



Character or Setting?

Read each card. Is it a character (who?) or a setting (where or when?).
Tick one stone.

**Character** Who?**Setting** Where? When?

1

a talking frog☐ Character ☐ Setting

2

on a snowy mountain☐ Character ☐ Setting

3

a kind grandpa☐ Character ☐ Setting

4

long ago☐ Character ☐ Setting

5

a baby dragon☐ Character ☐ Setting

6

in a busy city☐ Character ☐ Setting

7

a robot☐ Character ☐ Setting

8

at night☐ Character ☐ Setting

9

a brave princess☐ Character ☐ Setting

10

under the sea☐ Character ☐ Setting



Find the Five Stones

Read the story. For each question, underline the sentence that shows the answer. Then circle the answer.



Pemble's story trick: after you read, point to each Story Stone and answer its question.

STORYBOOK

Nadia and the Crackly Paints

Early on Saturday morning, Nadia sat at the kitchen table with her grandma. The school art show was that afternoon.

Nadia opened her paint box. Oh no, every color was dry and crackly! She could not paint her picture for the show.

Grandma smiled and said, "Let's try a little warm water." Nadia dripped warm water on each color and stirred it with her brush.

Soon the colors were soft and bright again! Nadia painted a big yellow sunflower.

That afternoon, her sunflower hung at the art show, and Grandma clapped the loudest.

1 Who

Who is the main character? Underline the sentence where we first meet her.

The main character is _____.

Choose from: Nadia · Grandma · the sunflower

2 Where

Where does the story begin? Underline the sentence that tells the place.

The story begins in the _____.

Choose from: art show · kitchen · park

3 When

When does the story begin? Underline the sentence with the time words.

It begins early on a Saturday _____.

Choose from: night · afternoon · morning

4 What

What is the problem? Underline the sentence with the uh oh.

The paints were _____.

Choose from: dry and crackly · too bright · lost at school

5 How many

What is the solution? Underline the sentence that shows how the problem is fixed.

Nadia fixed the paints with _____.

Choose from: new paints · glue · warm water

6 What

What happens at the end? Underline the last sentence of the story.

At the end, the sunflower hung at the _____.

Choose from: art show · kitchen · zoo



Stone to Story

Draw a line from each Story Stone to the part of Nadia's story that matches it.



Story Stones



Characters



Setting



Plot



Problem



Solution

Nadia's story

1

the paints dry up, Nadia fixes

2

them, then her

3

picture hangs at the show



every color was dry and crackly



warm water made the colors soft again



Nadia and Grandma

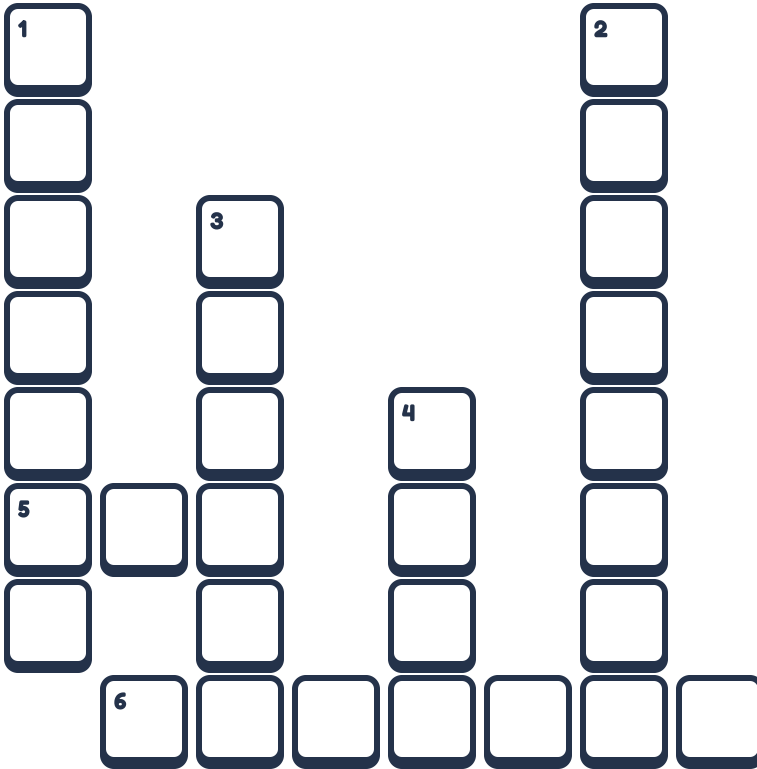


the kitchen, early on Saturday morning



Story Stone Crossword

Read each clue. Write the missing story word. One letter goes in each box.



1 down · 7 letters

The challenge or conflict the characters face is the ____.



2 down · 8 letters

How the characters fix the problem is the ____.



3 down · 6 letters

In the ____ of a story, the characters face a problem.



4 down · 4 letters

The series of events in a story is the ____.



5 across · 3 letters

At the ____ of a story, the problem is solved.



6 across · 7 letters

The time and place where a story happens is the ____.

