

Story Mapping

Story mapping provides a way for students to visually represent the key elements of a story. Story maps can be used with both short fiction texts and smaller sections of larger novels. Have students identify the characters, setting, problem, solution, and key events in the text they read. See the examples below for different age ranges.

For students in K-2:

The form is a story mapping template for K-2 students. It consists of a header section and five main boxes. The header section has two lines for 'Title' and 'Author'. The five main boxes are labeled 'Characters', 'Setting', 'Beginning', 'Middle', and 'End'. Each box contains a small cartoon bee illustration. The 'Characters' box has a bee at the bottom right. The 'Setting' box has a bee on the left side. The 'Beginning' box has a bee at the bottom left. The 'Middle' box has a bee at the bottom left. The 'End' box has a bee at the top right.

(from: Buehl, D. (2009). *Classroom strategies for interactive learning* (3rd ed.). Newark, DE: International Reading Association.)