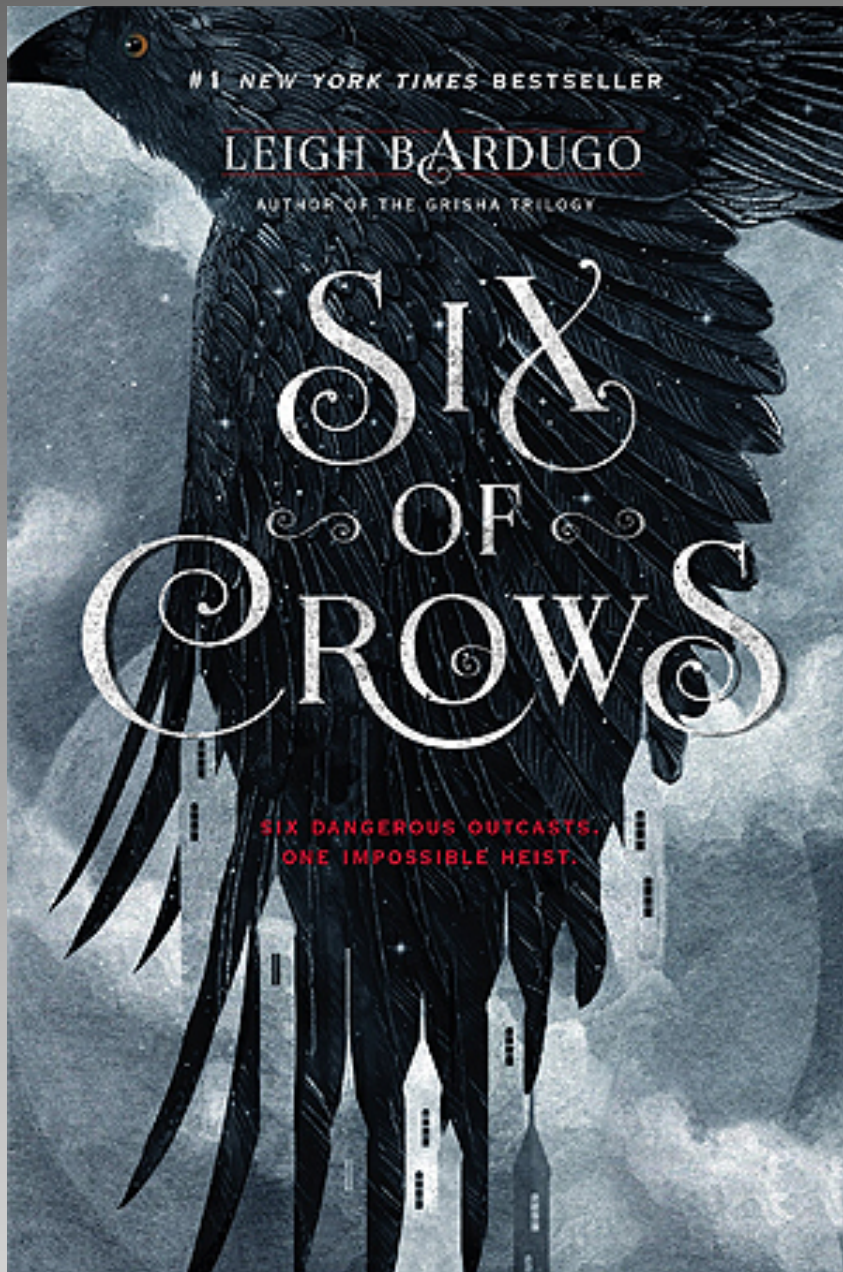


Six of Crows // Leigh Bardugo

by Sara Frunzi

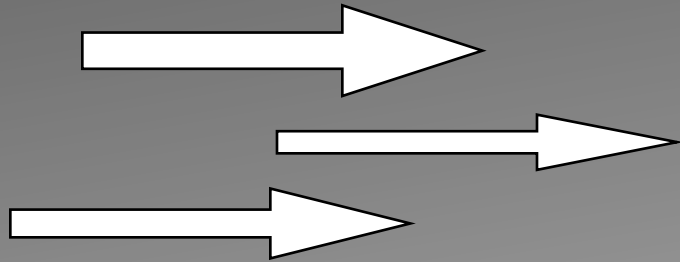


Six of Crows is about a band of teenagers in a gang, with its ringleader being seventeen year-old Kaz Brekker. Kaz gets called upon by a councilman to save a prisoner from Fjerda, a notoriously cold and unforgiving country, which has the most impenetrable prison known to the world. No one has ever broken into it, until now. Kaz assembles a group of allies to go with him to kidnap the scientist. If they fail, there will be grave consequences on the world, causing anyone with magic to be able to heighten their powers beyond the laws of this world.

