

Dialogue and Actions to Show Character Traits

Character traits are words that help us understand and describe a character's personality. Usually, character traits are evident by the words characters say (dialogue) or things they do (actions).



Dialogue is when characters in a story talk to each other. Dialogue is placed in between quotation marks. For example:
“Little Red Riding Hood, don’t talk to strangers along the way! Be careful!”
 said her mother.

Actions can be seen by the **verbs** in the sentences to show what the character does. For example:
 Maria **ran** towards the man who had been hit by the car and **helped** him up. She **called** an ambulance and **stayed** with him until it came.

Directions: Read the text evidence below and determine whether it shows a character's dialogue or actions. Then, choose a character trait from the word bank.

Character Trait Word Bank

friendly

funny

mischievous
rudepersistent
honest

shy

generous

Text Evidence	Dialogue or Action?	Character Trait
Marnie said to her mom, "I want to give my pocket money to the flood victims. I know they need it more than I do. We aren't affected by the flood and still have our home. But others weren't so lucky. We could also buy some basic needs such as food and toiletries for them."		Marnie:
Sean was getting frustrated with the science project. Every time he thought he had solved the problem, another issue came up. He didn't give up and continued the process of trial and error late into the evening until he had the perfect model rocket ship.		Sean:
Teo called out to Max, "Hey, buddy! You free? I'm bored! Let's head to the hardware store and change the prices on different items." Max said, "Sure, but what if we get caught?"		Teo:
On Tuesday, Sam noticed that there was a new student in class. He walked up to her at recess and invited her to play tetherball with him. Yesterday, Sam was in the dentist's office, waiting for his teeth cleaning when he started talking to another boy there. Soon, they were playing cards in the waiting room and telling jokes.		Sam: