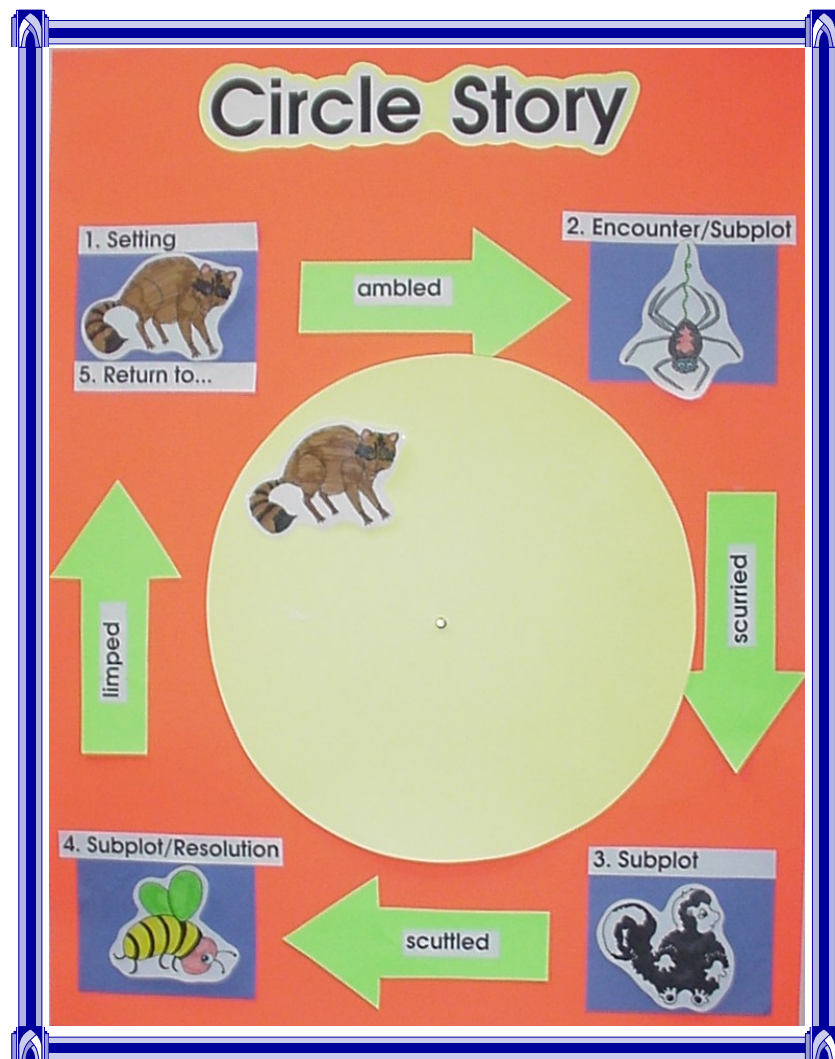


Story Mapping with Success



by
JoAnne Moore

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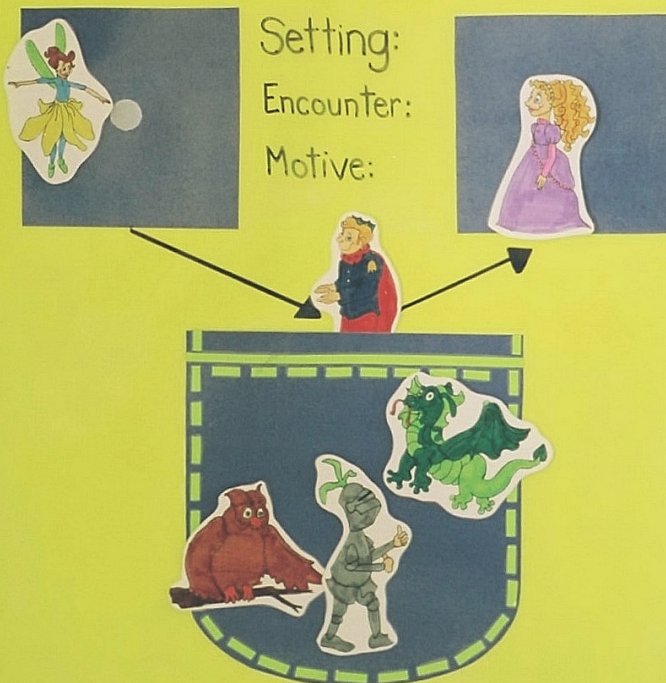
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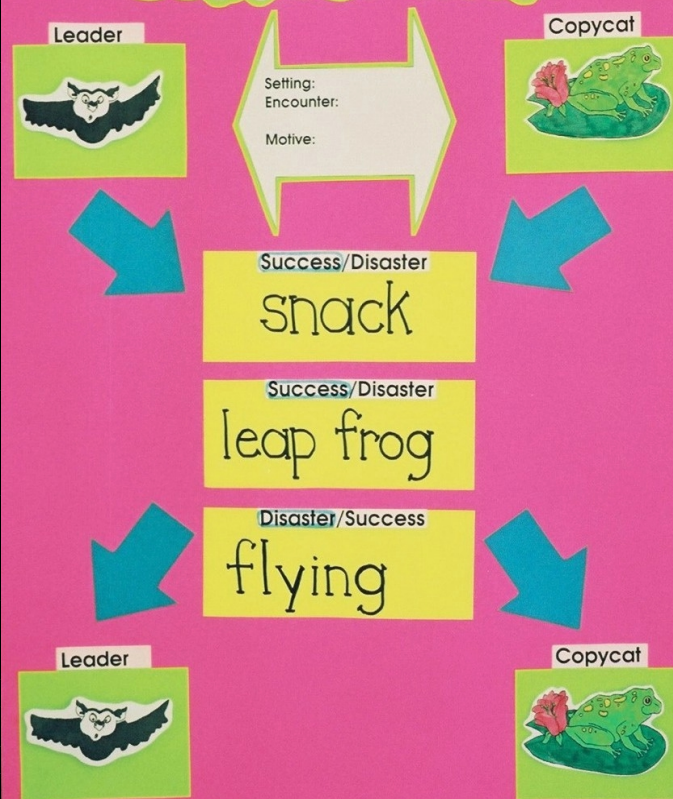
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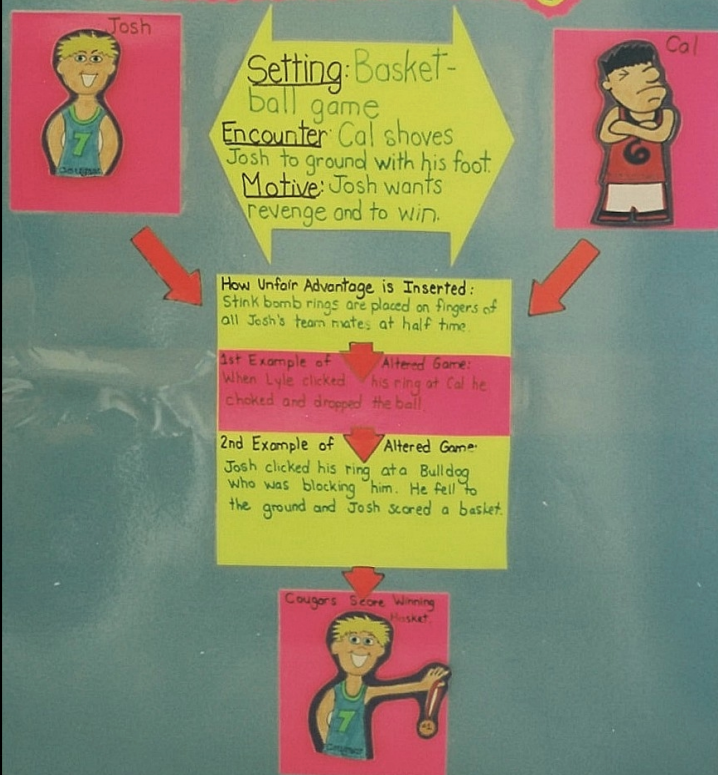
Stuck Story



Copycat Story



Contest Story



These story maps are laminated so that story ideas can be brainstormed on them by the teacher with an overhead pen and wiped off when finished. The graphics are attached with self-sticking Velcro after the poster has been laminated. This allows the teacher to change the graphics with ease in order to demonstrate many story ideas for children during carpet time.


The stuck poster uses a pocket to show the character or object that gets stuck. The graphics shown on the pocket could be replaced with writing to show the attempts made at freeing the character/object.

The copycat poster shows two characters meeting and one copying the other's behaviour. When the copying ends in either disaster or success, the copycat stops causing the characters to split up again.


The contest story shows two characters meeting, posing a contest, having one, and the winner emerging at the bottom.

Circle Story


1. Setting




2. Encounter/Subplot




3. Subplot



4. Subplot/Resolution



5. Return to...



ambled


limped

scurried


scuttled

Switch Story

Mother Kangaroo



Mother Snake



Setting: Watering hole in Australia
Encounter: Sat down beside each other
Motive: Babies swapped to give Mothers a break.

Baby Kangaroo
He was a little sleepy

Baby Snake
He was a little sleepy

Copycat Problem:
Baby snake can't sleep in Mother Kangaroo's pouch. He escapes and she spends all night chasing him.

Copycat Problem:
Baby Kangaroo can't sleep outside his mother's pouch. He jumps on Mother Snake looking for her pouch. She spends all night running away from baby Kangaroo.

Transformation Story

Greedy, Uncaring, Mean
Scrooge

1. Dream Circle Story

2. Ghost of Christmas Past

3. Ghost of Christmas Present

4. Ghost of Christmas Future

Generous, Caring, Kind
Scrooge

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graph TD; A[Greedy, Uncaring, Mean Scrooge] --> B[Scrooge]; B --> C[Generous, Caring, Kind Scrooge]; D[1. Dream Circle Story] --> B; E[2. Ghost of Christmas Past] --> B; F[3. Ghost of Christmas Present] --> B; G[4. Ghost of Christmas Future] --> B;
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Circle stories start and end in the same place and require a subplot (usually stuck, copycat or contest). Switch stories have two objects, characters, positions etc. swapped and changed back at the end. They also require a subplot. Transformation stories can be physical changes or character changes and they also require a subplot.

Sensory Imagery



Sensory Imagery

Story settings are built with sensory imagery as the author describes what is seen, heard, felt, smelled, or tasted to transport the reader to a setting. The sensory imagery verb vocabulary used in books can be collected into the idea bank to help children build effective settings.

Authors also use sensory imagery to show encounters between characters. What a character sees, hears, feels, or smells is used to create an interesting meeting. Suspense is a scary encounter and it too, is created using sensory imagery. The way two characters meet is a critical part of most stories and can also be collected from books and added to the idea banks.

Showing

facial
expressions



body
language



speech



actions

onomatopoeia



Showing

Authors use the “showing” technique to build the emotions and motives of the characters.

Emotions are the feelings of characters which are not overtly stated in a book. Instead, the author takes face parts plus verbs, body parts plus verbs, speech that is spoken or thought, and the character’s actions to depict the emotion. If a character were angry the author might write something like this: Frank’s eyes flashed as he pounded his fists on the table. “Get out of my office!” he thundered.

Motives drives the character’s actions and the plot structure. The basic motive of every character is what they do or do not want. They are built through speech that is spoken or the thoughts of the character, or told by the omniscient narrator.