Plot Sequence

What is Plot Sequence?

Plot sequence is how a story's time line goes along, showing different snippets and sections of the story. *Six of Crows* has a nonlinear plot sequence, meaning that the time line switches around. Leigh Bardugo, the author, uses this strategy to show fragments of the story, which ultimately gives the reader a better understanding of the plot.



"He didn't stop to rest. He hooked his bad leg in the rigging, ignoring the pain, checked the sight on his rifle, and began picking off anyone in range (146)

"Someone was firing down from the masts of the new Ferolind. Hopefully, that meant that Jesper had made it to the schooner, and she just had to buy the others enough time to make it there as well." (149)

Why does it matter?

Because this book is told around multiple characters' stories and actions, it is important to have the storyline move around. For example, some parts of the story are told around what Kaz is doing. However, at the same time, Inej is doing something different, and Jesper is in a different situation. Therefore, a nonlinear time line is needed to have the reader understand what separate characters are doing at distinct times. In the scenes that my quotes are from, Inej and Jesper are at the same point in time, but doing different things. Two chapters are needed to see who's doing what when. You will have a general idea of what a character may be doing, but in the next chapter you get to see, in-depth, how they fit into the plan.

What's the impact on the reader?

This impacts the reader because it shines light on the actions of characters when they're not in a scene with the main character of the chapter. This is incredibly important, because it doesn't leave you confused and guessing what's happening with other characters. On the contrary, it gives the reader insight, and leaves them wanting more of the book.

Point of View

What's this element?

The point of view of a book is what perspective the story is told from, which is useful because it can affect how a story can be interpreted. A book can be told from the point of view of a singular character, multiple characters, or even an unnamed narrator. *Six of Crows* is told from a third-person point of view with an unknown narrator. This narrator follows each character, but does not reveal others' thoughts, giving them limited knowledge.

Why does it matter?

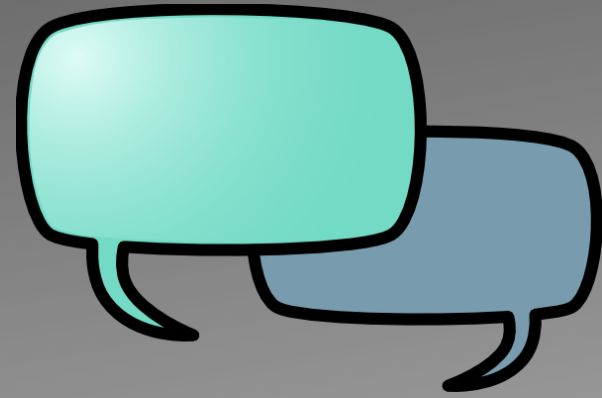
The fact that *Six of Crows* has a limited, third-person point of view gives the reader a view of the story through an honest and reliable lens. In this quote, the narrator is following Inej as she gets injured in a fight against a rivaling gang's member. The narrator tells us this about her, but doesn't explain everything. We know this, because on the next page it is learned that Kaz is there to save Inej, and she lives.

What's the impact on the reader?

The reader is hooked in by Leigh Bardugo's narration and smooth storytelling, but is still left guessing what will happen next. Because our narrator has a limited knowledge, the reader doesn't know everything, giving the story an air of mystery and suspense, rather than the knowledge of everyone's thoughts.

"A hand seized her ankle. They'd climbed the crates. Why hadn't she heard them? Was she that far gone? They had her. Someone was turning her onto her back." (151)

Dialogue



What is this element?

Dialogue is any and all parts of a story where someone is speaking. Dialogue can reveal a lot about a character, how they speak can reflect on their background and how they react to other characters. The author uses this to reveal new things about the character and plot, and to speed along time.

Why does dialogue matter?

Dialogue is very important in *Six of Crows*, because it takes up a large portion of the book and tells, alongside other context, what information a character chooses to give another character. It also tells about a character's, well, character. In this quote, we can see that Kaz is respectful around his elders, but will fight to get a point across. He knows that he needs to respect Per Haskell, or else he could get thrown out.

