"The Martle Champ" In literature, Characters Challenges and learn to Survive. shart story "The Marble ChamD" learns t Gary 5 Soto, Lupe by warking vercome her difficulties land and believ na Lupe overcomes her difficulties through hard work. Soon after Lupe at marbles, decided to become skilled Came home from school and before decided time to waste 20 playing marbles. But this wasn't st Play, this was serious work. upe had never been good at was determined this time Shu Sports, 50 to become good at marbles. She five marbles that She thought were her best. Lupe didn't prac ON table; she smoothed her any old to make it ald Scread into Surface for hor marbles. She acod this sport. She s thought about what regily Shot and at first to get her aim curate. The marbles colled and against one another. Lupe Clicked Was

disappointed, but didn't give up. She decided her thumb was weak and orked to decidea strengthen to Luce thumb ner Strang china ree worked ge nor doina thenty Shups fingertips, and She non here thumb even ranger ohe nundred eraser an times. Gary UPP repetition emphasize bece Worked +0 hard wrote, ample 991 30 again, and jueeze, Squeeze, Soy racti culties. Lupe her anu Over only by na believed zself. and xacticed and wac tice Soulezed cticed. She 0 eezed and Squeezed that WORK. this 610 good. orbles became pretty ajal VION 000 am OCademic. nor Who Sho

marbles. And, She 0 beat NICA A who, n on champ. des. mag INSP 5 11 # di even Kep 10 elieved ŝr ir 2/10 Wr ao SOL ງເ an 1)% Da iΩo X Pr nara

looks and her awards: gæs ner se ł with ands ed. 0 I, lr chic 20xn e e. (N()Sne **T**, Marble \mathcal{M} tes a + nake D α + 051 $\mathcal{D}d$ P