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How to make...

Chains

Materials	Procedure
<ul style="list-style-type: none">• strips of construction paper• stapler or tape• pencils	<ul style="list-style-type: none">• write elements of the story on strips of paper• bend the strips into a circle• staple or tape closed• link together and hang

Ideas:

- link together all of the students' story maps chains and hang
- link together all of the books read for the semester/year and hang

Accordion

Materials	Procedure
<ul style="list-style-type: none">• long, wide strips of construction paper• crayons• pencils	<ul style="list-style-type: none">• write a story element in each of the squares• display

Idea:

- Accordion story map can be hung vertically or stand horizontally

Flip-Flaps

Materials	Procedure
<ul style="list-style-type: none">• wide strips of construction paper• scissors• pencils	<ul style="list-style-type: none">• cut the flip-flaps out of construction paper• write one story map element on the outside of each flap.• write the answer on the underside of each flap

Quilt

Materials	Procedure
<ul style="list-style-type: none">• construction paper or regular white paper• quilt square template• scissors• pencils• crayons	<ul style="list-style-type: none">• using template, create and cut out quilt square• write elements of the story on the quilt square• decorate• display (see idea below)

Idea:

- create and display a class story quilt of all of the stories the class has read in the month or year.

Puzzle

Materials	Procedure
<ul style="list-style-type: none">• heavy paper or cardboard• pencils• art knife	<ul style="list-style-type: none">• divide heavy paper or cardboard into four squares using a puzzle pattern• write one story element in each of the four squares• cut with art knife

Idea:

- students' puzzle pieces may be mixed up with one another so they must find the matching pieces
- puzzle can be cut into more than four pieces

Finger Game

Materials	Procedure
<ul style="list-style-type: none">• scissors• paper• pencil• crayons• dice	<ul style="list-style-type: none">• create finger game (see website below)• color the inside so the students have a choice of four different colors• each color signifies a different story element• all students write their answers to the four elements on the underside of each color• student A in a pair rolls the dice• the number on the dice tells student B how many times to manipulate the finger game• student B checks student A's answer by lifting the flap and comparing answers

Idea:

- this is a great activity for getting students communicating about the story
- up to eight colors can be used to expand exercise, such as events, opinions, personality traits, etc.
- <http://www.enchantedlearning.com/crafts/origami/fortuneteller/>

Mobile

Materials	Procedure
<ul style="list-style-type: none">• clothes hanger• scissors• paper• pencils• crayons• hole puncher• string	<ul style="list-style-type: none">• cut paper into four pieces• write a story element on each of the pieces of paper and decorate• punch a hole in the top and tie to the hanger with string• students may want to put the story's title and author at the top of the mobile• display!

Hanging Box

Materials	Procedure
<ul style="list-style-type: none">• cube template• scissors• construction paper• paste• pencils• crayons• string• paper clip	<ul style="list-style-type: none">• cut the construction paper using the cube template (see website below)• write a story element on four of the sides (be sure they will all be facing up)• students may want to write the title and author on the side that will become the bottom• put a very small pin hole in the middle of the side that will become the top• assemble the cube• open one side of the paper clip so it's bent and insert into the hole• tie string onto the other end of the paper clip• hang

- Cube template:
<http://www.enchantedlearning.com/math/geometry/solids/Cubetemplate.shtml>

Beach Box

(please refer to citations on introductory page)

- easy! just toss the beach box around and discuss story elements

Technology

(please refer to citations on introductory page)

- **Software**
 - **Inspiration**[®]: The premier tool to develop ideas and organize thinking, Inspiration provides powerful support for critical thinking, comprehension and writing in all curriculum areas. Students grade 6 to adult use Inspiration to tap creativity, strengthen critical thinking, organize writing and improve performance.
 - **Kidspiration**[®]: Created for K-5 learners, Kidspiration 2 provides an easy way to apply the proven principles of visual learning. Students build graphic organizers by combining pictures, text and spoken words to represent thoughts and information. Younger learners develop early literacy skills and more advanced students improve comprehension skills and organize their ideas for writing.

- **Websites**
 - <http://www.readwritethink.org/materials/storymap/>
 - <http://www.enchantedlearning.com/graphicorganizers/storymap/>