“You should have gotten permission from me to deal with Big Bollinger,” said Haskell.

‘If I talked to you first, word might have gotten out--’

‘You think I’d let that happen?’

Kaz’s shoulders lifted. ‘This place is like anything in Ketterdam. It leaks.’” (63)

What's the impact on the reader?

Dialogue is important to the reader, because it provides a lot of interesting context to a story. When a character talks to another character, you get more information about the plot and the character(s). Dialogue can also give comedic relief, breaking up a serious moment with comedy. There are a variety of reasons that dialogue is good, and it can make a reader feel a variety of things, depending on the context.

My Emulation

Jackie

Jackie never liked Mrs. Schnider, but this is the last straw. She quickly creeps between the empty desks, careful to avoid the window looking into the schoolyard. Upon reaching Mrs. Schnider's desk, Jackie knows immediately that her phone was in the first drawer. She pulls on the drawer, but to her dismay, it's locked. Jackie racks her mind, trying to think of where Schnider's keys might be. Jackie looked through all of the papers on the desk and finally finds them in Mrs. Schnider's pencil cup.

"Jackie, get out! Schnider's coming quick!" Jackie's lookout and best friend, Henry, calls out over the walkie-talkie.

"Roger that!"

Jackie quickly takes her phone, slams the drawer, throws the keys on Mrs. Schnider's desk, and runs out the back door.

This is an example of point of view being used. I used the same point of view, third person with limited perspective, as Leigh Bardugo. In this case it helps, because it doesn't show Mrs. Schnider's, or anyone else's, thoughts. This gives an air of suspense and lets the reader focus in on Jackie, without knowing that something else may be coming.

Henry

“Henry, Henry! You’re spacing out again” Lana’s voice pulled him out of a blur of thoughts.

“Sorry Lana. What were you saying?”

“I was talking about Jackie’s plan. I’m not sure it’s the best idea...” She bit her lip and Henry could sense a bit of hesitation in her.

“Jackie can pull it off. We just need to look out for her. Even if she doesn’t get her phone back, she’ll be the only one to get in trouble.” Henry looks across the playground at the younger kids running around the schoolyard, the other fifth graders chattering away in groups.

Just then, Henry sees Mrs. Schnider’s flower-print dress and faded blond hair strutting across the blacktop.

“Jackie, get out! Schnider’s coming quick!” Henry whisper-shouts through the walkie talkie.

A crackled, “Roger that!” comes through. Only moments later, Henry and Lana see Jackie run out into the crowded yard.

Jackie

Panting, Jackie meets up with Henry and Lana by the gate that leads out of the recess area.

“Did you get it?” Lana asks eagerly. Jackie flashes her phone before stuffing it in her inside jacket pocket. Mrs. Schnider comes back outside, her face contorted into an angry expression.

“Jacklynn Jones!” Mrs. Schnider yells across the schoolyard, “You may think you’re slick, but I know you took your phone back!”

“You’ve got no proof.” Jackie retaliates.

“My keys were thrown on the desk and my top drawer was unlocked without your phone in it. Hand me your phone, young lady.”

Jackie hesitantly hands her phone back to Mrs. Schnider, then follows her into the principal’s office for a punishment.

This is an example of plot sequence in action. The setting jumped back in time to another time frame within the story. This is important to this story, specifically, because it shows who Henry is and how he fits into the plot.

Dialogue is used in my story to convey how the characters feel and what type of character makes them up. For example, Lana talks to Henry about her feelings on Jackie’s plan, and Henry shows his loyal nature by defending Jackie.

About The Authors



Leigh Bardugo is an American author of Young Adult and Fantasy books. Born in Jerusalem and growing up in Los Angeles, Leigh graduated from Yale University in Connecticut. Before Writing *Six of Crows*, Bardugo wrote the Grisha trilogy, which gives back story to the war mentioned in both *Six of Crows* and its sequel, *Crooked Kingdom*. She has worked a variety of careers, including advertising, makeup and special effects, and music. She is in the band Captain Automatic as a singer.

Sara Frunzi is a sophomore at Science Leadership Academy in Philadelphia, PA. She is interested in creative writing, STEM fields, volleyball, and reading as much as she can. After high school and college, Sara plans to become a biomedical engineer with a writing hobby. Sara has always had an interest in reading and writing, beginning with fantasy series, such as *The Magic Treehouse* by Mary Pope Osborne and *Harry Potter* by J.K. Rowling.

