

Dream a little dream...

Put yourself in James Thurber's place and create a 6th daydream for Walter.

The dream:

- Must come at the end of the story, following the firing squad daydream
- Can be written as if it is the next day or the same day, shortly after the firing squad daydream
 - In either scenario, you must start in reality and fade into the created daydream
 - If you start with the firing squad, you can fade out of that dream, into reality, and be triggered right back into your brand new daydream
- should spend MOST of your writing in the dream sequence and not in reality.
- Must flow out of reality with a trigger event and then back into reality with a trigger (exactly like the dreams in the original story)
- Should make sense in comparison to the original daydreams – setting, characters, interests, “hero” focus
- Should include elements seen in other dreams (just as we discussed in our group analysis, there are elements that appear in more than one dream), and should feature an element from the surrounding reality at the time the daydream is triggered.

Some other specifics:

- Be creative
- Minimum 300 words
- Maximum 500 words
- Double space
- Type!! (12-point font)
- Check spelling and grammar
- Give it a creative title



Due Date: