

# Graphic organizer: Sequence of events

Name: \_\_\_\_\_

Write and/or draw the events in the order that they happened.

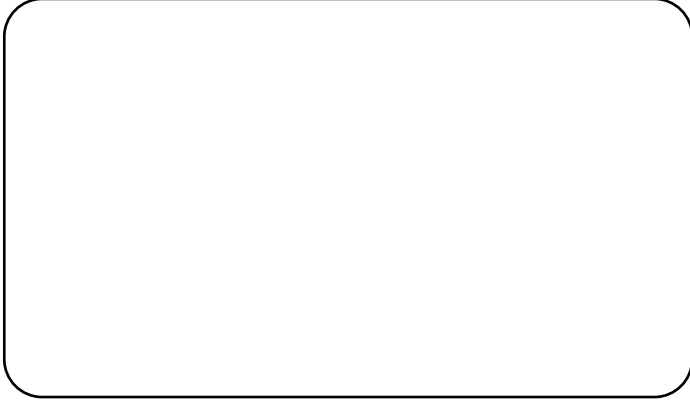


# Graphic organizer: Story map 1

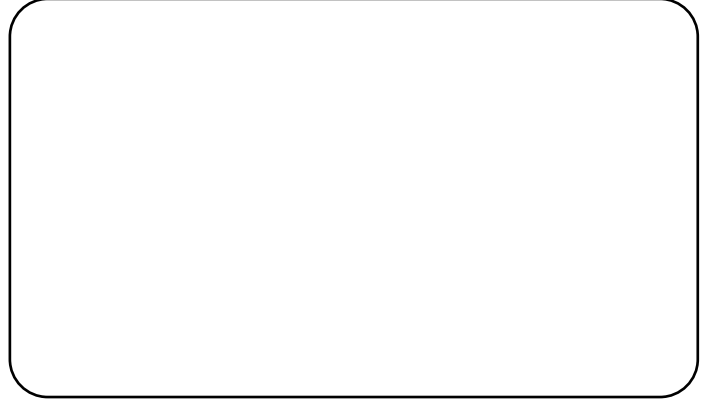
Name: \_\_\_\_\_

Write and/or draw a story map. Include who the characters are, where the story is set, what problem occurred and how the problem was resolved.

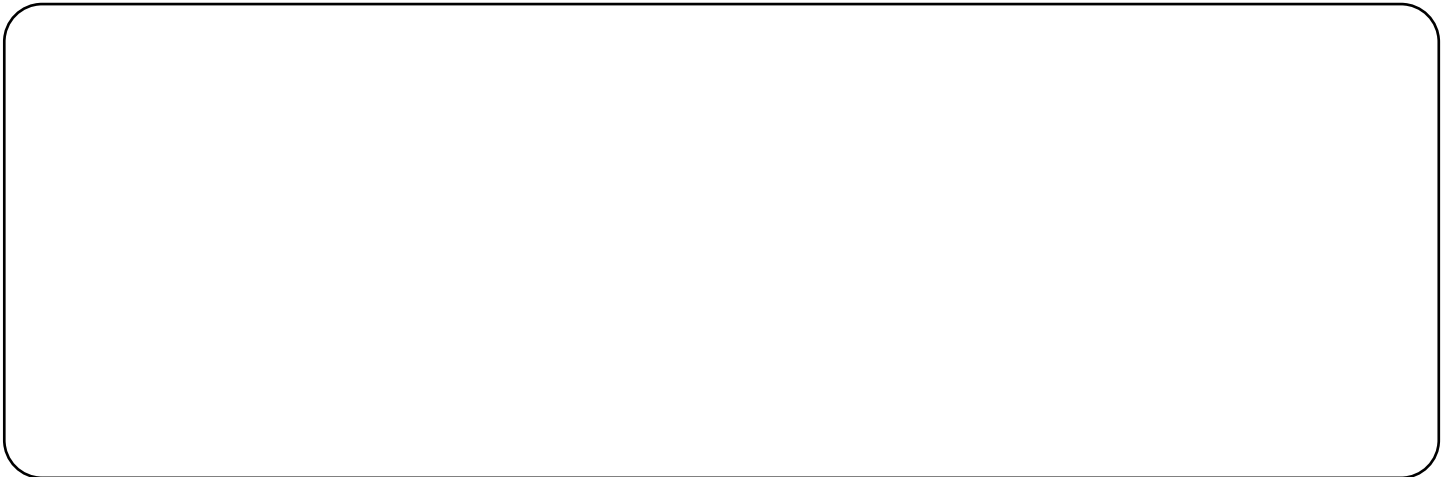
## Characters



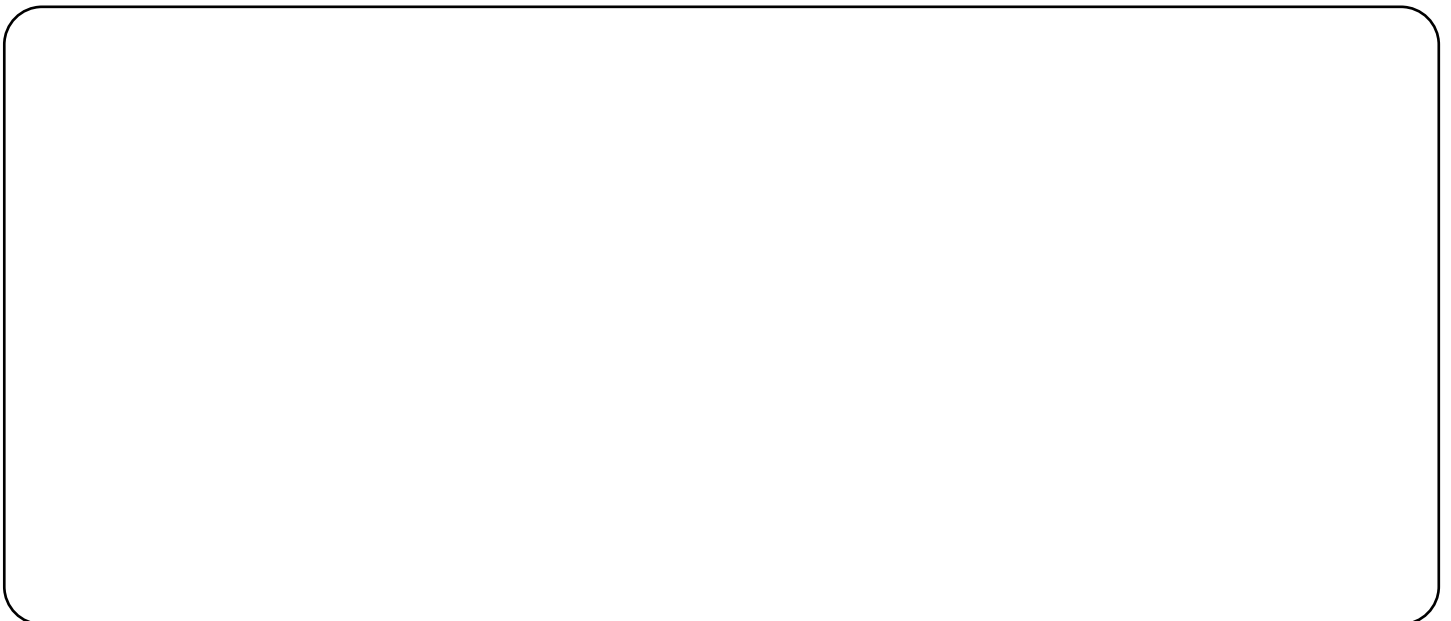
## Setting



## Problem



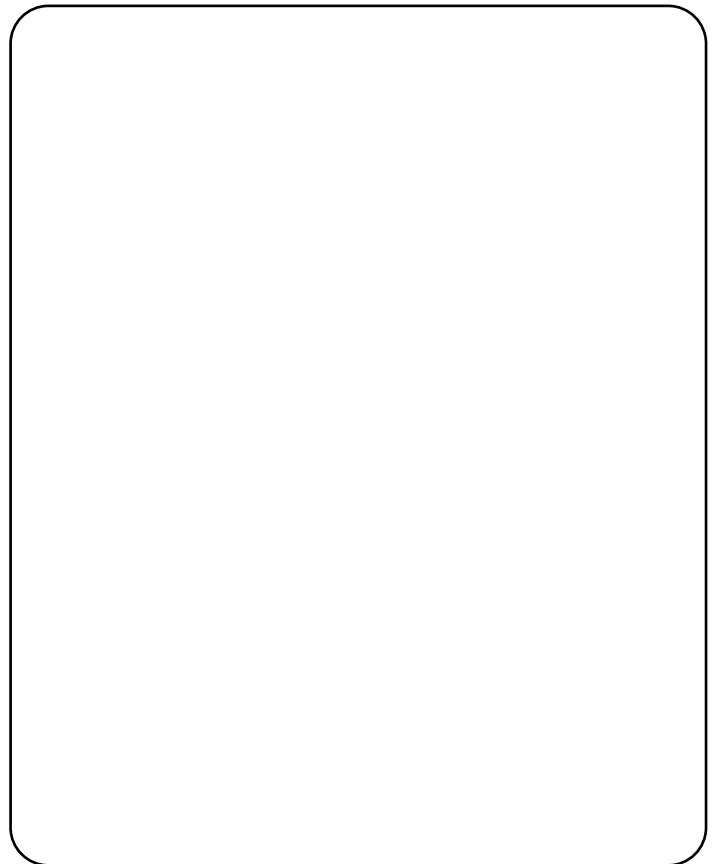
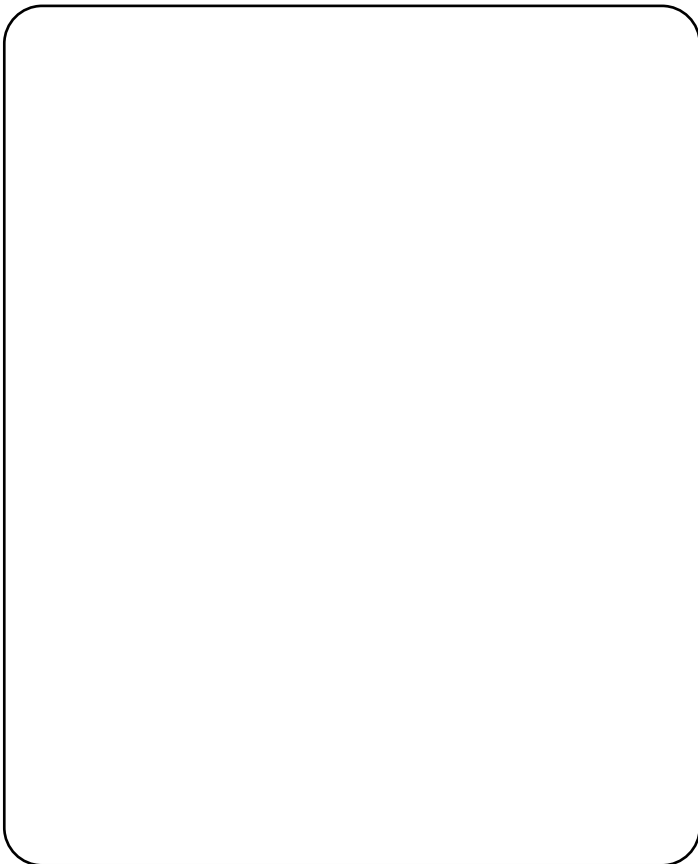
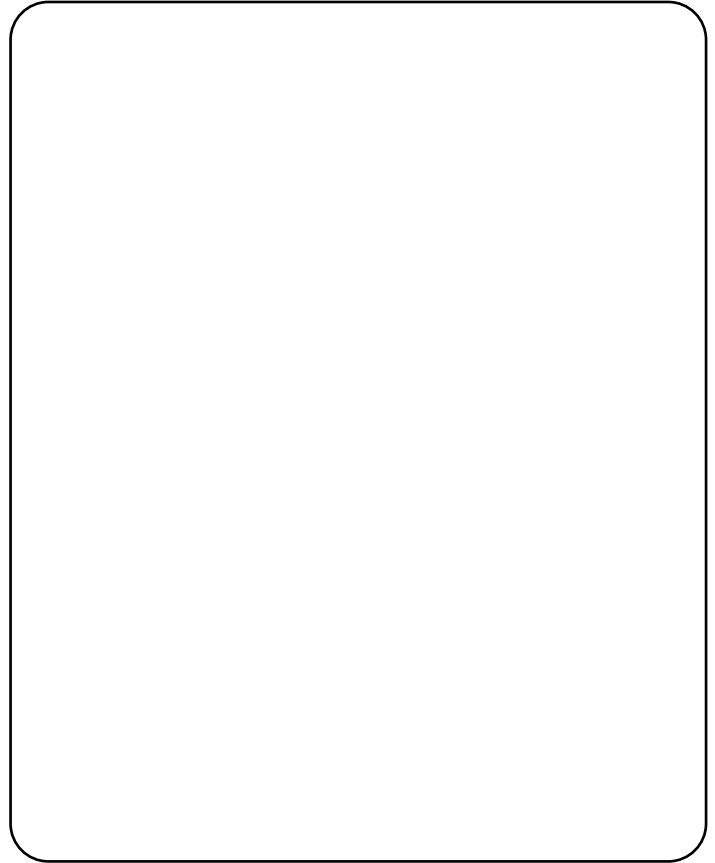
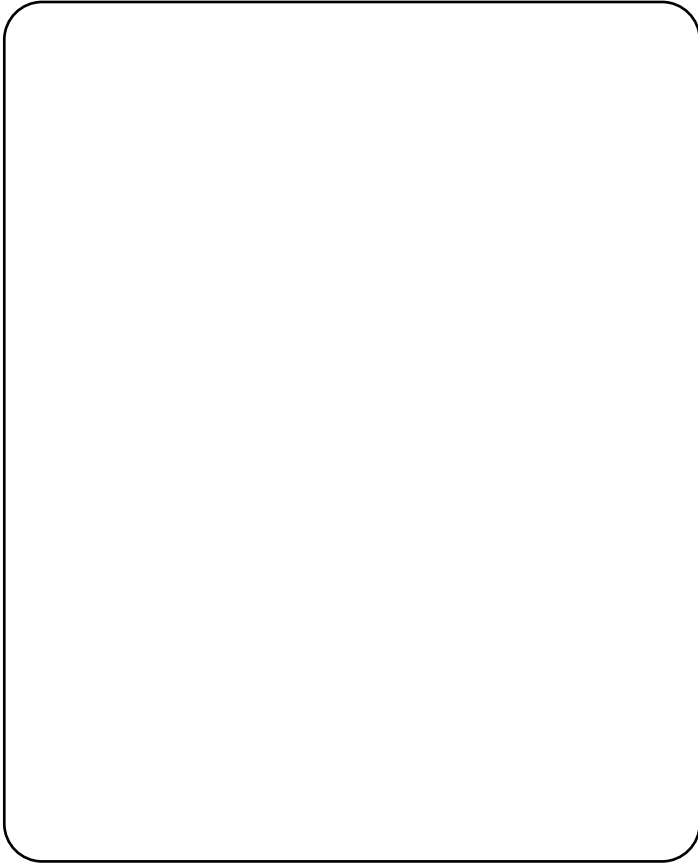
## Resolution



# Graphic organizer: Main facts

Name: \_\_\_\_\_

Write and/or draw the main facts about the topic.

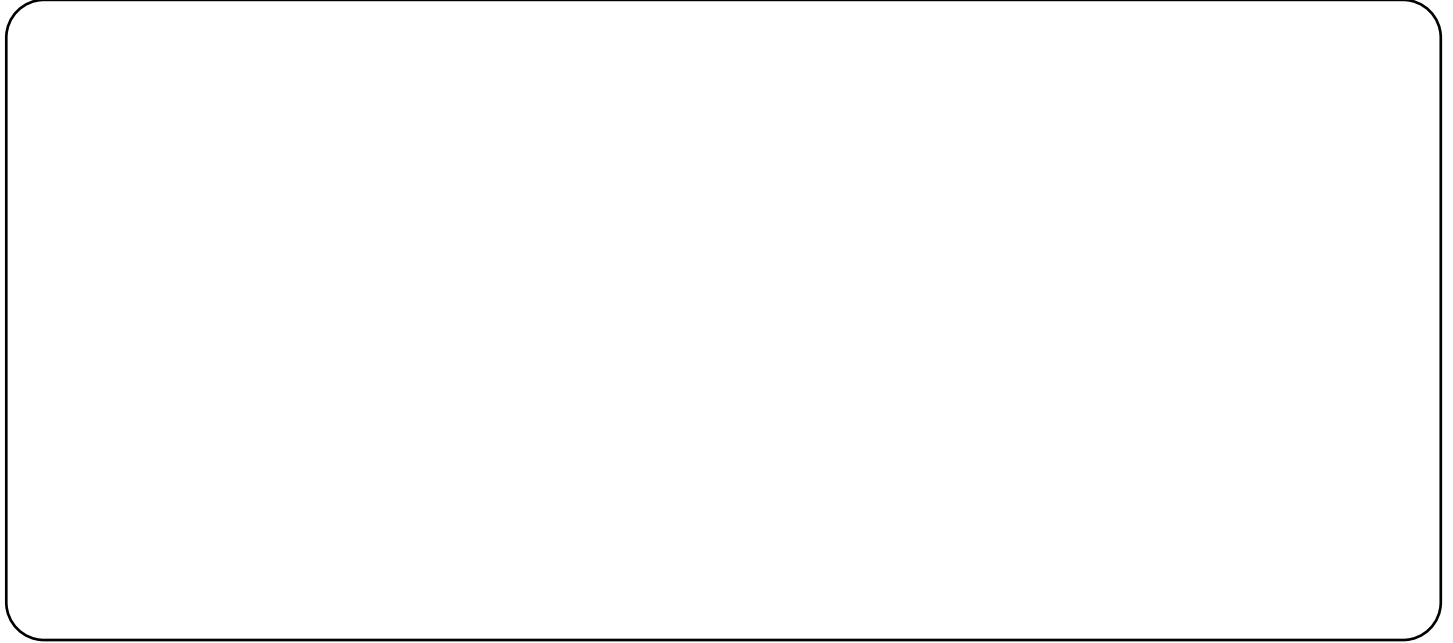


# Graphic organizer: Animal facts

Name: \_\_\_\_\_

Write and/or draw to fill in the chart.

**Animal**



**Facts**



# Graphic organizer: Story map 2

Name: \_\_\_\_\_

Write and/or draw the events at the beginning, the middle and the end of the story.

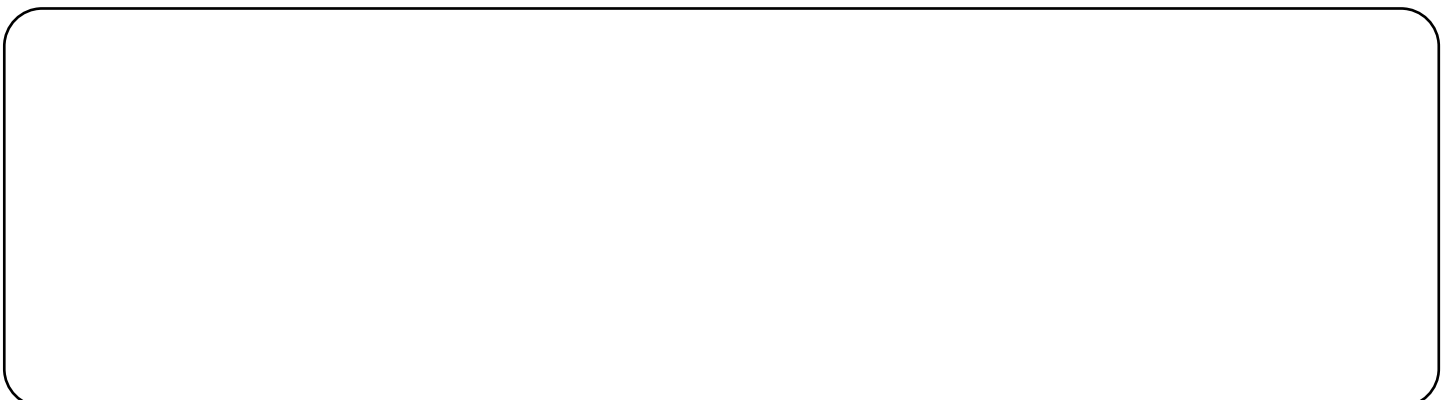
## Beginning



## Middle



## End



# Graphic organizer: Instructions

Name: \_\_\_\_\_

Write and/or draw instructions to show what to do. Use some or all of the boxes.

**1.**

**2.**

**3.**

**4.**

**5.**

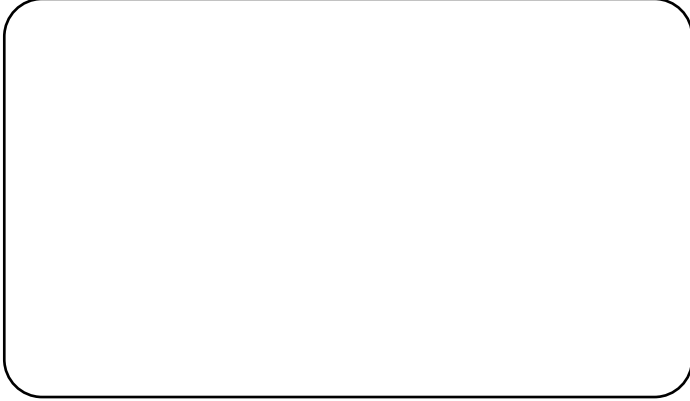
**6.**

# Graphic organizer: Story plan

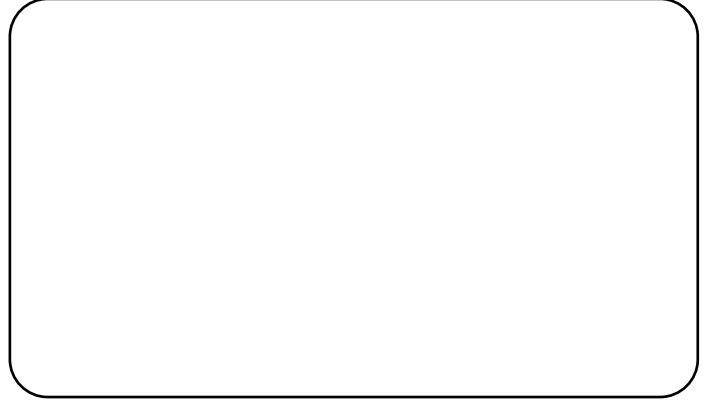
Name: \_\_\_\_\_

Write and/or draw a story plan. Include who the characters are, where the story is set, what problem these characters could face, and how they might resolve it.

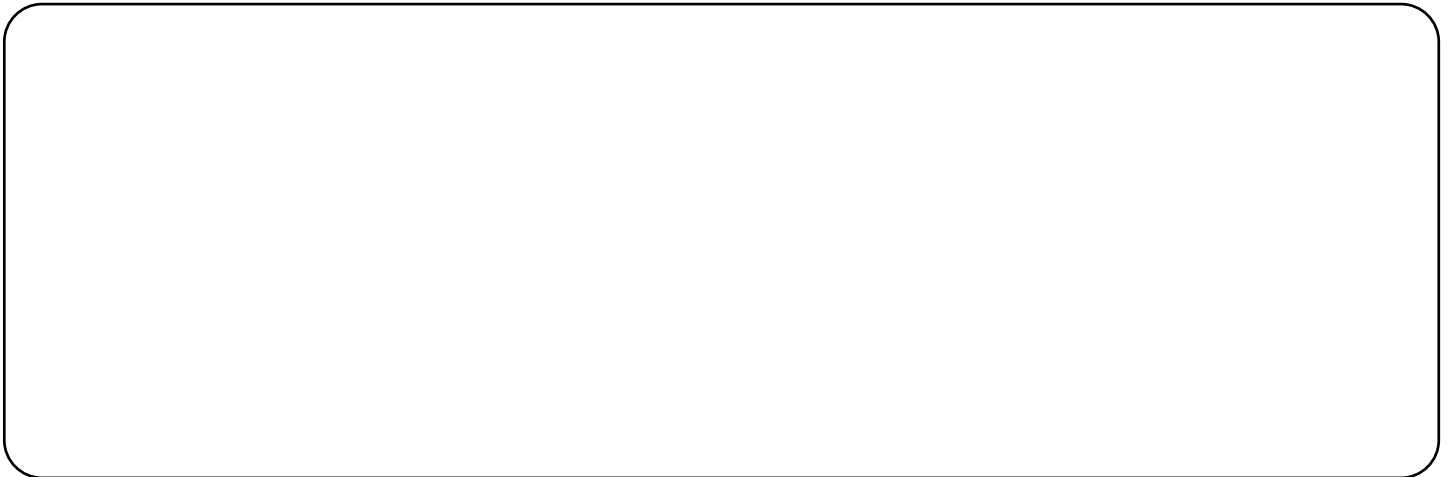
## Characters



## Setting



## Problem



## Resolution

