



Opener Sort

Read each sentence opener. Does it start the beginning, the middle or the end of a story? Tick one box.



1 Beginning Start the story

2 Middle Something happens

3 End Finish the story

1

Once upon a time



☐ Beginning ☐ Middle ☐ End

2

Suddenly



☐ Beginning ☐ Middle ☐ End

3

Finally



☐ Beginning ☐ Middle ☐ End

4

One sunny morning



☐ Beginning ☐ Middle ☐ End

5

At last



☐ Beginning ☐ Middle ☐ End

6

Just when they thought they were
safe



☐ Beginning ☐ Middle ☐ End

7

Long ago



☐ Beginning ☐ Middle ☐ End

8

To their relief



☐ Beginning ☐ Middle ☐ End



Map Tindle's Story

Read the story. For each map box, underline the sentence that fills it.
Then circle the answer.



Pemble's map trick: after you read a story, draw the boxes and fill one at a time, from the title down to the solution.

STORYBOOK

Tindle and the Frozen Fountain

One cold winter morning in the town of Pebbleford, a boy named Theo found the magic fountain frozen solid.

Without water from the fountain, the flowers in the town could not drink. They began to droop.

Theo asked his friend Tindle, a tiny fire sprite, for help. Tindle glowed warm and bright, and slowly melted the ice.

Soon the water splashed again, and the flowers lifted their heads. Theo gave Tindle a big thank you hug.

1 Where

Setting box. Where and when does the story happen? Underline the sentence.

One cold winter morning, in the town of _____.

Choose from: Fablemoor · Pebbleford · the zoo

2 What

Problem box. What goes wrong? Underline the sentence with the uh oh.

The flowers could not _____.

Choose from: grow taller · drink · sing

3 What

Beginning box. What happens first? Underline the sentence.

Theo found the fountain _____.

Choose from: frozen solid · full of fish · gone

4 What

Middle box. What does Theo do next? Underline the sentence.

Theo asked _____ for help.

Choose from: his mom · Tindle · a bird

5 How

Solution box. How is the problem fixed? Underline the sentence.

Tindle melted the _____.

Choose from: snowman · candle · ice

6 What

End box. How does the story end? Underline the last sentence.

Theo gave Tindle a big thank you _____.

Choose from: hug · cake · gift



Rosa's Story Map

Draw a line from each map box to the part of Rosa's story that goes in it.



Map boxes



Title



Setting



Problem



Beginning



Middle



Solution

Rosa's story



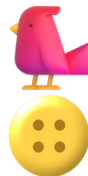
the Star Whistle was gone, so the sky stayed dark



Rosa blew the whistle every night to wake the stars



Rosa and Toffin searched and found the whistle in a nest



Rosa gave the bird a shiny button and got the whistle back



Rosa and the Star Whistle

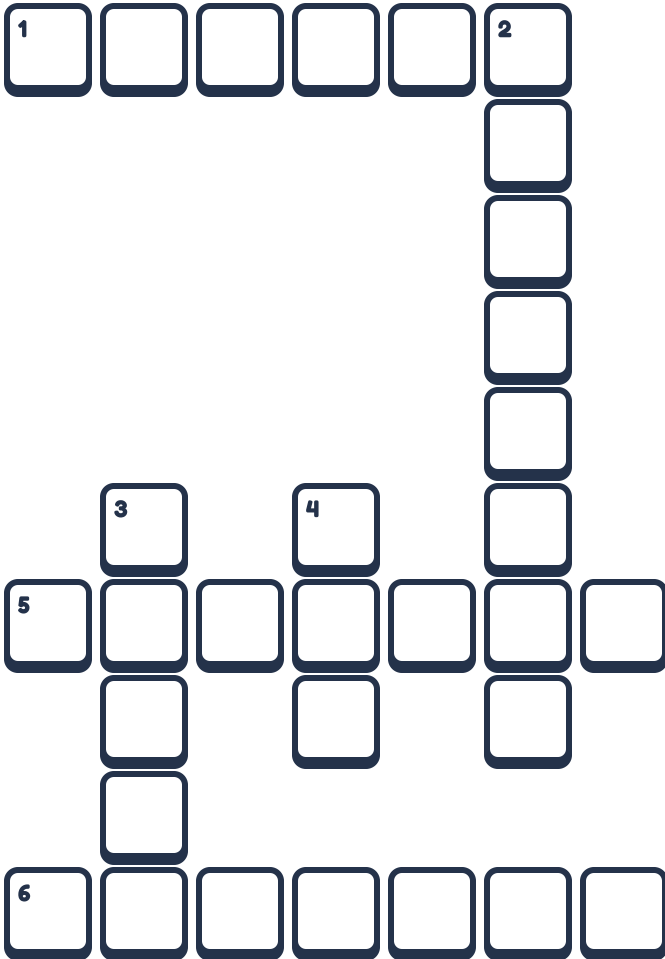


Fablemoor, above the clouds, at night



Story Map Crossword

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



1 across · 6 letters

A story map shows the ___ in order: beginning, middle, end.



