following activity. For each excerpt in dialogue form, convert it to narrative form. Once you have converted the dialogue, describe the purpose(s) served by each excerpt of dialogue. An example has been done for you.
Dialogue Form: Lennie looked timidly over to him. "George?" "Yeah, what ya want?" "Where we goin', George?" The little man jerked down the brim of his hat and scowled over at Lennie. "So you forgot awready, did you?" I gotta tell you again, do I? Jesus Christ, you're a crazy bastard!"
Narrative Form: Lennie looked over timidly at George. With a strange, confused apprehension he asked where they were headed. Angry and irritated over hearing the same question at least ten times, George snapped, and yelled at Lennie.
Specific Purpose: By the way George scolds Lennie, we can see that George easily loses his patience with Lennie. There is also evidence of a dialect, although we are not completely clear what dialect it is.
1. Dialogue Form: "Ain't a thing in my pocket," Lennie said cleverly. "I know there ain't. You got it in your hand. What you got in your hand—hidin' it?" "I ain't got nothin', George. Honest." "Come on, give it here." Lennie held his closed hand away from George's direction. "It's only a mouse, George." "A mouse? A live mouse?" "Uh-uh. Jus' a dead mouse, George. I didn' kill it. Honest! I found it. I found it dead."
Narrative Form:
Specific Purpose:

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2. Dialogue Form: "O.K. Now when we go in to see the boss, what you gonna do? "I I," Lennie thought. His face grew tight with thought. "I o "Good boy. That's swell. You say that over two, three times so y Lennie droned to himself softly. "I ain't gonna say nothin' I air nothin'." Narrative Form:	iin't gonna say nothin'. Jus' gonna stan' there." you won't forget it."
Specific Purpose:	
3. Dialogue Form: "George," very softly. No answer. "George!" "Whatta you want?" "I was only foolin', George. I don't want no ketchup. I wouldn' "If it was here, you could have some." "But I wouldn't eat none, George, I'd leave it all for you. You could none of it." Narrative Form:	
Specific Purpose:	
4. Dialogue Form: Lennie spoke craftily, "Tell me—like you done before." "Tell you what?" "About the rabbits." George snapped, "You ain't gonna put nothing over on me." Lennie pleaded, "Come on, George. Tell me. Please, George. "You get a kick outta that, don't you? Awright, I'll tell you, and Narrative Form:	
Specific Purpose:	

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