

Story Mapping, Tutorial

Using this exercise: Purpose

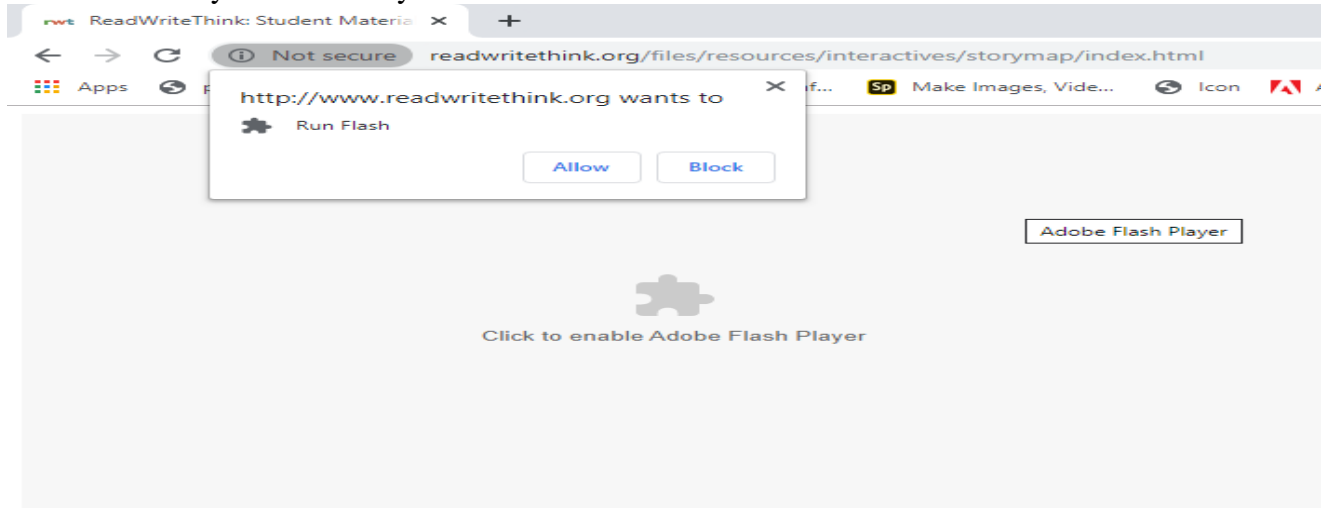
This set of graphic organizers is used to assist teachers and students in prewriting and postreading activities. The organizers are intended to focus on the key elements of a story, which include character, setting, conflict and resolution.

Navigation

First, you access the link:

<http://www.readwritethink.org/files/resources/interactives/storymap/index.html>

Adobe Flash Player is necessary to be installed and allowed.



Project Labels: Add a story for your Story Map and your story name. Choose a graphic organizer to begin working.


Story Mapping ▼ Graphic Organizers

Project Labels
Enter a title for your project and your name


Title:

By:


Choose A Graphic Organizer




Character Map



Conflict Map



Resolution Map



Setting Map

[Labels](#) [Organizers](#)

Edit Your Story Map Project Labels

Title:

By:

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ReadWriteThink: Student Material x New Tab

Not secure | readwritethink.org/files/resources/interactives/storymap/index.html

Apps p06.pdf New Tab ear Soft Skills ManConf... Sp Make Images, Vide... Icon Adot


Story Mapping ▼ Graphic Organizers

Project Labels
Enter a title for your project and your name.

Title:

By:


Choose A Graphic Organizer




Character Map



Conflict Map



Resolution Map



Setting Map

Print

Help

Edit

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There are 4 types:

Character Map

Story Mapping

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Character Map

Enter the character's name.



Character Name

Print Help Edit

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Story Mapping

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Character Map

How do other characters in the story react to this character?



Danny
Character Name

Select another graphic organizer or choose print.

Print Help Edit

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Conflict Map

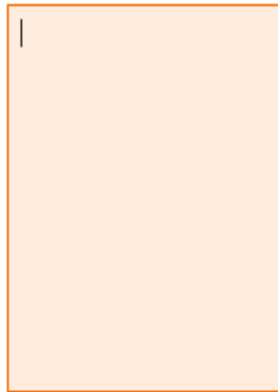
Story Mapping

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Conflict Map

What is the conflict? (another person, a thing, or thoughts and feelings of the character)



Edit
Help
Print

Press the enter key to see the next prompt.