2 down · 8 letters

___ is a good sentence opener for the middle of a story.



3 down · 5 letters

The name of the story is the ___.



4 down · 3 letters

A story ___ is a picture plan of a story.



5 across · 7 letters

___ is a good sentence opener for the end of a story.



6 across · 7 letters

The where and when of a story go in the ___ box.

Word bank: events · finally · map · setting · suddenly · title



Story Map 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.



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



The title goes at the ___ of the story map.



A story map shows the events in ___.



A graphic organizer is a picture ___.



The events go one after another, just like a ___.



Map your story, and your story ___ bright!

Stuck? Here are the words, upside down: top · order · plan · path · shines



Map Maker

Read each tiny story. Tick what goes in the beginning, middle and end boxes.



1

One sunny afternoon, Omar sailed his toy boat on the river. Suddenly, the boat floated away! At last, his sister Zara caught it with a fishing net.

Step 1. Beginning box. What happens first?

- ☐   Omar sailed his toy boat on the river. ☐   Zara caught the boat.

Step 2. Middle box. What happens next?

- ☐  Omar went home. ☐   The boat floated away. ☐  Zara has a net.

Step 3. End box. How does it end?

- ☐   Zara caught the boat with a net. ☐   The boat floated away.
- ☐  It was sunny.

Last step. How sure are you? 😞 ☐ 😊 ☐ 😄 ☐

2

On Saturday morning, Ravi set up his toy train on the floor. Suddenly, the train stopped. Its battery was dead! Finally, Dad found a new battery, and the train zoomed around the track again.

Step 1. Beginning box. What happens first?

- ☐   The train zoomed again. ☐   Ravi set up his toy train.
- ☐  Dad went to work.

Step 2. Middle box. What happens next?

- ☐   The train stopped. Its battery was dead. ☐  Ravi had breakfast.
- ☐  It was Saturday.

Step 3. End box. How does it end?

- ☐  Ravi set up the track. ☐  The train stopped.
- ☐   Dad found a new battery, and the train zoomed again.

Last step. How sure are you? 😞 ☐ 😊 ☐ 😄 ☐

3

Early one morning on the farm, Lin's hen, Dot, would not come out of her coop. Lin sprinkled some corn by the door. To Lin's relief, Dot hopped out and pecked it up.

Step 1. Beginning box. What happens first?

- ☐   Dot would not come out of her coop. ☐   Dot pecked the corn.

Step 2. Middle box. What happens next?

- ☐  Dot laid an egg. ☐   Lin sprinkled some corn by the door. ☐  Lin went to school.

Step 3. End box. How does it end?

- ☐  It was early morning. ☐  Dot stayed inside.
- ☐   Dot hopped out and pecked up the corn.

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

What is a story map?

- a picture plan of a story a map of a city
 a list of words

Answer: a picture plan of a story

Question 2

What goes at the top of a story map?

- the solution the title the end

Answer: the title

Question 3

Which question helps you fill the setting box?

- Who is in the story?
 Where and when does it happen?
 How is it fixed?

Answer: Where and when does it happen?

Question 4

A story map shows the events in order. What is the right order?

- end, middle, beginning
 middle, beginning, end
 beginning, middle, end

Answer: beginning, middle, end

Question 5

Which sentence opener is best for the beginning of a story?

- Once upon a time Finally To their relief

Answer: Once upon a time

Question 6

Which sentence opener is best for the middle of a story?

- Long ago Suddenly At last

Answer: Suddenly

Question 7

Read: The cat could not get down from the tree. Which box does this go in?

- the problem box the title box
 the solution box

Answer: the problem box

Question 8

Read: A firefighter climbed a ladder and carried the cat down. Which box does this go in?

- the setting box the solution box
 the characters box

Answer: the solution box

Question 9

Which sentence opener is best for the end of a story?

