

**PURPOSE:** The student learns the story elements by outlining his/her own story with a story map.

### Story Mapping Strategy 3 Instructions

1. Select a grade-appropriate story map, particularly a map the student uses when reading a story.
2. Ask the student to outline his/her own story:
  - a. Who is the main character in your story?
  - b. Where does the story take place (setting)?
  - c. What is the main character's problem?
  - d. How does the main character solve the problem?
  - e. How does the story end?
  - f. What is the theme (message, lesson) of the story?
3. For older students, after reading a story, plot the story.
  - a. Who is the main character in your story?
  - b. What is the setting (where does the story take place)?
  - c. What is the introduction (how could you set the stage)?
  - d. What is the rising action (what are the events leading to the turning point/climax)?
  - e. What is the turning point or climax (crisis or problem)?
  - f. What is the falling action (the solution/s to the problem)?
  - g. What is the resolution (or outcome of the story)?
  - h. What is the theme (message, lesson) of the story? (See theme resources.)
  - i. What is the conflict? (See characterization resources.)