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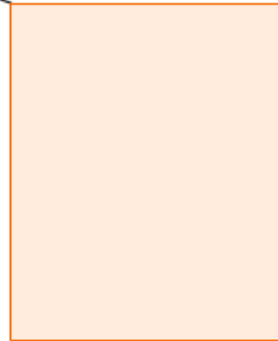
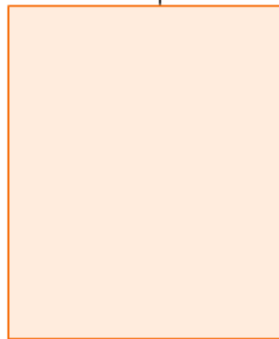
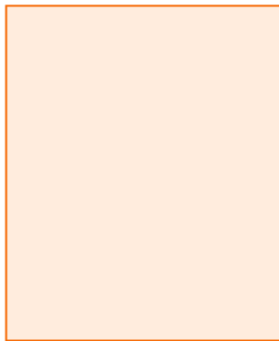
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Conflict Map

What are some ways the conflict could be resolved?



Select another graphic organizer or choose print.

Edit
Help
Print

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Resolution Map

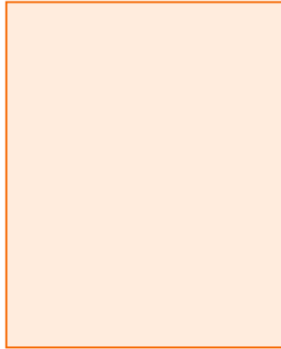
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Resolution Map

How is the conflict resolved?



Print Help Edit

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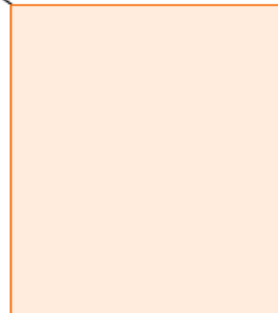
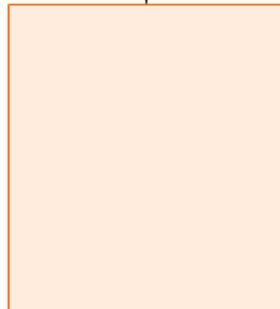
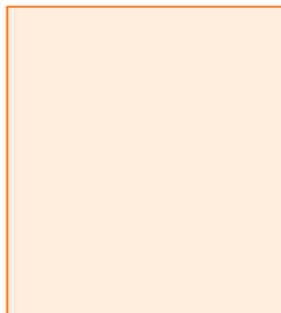
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Resolution Map

How does the conflict and its resolution affect the character?



Select another graphic organizer or choose print.

Print Help Edit

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Setting Map:

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Setting Map Where does the story take place? (city, castle, ship, cemetery, moon)


Place

|

Press the enter key
to see the next prompt.

