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STORY



3 pages

STORY MAP

WHAT IS A STORY MAP?

Hey, ever heard of a Story Map?

It's like a treasure map for bookworms! It is a powerful technique that can be used to help you understand and appreciate stories and even to plan and write your own stories.

Let's look at the simplest way to making your own Story Map.

MAKE YOUR OWN STORY MAP

Step 1: Setting

Find out where the story is set. Is it in a city or in the forest? Is it in a palace or in the mountains? Add some words to describe the place. Think about how a story could be different in another setting.

Step 2: Characters

Say Hello to the main characters in the story! Jot down a few notes about how they look and behave. Try to understand the nature of the character. Is the character kind or cruel? Do they make friends easily or do they like to spend time alone?

Step 3: Problem

Every good story has some problem! The problem is the difficulty faced by the character. Identify the problem in the story. A story can have one or more problems. It is a struggle within a story that characters have to resolve. The problem affects the characters or causes big disasters. Generally, the problem leads to the main plot of the story.

Step 4: Solution

And every problem has a solution (an end to the problem). The solution includes the steps taken by the character/s to resolve or fix the problem. Knowing the setting and characters will lead to a possible solution. The solution can be happy or sad, but there must be an end to the problem.

Let's look at some sample Story Maps for some common childhood stories we all know.

STORY MAP

STORY MAP 1: THE HARE AND THE TORTOISE

<p>Settings</p> <p>forest - lush, green, dense</p>	<p>Characters</p> <ul style="list-style-type: none"> • hare - white/brown, fuzzy, proud • tortoise - fat, slow, shy
<p>Problem</p> <ul style="list-style-type: none"> • proud hare challenges the tortoise to a race • hare is sure he will win the race • race starts 	<p>Solution</p> <ul style="list-style-type: none"> • hare goes to sleep • tortoise wins the race • hare learns a lesson

STORY MAP 2: THE THIRSTY CROW

<p>Settings</p> <p>forest - sunny, hot, green</p>	<p>Characters</p> <p>crow - black, clever and thirsty</p>
<p>Problem</p> <ul style="list-style-type: none"> • becomes thirsty • discovers a pitcher • water level too low • beak can't reach the water 	<p>Solution</p> <ul style="list-style-type: none"> • drops pebbles • water level rises • crow drinks water

STORY MAP

STORY MAP 3: THE FOX AND THE GRAPES

<p style="text-align: center;">Settings</p> <ul style="list-style-type: none"> • vineyard - lush, green, huge • grapes - ripe, purple, sweet 	<p style="text-align: center;">Characters</p> <p style="text-align: center;">fox - red, cunning, wise</p>
<p style="text-align: center;">Problem</p> <ul style="list-style-type: none"> • wants to eat grapes • grapes hanging very high • fox cannot reach 	<p style="text-align: center;">Solution</p> <ul style="list-style-type: none"> • realizes he can't reach • thinks grapes are sour • gives up

STORY MAP 4: CHOOSE YOUR OWN STORY

<p style="text-align: center;">Settings</p>	<p style="text-align: center;">Characters</p>
<p style="text-align: center;">Problem</p>	<p style="text-align: center;">Solution</p>