- Suddenly One sunny morning At last

Answer: At last

Question 10

Finish the song. Map your story, and your story shines what?

- bright slow small

Answer: bright



Story Map Explorer!



filled every box of the Story Map Scroll and earned the
Story Map Explorer Badge

A story map is a graphic organizer: a picture plan of the important parts of a story, in order. Title: the name of the story, at the top.

Characters: who is in it. Setting: where and when. Problem: what goes wrong. Events: beginning, middle, end. Solution: how it is fixed.

Sentence openers help you start each part.

Our chant: Title at the top, and the characters too! Where and when? The setting comes through! Uh oh, the problem! What goes wrong? Beginning, middle, end, the events march along! Phew, the solution! Fix it right! Map your story, and your story shines bright!

How do story maps feel now? Color one.

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

Date _____

Signed _____



Answer Key

1. Opener Sort

1. Beginning. Once upon a time is how many stories begin. It starts the beginning.
2. Middle. Suddenly tells us something surprising happens. It starts the middle.
3. End. Finally tells us the story is coming to an end.
4. Beginning. One sunny morning tells when the story starts. It starts the beginning.
5. End. At last tells us the problem is fixed. It starts the end.
6. Middle. Just when they thought they were safe means a new problem is coming. It starts the middle.
7. Beginning. Long ago is a time word for the start of a story. It starts the beginning.
8. End. To their relief means the worry is over. It starts the end.

2. Map Tindle's Story

1. One cold winter morning, in the town of PEBBLEFORD. (Proof: One cold winter morning in the town of Pebbleford, a boy named Theo found the magic fountain frozen solid.)
2. The flowers could not DRINK. (Proof: Without water from the fountain, the flowers in the town could not drink.)
3. Theo found the fountain FROZEN SOLID. (Proof: One cold winter morning in the town of Pebbleford, a boy named Theo found the magic fountain frozen solid.)
4. Theo asked TINDLE for help. (Proof: Theo asked his friend Tindle, a tiny fire sprite, for help.)
5. Tindle melted the ICE. (Proof: Tindle glowed warm and bright, and slowly melted the ice.)
6. Theo gave Tindle a big thank you HUG. (Proof: Theo gave Tindle a big thank you hug.)

3. Rosa's Story Map

1. Rosa and the Star Whistle is the name of the story. It is the title, at the top of the map.
2. Fablemoor is the where, and at night is the when. That is the setting.
3. The missing whistle is the uh oh. That is the problem.
4. In the beginning, we meet Rosa and learn what she does every night.
5. In the middle, Rosa and Toffin search for the whistle.
6. The shiny button swap fixed the problem. Phew! That is the solution.

4. Story Map Crossword

(E)(V)(E)(N)(T)(S)
 (U)
 (D)
 (D)
 (E)
 (T) (M) (N)
 (F)(I)(N)(A)(L)(L)(Y)
 (T) (P) (Y)
 (L)
 (S)(E)(T)(T)(I)(N)(G)

1 across: events, 2 down: suddenly, 3 down: title, 4 down: map, 5 across: finally, 6 across: setting

5. Story Map Word Hunt

top, order, plan, path, shines

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

6. Map Maker

1. Omar sailed his toy boat on the river. / The boat floated away. / Zara caught the boat with a net.
2. Ravi set up his toy train. / The train stopped. Its battery was dead. / Dad found a new battery, and the train zoomed again.
3. Dot would not come out of her coop. / Lin sprinkled some corn by the door. / Dot hopped out and pecked up the corn.

7. The Cloud Trail question cards

1. a picture plan of a story. A story map is a graphic organizer. It is a picture plan of the important parts of a story, in order.
2. the title. The title, the name of the story, goes at the top of the map.
3. Where and when does it happen?. The setting box tells where and when the story happens.
4. beginning, middle, end. Events go in order, like a path: beginning, middle, end.
5. Once upon a time. Once upon a time is a beginning opener.
6. Suddenly. Suddenly brings a surprise. It is a middle opener.
7. the problem box. The cat is stuck. That is the uh oh. It goes in the problem box.
8. the solution box. The firefighter fixed the problem. Phew! It goes in the solution box.
9. At last. At last tells us the story is coming to an end.
10. bright. Map your story, and your story shines bright!

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.

Map your story, and your story shines bright!
Start the beginning with **Once upon a time**, the middle with **Suddenly**, and the end with **Finally**.