Print Help Edit

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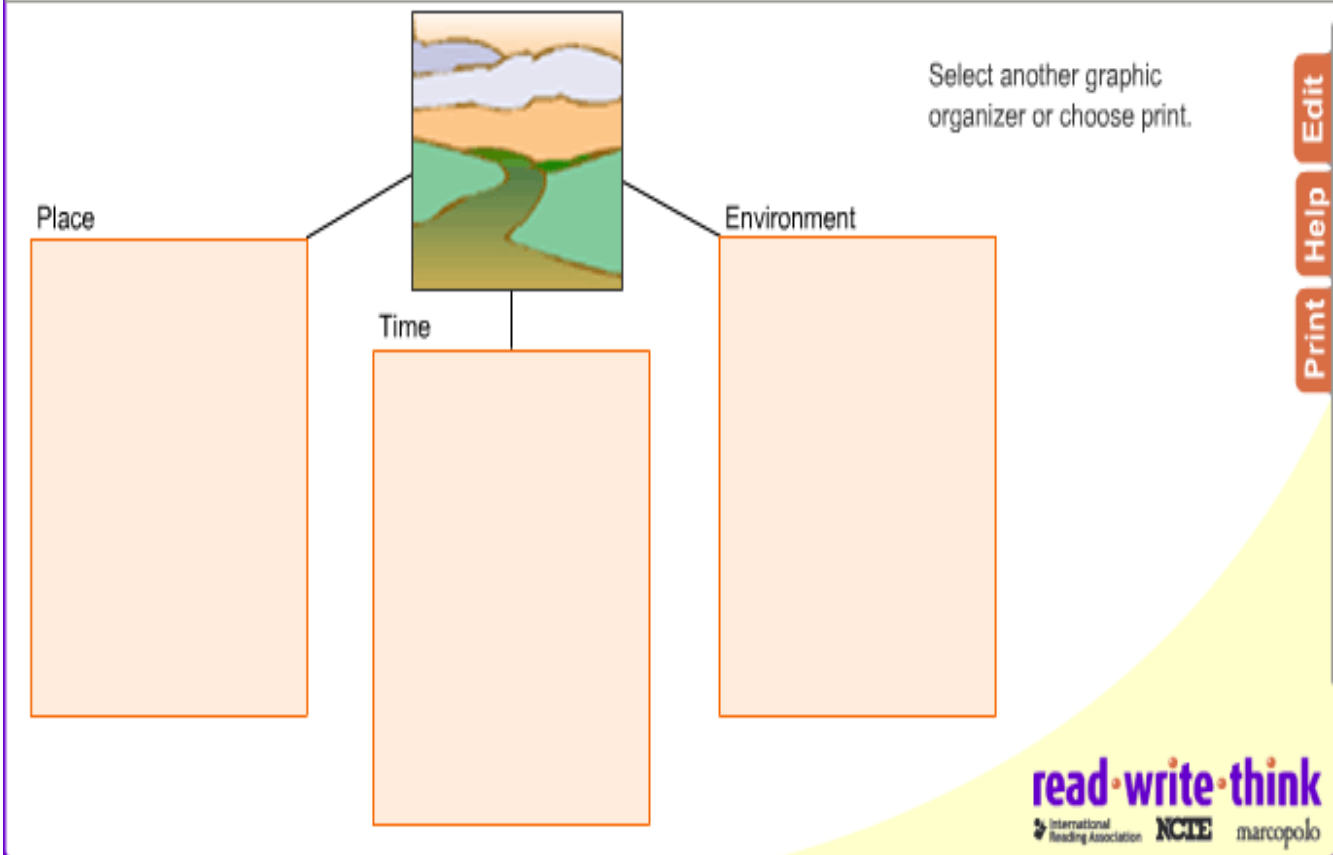
Story Mapping

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Setting Map

Write a detailed description of the setting. (weather, noise, colors)



The interface features a central illustration of a landscape with a river, trees, and a sky with clouds. Three lines radiate from this central image to three empty rectangular boxes labeled 'Place', 'Time', and 'Environment'. To the right of the central image, there is a text prompt: 'Select another graphic organizer or choose print.' On the far right edge, there is a vertical menu with three buttons: 'Print', 'Help', and 'Edit'. At the bottom right, there is a yellow curved banner containing the 'read·write·think' logo and the text 'International Reading Association NCE marcopolo'.

Concept: Answer the prompts that appear in the information window at the top of the screen to complete each graphic organizer.

Edit: Revise your Story Map at any time by clicking the Edit Tab. You can edit your Project Labels from this menu and also learn how to edit the text fields in your graphic organizers.

Print: Use the print tab to print your work. You will be prompted to select the maps that you want to

print. Click the boxes under the icons and then choose Next. Click the Print icon.

Story Mapping

Graphic Organizers


Project Labels

Enter a title for your project and your name.


Title:

By:


Choose A Graphic Organizer




Character Map



Conflict Map



Resolution Map



Setting Map

Next ▶

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Story Mapping: Resolution Map

The resolution:

What happens after the conflict is resolved:

How does it affect the character:

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Print 1 sheet of paper

Destination OneNote

Pages All

Copies 1

Color Color

More settings

Print Cancel

Finish: When you finish printing, you can continue working on your Story Map, print again, or restart the exercise. Restarting erases all of your work.

Story Mapping

▼ Graphic Organizers

Project Labels

Enter a title for your project and your name.

Title:

By:

Print

Choose A Graphic Organizer



Character Map



Conflict Map

Printing

Printing is the only way to keep a record of your work. After printing you may go back and edit your entries or begin a new project.

Starting a new project erases all your work.

Print  | **Edit**

Start New Project

Help **Edit**

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