Word bank: end · middle · plot · problem · setting · solution



Story Word Hunt

Read each clue, write the missing word in the boxes, then find it in the grid and color it in. Words go across → or down ↓ only.



J	H	Z	H	S	F	X	M
G	D	C	V	T	X	H	B
D	C	C	W	O	J	W	K
B	X	P	H	N	P	H	W
X	J	K	E	E	A	O	H
M	Z	B	N	S	T	D	E
X	L	W	D	L	H	P	R
K	M	B	D	F	V	F	E



To find the characters, ask: ____ is in the story?



To find the place, ask: ____ does the story happen?



To find the time, ask: ____ does the story happen?



A plot is like a _____. You walk from the beginning, through the middle, to the end.



Five Story ____ make a story strong!

Stuck? Here are the words, upside down: who · where · when · path · stones



Story Detective

Read each tiny story. Tick the setting, the problem and the solution.



1 On a hot summer day at the beach, Maya's sandcastle kept falling down. Her dad showed her how to use wet sand, and her castle stood tall.

Step 1. What is the setting?

- ☐ the beach, on a hot summer day ☐ a school, on a snowy night

Step 2. What is the problem?

- ☐ Her dad came to the beach. ☐ Her sandcastle kept falling down. ☐ The sun was hot.

Step 3. What is the solution?

- ☐ She went home. ☐ She cried. ☐ She used wet sand.

Last step. How sure are you? ☐ ☐ ☐

2 One snowy night on a farm, a baby goat named Bo got stuck in the gate. Farmer Lee gently opened the gate, and Bo hopped out free.

Step 1. What is the setting?

- ☐ a farm, one snowy night ☐ a city, one sunny morning

Step 2. What is the problem?

- ☐ Bo got stuck in the gate. ☐ It was snowing. ☐ Bo is a baby goat.

Step 3. What is the solution?

- ☐ Bo ate some hay. ☐ Farmer Lee opened the gate. ☐ The snow melted.

Last step. How sure are you? ☐ ☐ ☐

3 Long ago, in a magical kingdom, a young wizard named Orla dropped her shiny shield into a deep river. A friendly fish pushed it back to the shore.

Step 1. What is the setting?

- ☐ a supermarket, today ☐ a magical kingdom, long ago

Step 2. What is the problem?

- ☐ Orla is a young wizard. ☐ Her shield fell into the river. ☐ The fish could swim.

Step 3. What is the solution?

- ☐ A fish pushed the shield back to the shore. ☐ Orla bought a new shield. ☐ The river was deep.

Last step. How sure are you? ☐ ☐ ☐

4 Last Monday morning at school, Jun found that he had left his lunch at home. His friend Ava shared her sandwich, and they both smiled.

Step 1. What is the setting?

- ☐ school, last Monday morning ☐ the beach, last summer

Step 2. What is the problem?

- ☐ Ava has a sandwich. ☐ It was Monday. ☐ Jun left his lunch at home.

Step 3. What is the solution?

- ☐ Ava shared her sandwich. ☐ Jun went home. ☐ They played a game.

Last step. How sure are you? ☐ ☐ ☐



The Cloud Trail

A game for 2 to 4 players. You need a die (or number cards 1 to 6) and a coin or button for each player.



20 finish	19 Scramblewind: back to 12	18 question card	17	16
11 Cirrabelle up to 17	12	13	14 question card	15 Scramblewind: back to 8
10 question card	9	8	7 Cirrabelle up to 13	6
1 start	2	3 Cirrabelle up to 9	4	5 question card

How to play: Roll and move. Land on 🐎, 🌀 or 🏮? Another player reads you a question card. 🐎 Answer right to ride Cirrabelle up. 🌀 Answer right to zoom past Scramblewind, or go back. 🏮 Answer right to roll again. First to the badge wins!



Question Cards

Cut out the cards and put them face down in a pile. The answer is printed upside down at the bottom.

Question 1

Story elements are the important parts that make up a what?

a story a song a game

Answer: a story

Question 2

Which question helps you find the characters?

Who is in the story? When does it happen?
 How is it fixed?

Answer: Who is in the story?

Question 3

The setting tells us two things. What are they?

where and when who and why
 uh oh and phew

Answer: where and when

Question 4

Read: Long ago, a dragon lived in a cave. Which words tell when?

long ago a dragon in a cave

Answer: long ago

Question 5

What is the plot?

the series of events in a story
 the name of the book the pictures in a story

Answer: the series of events in a story

Question 6

In which part of a story do we meet the characters and the setting?

the beginning the middle the end

Answer: the beginning

Question 7

Which one is the uh oh of a story?

the problem the solution the setting

Answer: the problem

Question 8

When does the solution usually happen?

at the beginning at the end
 before the story

Answer: at the end

Question 9

Read: Ben's ball landed on the shed roof. His sister used a long rake to pull it down. What is the solution?

His sister used a long rake.
 The ball landed on the roof.
 Ben has a sister.

Answer: His sister used a long rake.

