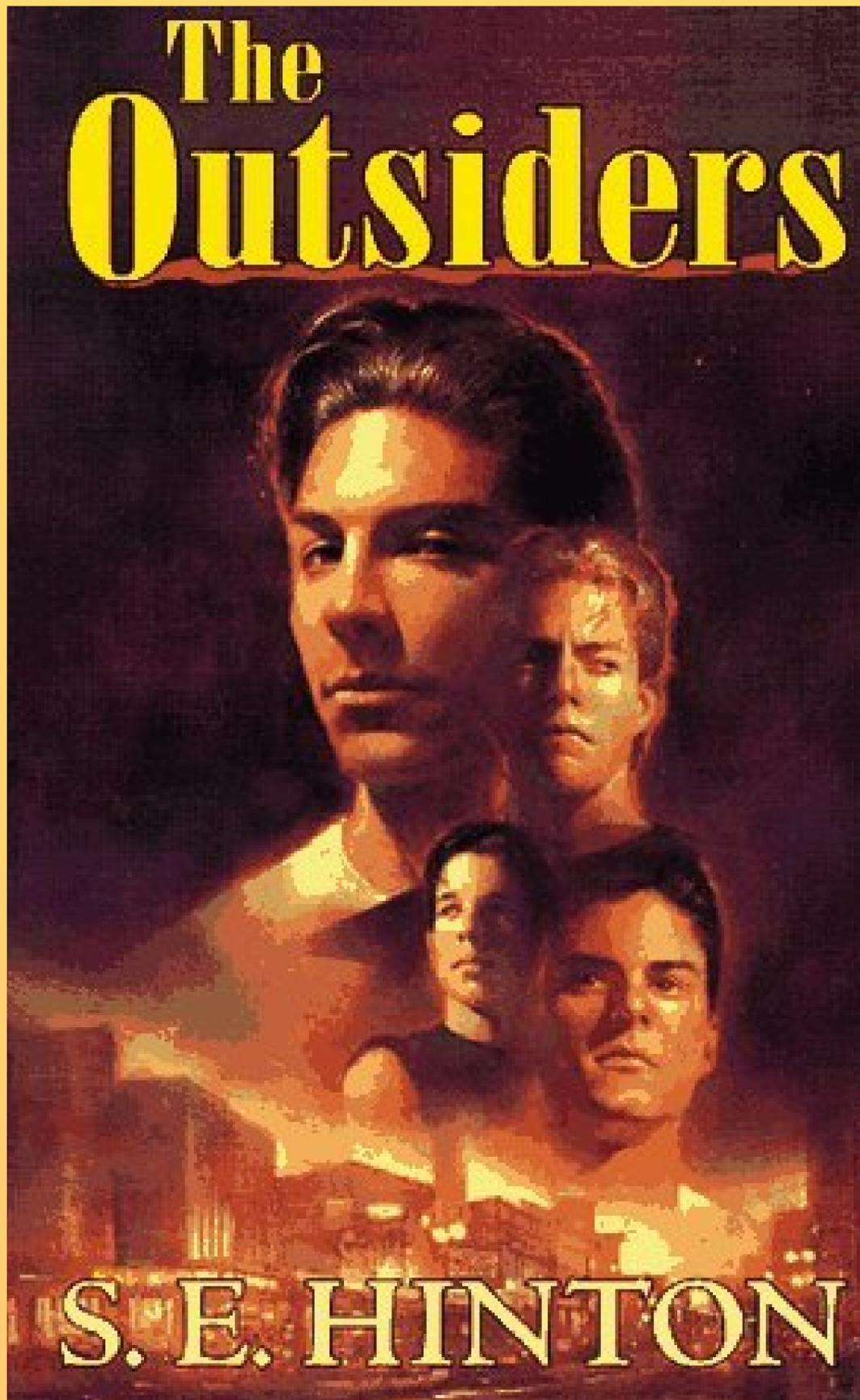


Ameer Johnson: Emulation Handbook



The Outsiders tells the story of two rival gangs, the Greasers and the Socs who are separated by their socioeconomic status and different lifestyles. Many of the Greasers have led hard lives, which makes them very tough and merciless. The Socs are a group of wealthy, privileged boys that beat up the Greasers for fun because they believe they are better than them. Ponyboy Curtis, a 14-year old boy that lives with his two brothers after the death of his parents, is the narrator of the story and describes life as a Greaser.

What's this element?

My first element is unreliable narration. The narrator in the story is Ponyboy. As a narrator, Ponyboy gives the reader many reasons to believe that he is honest and observant. However, there are moments in the Outsiders where everyone around Ponyboy sees something one way, but Ponyboy sees something differently, or so he makes it seem. As a reader, you start to question the legitimacy of the narrator because it is unclear to the reader if the narrator is truly aware of everything that takes place in the story.

Why does it matter?