Question 10

Finish the song. Five Story Stones make a story what?

strong short sleepy

Answer: strong



Story Stone Keeper!



found all five Story Stones and earned the Story Stone Keeper Badge

Story elements are the important parts that make up a story.
Characters: who is in the story. Setting: where and when it happens.
Plot: what happens, from beginning to end. Problem: what goes
wrong (uh oh!). Solution: how it is fixed (pew!).

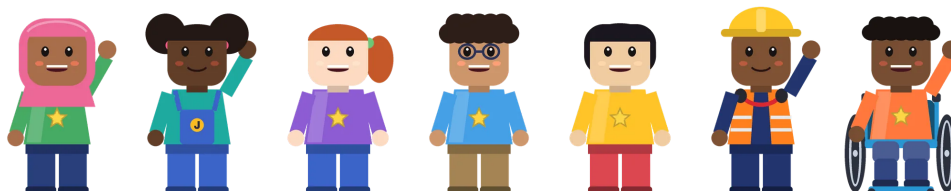
Our chant: Who is in the story? Characters! Where and when?
Setting! What happens? Plot! Uh oh, what goes wrong? Problem!
Pew, how is it fixed? Solution! Five Story Stones make a story
strong!

How do story elements feel now? Color one.

● I need more practice ● I am getting there ● I can teach it!

Date _____

Signed _____



Answer Key

1. Character or Setting?

1. Character. A talking frog is an animal in a story, so it is a character.
2. Setting. A snowy mountain is a place. It tells where, so it is part of the setting.
3. Character. A grandpa is a person in a story, so he is a character.
4. Setting. Long ago is a time word. It tells when, so it is part of the setting.
5. Character. A dragon is a creature. Creatures can be characters too!
6. Setting. A busy city is a place. It tells where, so it is part of the setting.
7. Character. A robot that does things and makes choices in a story is a character.
8. Setting. At night is a time. It tells when, so it is part of the setting.
9. Character. A princess is a person in a story, so she is a character.
10. Setting. Under the sea is a place. It tells where, so it is part of the setting.

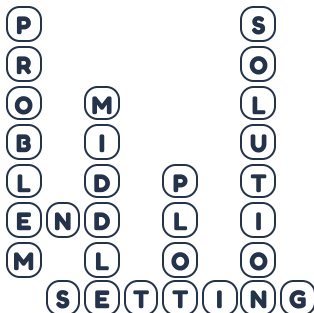
2. Find the Five Stones

1. The main character is NADIA. (Proof: Early on Saturday morning, Nadia sat at the kitchen table with her grandma.)
2. The story begins in the KITCHEN. (Proof: Early on Saturday morning, Nadia sat at the kitchen table with her grandma.)
3. It begins early on a Saturday MORNING. (Proof: Early on Saturday morning, Nadia sat at the kitchen table with her grandma.)
4. The paints were DRY AND CRACKLY. (Proof: Oh no, every color was dry and crackly!)
5. Nadia fixed the paints with WARM WATER. (Proof: Nadia dripped warm water on each color and stirred it with her brush.)
6. At the end, the sunflower hung at the ART SHOW. (Proof: That afternoon, her sunflower hung at the art show, and Grandma clapped the loudest.)

3. Stone to Story

1. Nadia and Grandma are the characters. They are the people in the story.
2. The kitchen is the where, and Saturday morning is the when. That is the setting.
3. The plot is the series of events, from beginning to end.
4. The dry paints are the uh oh. That is the problem.
5. The warm water fixed the paints. Phew! That is the solution.

4. Story Stone Crossword



- 1 down: problem, 2 down: solution, 3 down: middle, 4 down: plot, 5 across: end, 6 across: setting

5. Story Word Hunt

who, where, when, path, stones



6. Story Detective

1. the beach, on a hot summer day / Her sandcastle kept falling down. / She used wet sand.
2. a farm, one snowy night / Bo got stuck in the gate. / Farmer Lee opened the gate.
3. a magical kingdom, long ago / Her shield fell into the river. / A fish pushed the shield back to the shore.
4. school, last Monday morning / Jun left his lunch at home. / Ava shared her sandwich.

7. The Cloud Trail question cards

1. a story. Story elements are the important parts that make up a story.
2. Who is in the story?. To find the characters, ask: Who is in the story?
3. where and when. Setting is the time and place where a story happens: where and when.
4. long ago. Long ago is a time word. It tells when.
5. the series of events in a story. The plot is the series of events in a story, from beginning to end.
6. the beginning. In the beginning, we meet the characters and learn the setting.
7. the problem. The problem is the uh oh. It is the challenge or conflict the characters face.
8. at the end. The solution usually happens at the end of the story.
9. His sister used a long rake. The long rake fixed the problem. Phew! That is the solution.
10. strong. Five Story Stones make a story strong!

The last step (how sure?) has no right answer. A child who is right but "not sure" needs one more practice round. A child who is wrong but "very sure" has a mix-up worth talking about.

Five Story Stones make a story strong! A plot is like a path: beginning, middle, end. The problem is the **uh oh**, and the solution is the **phew**.