This element is important to the book because it keeps the readers asking themselves questions. By asking themselves questions, readers stay interested because they want to figure out what the answers are by progressing through the book. One quote says "I lie to myself all the time. But I never believe me." Readers may ask themselves "Why would Ponyboy lie to himself? What is the purpose?" Ponyboy's parents have died so readers may think he lies to himself at times to give him some comfort. However, when his friend, Johnny murders Bob, a rival gang member, and dies in the hospital, he tries to make himself believe he's Bob killer and that Johnny isn't dead. After Ponyboy acts like he doesn't know Johnny killed Bob after witnessing the murder, readers may ask themselves some more things. "Is Ponyboy lying about knowing this too? Is he delusional? Does he just have a hard time facing reality?" Those are just a few questions readers may have regarding the legitimacy of the narrator.

What's the impact on the reader?

This element makes the readers feel interested in the story and excited to continue on. Readers might also feel misled by Ponyboy when he reveals that he wasn't delusional the whole time at the end of the book. They can also relate to Ponyboy if they ever tried to lie to themselves to deal with some kind of trauma or grief in their life.

What's this element?

The narrator, Ponyboy, tells the story using all of the slang that he and his Greaser friends use. The author has included the slang and vernacular language used by the Greasers and the Socs from the mid-20th century in the book to accurately show off the people of this time in her writing style. Examples of this language are “rumble” and “heater,” two popular words used by teenagers in the mid-1900s.

Why does it matter?

This is important to the book because the book is narrated in the first person by a Greaser, so the use of this slang and vernacular language makes the reader feel more interesting and engaged in the book. The reader get an up-close and personal taste of how people of that time spoke and interacted with each other. The book would not be as interesting or engaging if it was told by Ponyboy in a standard language used for formal speaking and writing like most books are.

What's the impact on the reader?

The story feels engaging to the reader because they get to know how people spoke and interacted with each other in another time and place. Since Ponyboy narrates the story like he was talking to one of his friends, the reader might start to feel closer to the narrator. A personal connection to the narrator is a good start to getting a reader to be emotionally invested in the story.

What's this element?

This element is the large emphasis on dialogue in the book. There is some form of dialogue on almost every page. Since Ponyboy is a limited narrator, the reader only knows and see what Ponyboy knows and sees. As a result, much of the story and many details about characters are revealed through dialogue. The author also uses dialogue to play off the mood that he creates in the story. "He was sitting next to me, one elbow on his knee, and staring straight ahead. He was a strange greenish-white, and his eyes were huger than I'd ever seen them. "I killed him," he said slowly. "I killed that boy." This quote is an example of the author using dialogue to progress the story and play off the mood created by the narrative.

Why does it matter?

This element is important to the book because the large emphasis on dialogue lets readers learn a character's personality and the way they interact with others through the way they talk. Readers form opinions on characters not just through the way the narrator portrays them, but through the way that speak. The mood of the story is set by the narrative and the author uses dialogue to play off this mood very well. For example, when a character dies or runs away, the author reveals it to the reader through dialogue after creating a suspenseful mood. The suspense starts to build when the narrator doesn't reveal things exactly when they happen. This is important because suspense makes the readers interested in what they're about to read.

What's the impact on the reader?

The reader is actually interested in reading the dialogue throughout the story. They know that dialogue is important because that's how most of the story is told. The readers get familiar with characters by reading their dialogue with other characters. Readers may start to form personal connections with certain characters if they can relate to the character through they way talk.

Quotes: Unreliable Narration

"I don't care, I lied to myself, I don't care about him either. Soda's enough, and I'd have him until I got out of school. I don't care about Darry. But I was still lying and I knew it. I lie to myself all the time. But I never believe me." (pg.16)

I was bewildered. "I killed him. I had a switchblade and I was scared they were going to beat me up." "No, kid, it was your friend, the one who died in the hospital..." "Johnny is not dead." My voice was shaking. "Johnny is not dead."(pg.141)

Quotes: Use of Vernacular Language

"No kiddin'? I got a feelin' he's gonna be asked to start the fireworks around here. He a pretty good bopper?" He meant rumbler. Those Brumly boys have weird vocabularies. I doubt if half of them can read a newspaper or spell much more than their names, and it comes out in their speech. I mean, you take a guy that calls a rumble "bop-action," and you can tell he isn't real educated. (pg. 119)

Rumble - A fight

"...bicycle chains, blades, pop bottles, pieces of pipe, pool sticks, or sometimes even heaters. I mean guns. I have a kind of lousy vocabulary, too, even if I am educated." (pg.119)

Heater - A gun

Quotes: Emphasis on Dialogue

He was sitting next to me, one elbow on his knee, and staring straight ahead. He was a strange greenish-white, and his eyes were huger than I'd ever seen them.

"I killed him," he said slowly. "I killed that boy."(pg.49)

There was a stricken silence. I don't think any of us had realized how bad off Johnny really had been. Soda made a funny noise and looked like he was going to start crying. Two-Bit's eyes were closed and his teeth were clenched, and I suddenly remembered Dally.... Dally pounding on the wall.

"Dallas is gone," I said. "He ran out like the devil was after him. He's gonna blow up. He couldn't take it."(pg.129-130)

My Emulation:

Today, I decided to play a game of kickball recess. I missed the rush I used to get after kicking a shooter at the outfield and charging to the next base. My friends always, Pitching was my favorite part of the game, though. Kickball had gotten super competitive at my school, like to the point where someone could probably start a professional league since I had stopped playing almost a year ago. I didn't care, though. I just wanted to have some fun.

Walker, one of the school's best kickball player, popped up on me. "Yo bro, you playing too?"

"Yeah, cous!" I said startled from the surprise he just gave me.

"This game is gonna be lit bro. You better be on your game, though since Luke is playing on the other team today. I swear he gets home every time he goes up to kick. His foot is about as strong as The Incredible Hulk. Watch out for boul. He's a game changer.

When I finally saw Luke on the other team, I had a feeling he would be trouble after I got a long kick. "The boul is real tall and strong," Walker said to me as I observed Luke. "He looks like the kind of guy that should be flirting with girls and shoving kids in his locker on his free time, not playing kickball in the blazing sun."

"He dresses nice too," I said. "What really surprised me, though, was the fact he was playing in a pair of Jordans that dropped a few months ago. Either this guy had no chill or he was just filthy rich. I think I'm pretty good at pitching but I don't know if I could strike this guy out."

Today was a short lunch period so everyone only got to kick once before the game ended. Somehow, Luke was the last person to kick.

"Let's go, Luke! Let's go, Luke! Let's go, Luke!" The kids in the bleachers chanted Luke's name as he stepped up to the plate.

Walker turned to me before he took his position in the outfield. "Hey, Luke is about to kick. Strike this boul out. Roll 'em a shooter."

"I'll try my best. If I don't strike him out, make sure you catch the ball. Bases are loaded but they have 2 strikes. If we get him out now, we'll win." My nerves were getting to me, though. All I had to do was strike him out but it felt like I had to save a baby from a burning building.

"Sounds like a plan. You do your part. I'll have the outfield on lockdown."

There was a strange silence. Luke had this intense look in his eye. He pointed to the outfield. When someone points to the outfield, that usually means they're planning on kick the ball way out there. I pointed at him in return to let him know that I wasn't going to let him do that so easy.

"ROLL 'EM A SHOOTER!" shouted my teammates as I stared down my opponent.

After a short staredown, Luke smirked at me. "Good luck boy. You're going to need it."

That confused me. I didn't get why I needed luck if he was the kicking. After that, I pitched the ball to Luke. Luke rolled it back when it got to him. Kids do that to get a feel for the ball before they kick it. They could only do that once. Now, it was time for the moment of truth. I tried to gave this pitch everything I had. Luke run up to the ball as I pitched as hard and as fast as I could. He kicked the ball directly at me.

"Hey, are you ok?" asked a concerned Walker.

I was on the ground and my nose was bleeding. I got up and looked at him. "What happened? Did we win?"

Annotation #1- Unreliable Narrations

I'm using my first element towards the end of my story when the narrator, Sky, asks Walker if they won the game. When Luke kicks the ball, there seems to be a jump in time before Walker asks Sky if he's ok when he is on the ground. This time jump is unexplained by the narrator and the readers may become confused to as why Sky doesn't know the events of what happened. The readers will not start to wonder how it's possible that Sky, the narrator, doesn't know the events of what has transpired but Walker does. They will come up with predictions of about what has happened in the story before the narrator reveals what has actually happened. The readers will be more interested in the story now since they have some questions that they need answers for.

Annotation #2- Use of Vernacular Language

I'm using my second element by incorporating slang that I use in my personal life into my writing to make it more unique. I included words like "lit," a slang for something amazing or awesome, "boul," which is slang for man or boy, "lockdown," which slang for having control over something, and "cous," which is slang for friend. I even made up a word, "shooter," which means a fast pitch. I use this language to have the same effect on the reader that the use of vernacular language has in the Outsiders. I want the reader to develop a personal connection with the narrator through the way they tell the story.

Annotation #3- Emphasis on Dialogue

I'm using my third element by including a lot of dialogue in my story. Dialogue is in my story to reveal important details about the story and characters. With about half of the story consisting of dialogue, I want to show readers know important it is for developing characters and progressing the story. I want readers to form opinions on Luke, Sky, and Walker that are based on how they talk. Since Sky is a limited narrator, I thought it would more effect to tell dialogue a lot of the story so readers can't get mislead by anything he narrates. I set the mood with the narrative I write and try to use dialogue to play off that mood to make the story more engaging and interesting to the reader.

About the Authors:



Susan Eloise Hinton, or S.E Hinton, was born in Tulsa, Oklahoma on July 22, 1948. She is married and has one child. Hinton is best known for writing the *Outsiders*, a book she wrote in high school. She wrote the *Outsiders* because she was dissatisfied with the literature that was being written for teenagers. Hinton won the inaugural Margaret Edwards award in 1988 for her contributions to writing for teens. Outside of writing literature, one of her favorite hobbies is horseback riding.

My name is Ameer Johnson. I am a 16-year old that currently attends Science Leadership Academy as a 10th grade. I have lived in Philadelphia for all of my life. I enjoy playing football and video games with friends, watching wrestling, or going to the movies with friends on my free time. When it comes to literature, my favorite genres are comedy, science-fiction, and drama. My favorite book is either the *Outsiders* or *Animal Farm*.