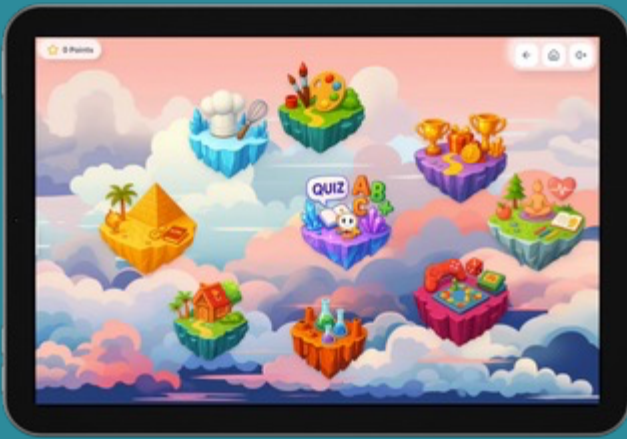


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## Narrative Storytelling - Foundation-Year 2

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# Narrative Story Path

1

CHARACTER  
+ SETTING



2

BEGINNING



3

PROBLEM  
+ EVENTS



4

SOLUTION



5

ENDING

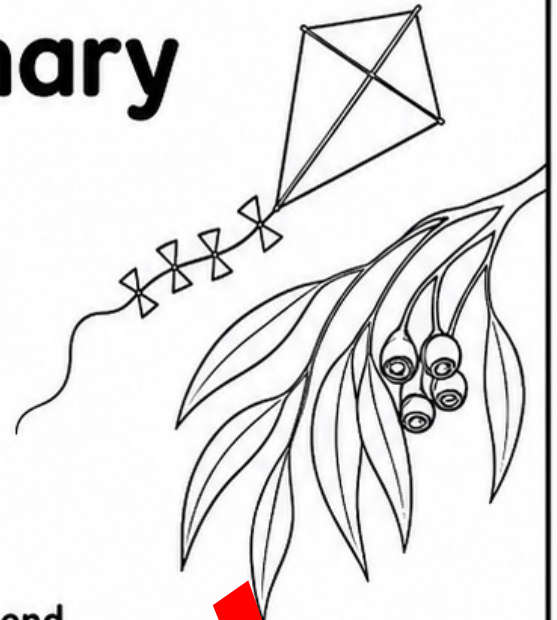


**Ask:** Who? Where? What goes wrong?  
What happens? How is it solved?

# Story Summary

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

At the park, Mia's red kite slipped from her hand. It sailed into a gum tree. Mia found a long stick, but it was too short. A friendly gardener brought a ladder. Together they rescued the kite, and Mia thanked her new friend.



**FOUNDATION - Draw the beginning, middle and end**

Beginning

Middle

End

**YEAR 1 - First... Then... Finally...**

First...

Then...

Finally...

**YEAR 2 - Character / Setting / Problem / Solution**

Character \_\_\_\_\_

Setting \_\_\_\_\_

Problem \_\_\_\_\_

Solution \_\_\_\_\_

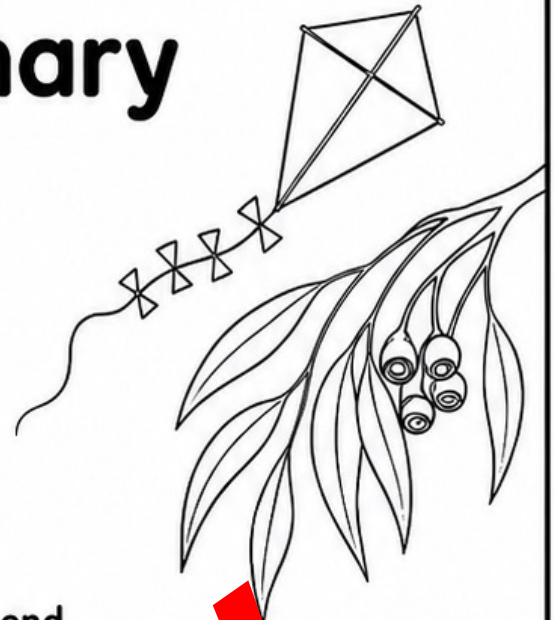
**Write a two-sentence summary**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# Story Summary

Name: \_\_\_\_\_ **ANSWERS**

At the park, Mia's red kite slipped from her hand. It sailed into a gum tree. Mia found a long stick, but it was too short. A friendly gardener brought a ladder. Together they rescued the kite, and Mia thanked her new friend.



## FOUNDATION - Draw the beginning, middle and end

Beginning

Mia flies her kite

Middle

The kite is stuck

End

The gardener helps

## YEAR 1 - First... Then... Finally...

First... First, Mia flies her kite.

Then... Then, it gets stuck in a tree.

Finally... Finally, a gardener helped rescue it.

## YEAR 2 - Character / Setting / Problem / Solution

Character Mia

Setting the park

Problem the kite is stuck

Solution a ladder helps

## Write a two-sentence summary

Mia's kite became stuck in a gum tree at the park.

A gardener used a ladder to help her rescue it.

# Meet the Characters

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



**LEO** - quiet,  
loves drawing,  
carries a  
sketchbook  
and notices  
tiny details



**ZARA** - energetic,  
loves exploring,  
carries binoculars  
and asks many  
questions

**FOUNDATION** - Match each character to two actions

**LEO**

**ZARA**



drawing



noticing



exploring



asking

**YEAR 1** - Choose two traits for each character

**LEO**

**ZARA**

quiet, curious,  
thoughtful,  
energetic, careful,  
adventurous

**YEAR 2** - Compare Leo and Zara

Leo

Both

Zara

# Meet the Characters

Name: **ANSWERS**



**LEO** - quiet,  
loves drawing,  
carries a  
sketchbook  
and notices  
tiny details



**ZARA** - energetic,  
loves exploring,  
carries binoculars  
and asks many  
questions

**FOUNDATION** - Match each character to two actions

**LEO**

**ZARA**



drawing



noticing  
**LEO**



exploring  
**ZARA**



asking  
**ZARA**

**YEAR 1** - Choose two traits for each character

**LEO**

quiet

thoughtful

**ZARA**

curious

energetic

quiet, curious,  
thoughtful,  
energetic, careful,  
adventurous

**YEAR 2** - Compare Leo and Zara

**Leo**

Leo prefers  
drawing

**Both**

observant children  
who enjoy learning

**Zara**

Zara prefers  
exploring

# Describe It!

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



**FOUNDATION** - Circle three words for the puppy

small, furry, gentle, energetic, noisy

**YEAR 1** - Complete this sensory sentence

In the forest I can hear \_\_\_\_\_ and feel \_\_\_\_\_.

**YEAR 1** - Expand these sentences

The river flowed.

---

---

---

The owl called.

---

---

---

Describe one object in the room.

---

# Describe It!

Name: ANSWERS



FOUNDATION - Circle three words for the puppy

small,

furry,

gentle

energetic,

noisy

YEAR 1 - Complete the sensory sentence

In the forest I can hear rustling leaves and feel chilly air.

YEAR 2 - Expand these sentences

The river flowed.

The sparkling silver river flowed quickly over smooth stones.

The owl called.

The watchful owl called softly from the shadowy gum tree.

Describe one object in the room.

# What Happens Next?

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



FOUNDATION - Draw what happens next

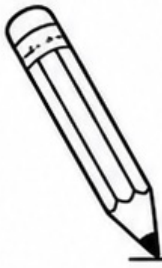
YEAR 1 - I predict \_\_\_\_\_ because \_\_\_\_\_

YEAR 2 - Clue 1 / Clue 2 / My prediction

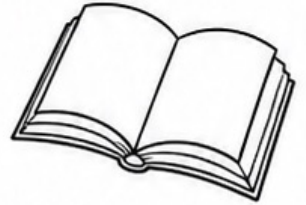
Clue 1

Clue 2

My prediction



# Plan Your Story



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

**FOUNDATION - Draw your character and setting**

**Character**

**Setting**

**YEAR 1 - Plan the story**

**CHARACTER SETTING**

**PROBLEM**

**WHAT HAPPENS**

**SOLUTION + ENDING**



# Plan Your Story - Year 2



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

CHARACTER



SETTING



GOAL



PROBLEM



EVENT 1



EVENT 2



EVENT 3



SOLUTION



ENDING MESSAGE



PREVIEW

# Use Your Senses

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

## WORD BANK

dripping, chilly, splashing,  
earthy, rumbling, shiny



FOUNDATION - Match each word to SEE, HEAR, FEEL or SMELL

dripping

chilly

splashing

earthy

rumbling

shiny



SEE



HEAR



FEEL



SMELL

YEAR 1 - Complete the sentence for two senses



\_\_\_\_\_.

\_\_\_\_\_.



\_\_\_\_\_.

\_\_\_\_\_.

YEAR 2 - Write two sentences that create a rainy mood

1. \_\_\_\_\_.

\_\_\_\_\_.

2. \_\_\_\_\_.

\_\_\_\_\_.

# Use Your Senses

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

**ANSWERS**

## WORD BANK

dripping, chilly, splashing,  
earthy, rumbling, shiny



FOUNDATION - Match each word to SEE, HEAR, FEEL or SMELL

|           |                            |                                                                                             |
|-----------|----------------------------|---------------------------------------------------------------------------------------------|
| dripping  | SEE — shiny, dripping      |  SEE     |
| chilly    | FEEL — chilly              |  HEAR    |
| splashing | HEAR — rumbling, splashing |  FEEL  |
| earthy    | SMELL — earthy             |  SMELL |
| rumbling  | HEAR — rumbling, splashing |                                                                                             |
| shiny     | SEE — shiny, dripping      |                                                                                             |

YEAR 1 - Complete the sentence for two senses



I can see shiny puddles and feel chilly rain.



YEAR 2 - Write two sentences that create a rainy mood

1. Rain drummed loudly while puddles splashed underfoot.

2. Cold air smelled earthy beneath the dark clouds.

# Story Builder Cards



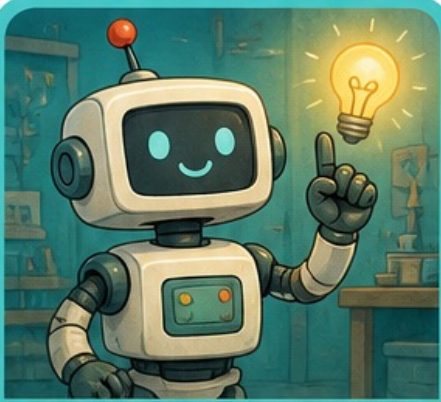
curious wombat



shy dragon



brave girl



clever robot



playful dog



tiny explorer



rainforest



beach



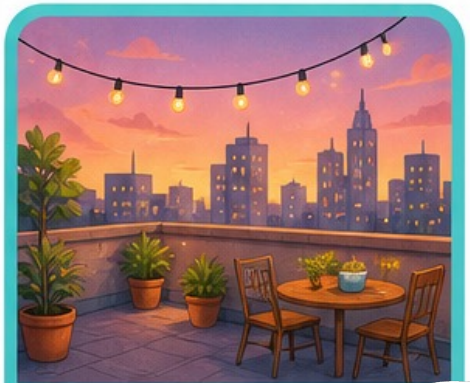
moon



school



farm



city rooftop

# Story Builder Cards



lost map



broken bridge



missing friend



storm



locked gate



surprise noise



ask for help



build a raft



follow clues



wait safely



find a key



make a plan

# Story Builder Mat

CHARACTER

SETTING

PROBLEM

SOLUTION

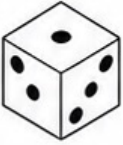
Tell your story: First... Then... Finally...

# Roll a Story!

Roll three times. Use one idea from each column to tell a story.



| ROLL | CHARACTER | SETTING    | PROBLEM               |
|------|-----------|------------|-----------------------|
| 1    | wombat    | rainforest | lost backpack         |
| 2    | astronaut | moon       | rocket will not start |
| 3    | dog       | beach      | missing ball          |
| 4    | robot     | school     | power cut             |
| 5    | child     | farm       | animal escaped        |
| 6    | dragon    | castle     | door locked           |



# Roll-a-Story Recording Sheet



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

Story Title: \_\_\_\_\_

Character

Setting

Problem

BEGINNING

PROBLEM

EVENTS

SOLUTION

ENDING

**PREVIEW**

# Narrative Storytelling Assessment

## Page 1 - Plan

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

A small parcel arrives with no name on it.  
Plan a narrative about what happens next.



|           |  |
|-----------|--|
| CHARACTER |  |
| SETTING   |  |
| PROBLEM   |  |
| EVENT 1   |  |
| EVENT 2   |  |
| EVENT 3   |  |
| SOLUTION  |  |
| ENDING    |  |

# Narrative Storytelling Assessment

## Page 2 - Write and Illustrate

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

Title: \_\_\_\_\_

Handwriting practice area with multiple sets of three horizontal lines (top, middle dashed, bottom) for writing.

Blank rectangular box for illustration.



### Self-Check

- ☐ clear beginning
- ☐ character and setting
- ☐ problem and solution
- ☐ events in order
- ☐ describing words
- ☐ capitals and full stops

# Narrative Storytelling Rubric

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

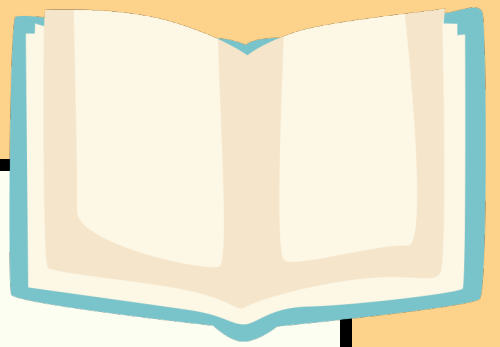
|                                 | BEGINNING                                                      | DEVELOPING                                                     | ACHIEVING                                                            | CONFIDENT                                                          | EXCEEDING                                                           |
|---------------------------------|----------------------------------------------------------------|----------------------------------------------------------------|----------------------------------------------------------------------|--------------------------------------------------------------------|---------------------------------------------------------------------|
| <b>Story structure</b>          | Needs lots of help to include a beginning, middle and end.     | Includes a beginning, middle and end with support.             | Includes a clear beginning, middle and end.                          | Includes a well-organised beginning, middle and end.               | Includes a strong, engaging beginning, middle and end.              |
| <b>Character and setting</b>    | Characters and setting are missing or very unclear.            | Characters and setting are named with support.                 | Characters and setting are described with some detail.               | Characters and setting are described clearly and in detail.        | Characters and setting are vividly described and enhance the story. |
| <b>Problem and solution</b>     | The problem or solution is missing or unclear.                 | The problem and solution are included with support.            | The problem and solution are clear and connected.                    | The problem and solution are well developed.                       | The problem and solution are thoughtful and satisfying.             |
| <b>Sequence and detail</b>      | Events are out of order or very hard to follow.                | Events are in order with support and some details.             | Events are in order and include useful details.                      | Events are in order with good details that build the story.        | Events are in order with rich details that engage the reader.       |
| <b>Language and conventions</b> | Uses simple words and has many spelling or punctuation errors. | Uses simple words and has some spelling or punctuation errors. | Uses suitable words and has mostly correct spelling and punctuation. | Uses interesting words and has few spelling or punctuation errors. | Uses expressive words and has correct spelling and punctuation.     |

# PREVIEW

## Narrative Storytelling



# Learning Intention



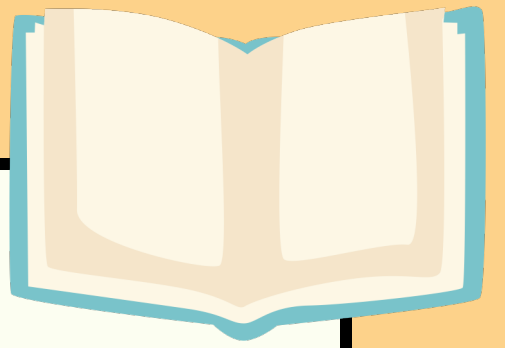
We are learning how narratives are built

Success looks like

- I can identify the parts of a story.
- I can plan and tell my own narrative.



# What Makes a Narrative?



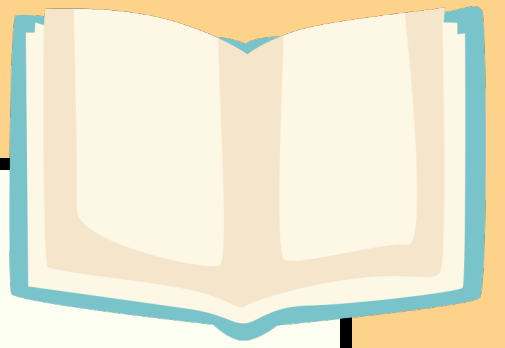
A narrative tells a story.

It features characters in a setting.

Something happens, a problem is faced, and the story reaches an end.



# Beginning · Middle · End



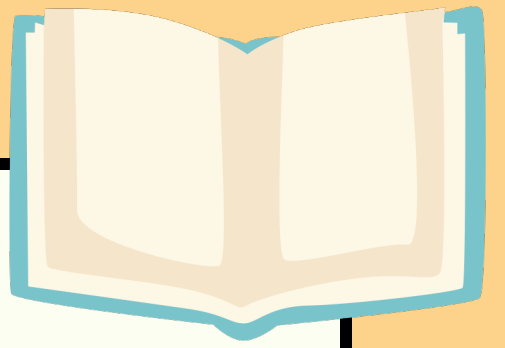
BEGINNING — meet the characters and setting.

MIDDLE — a problem begins and events unfold.

END — the problem is solved and the story finishes.



# Build a Character

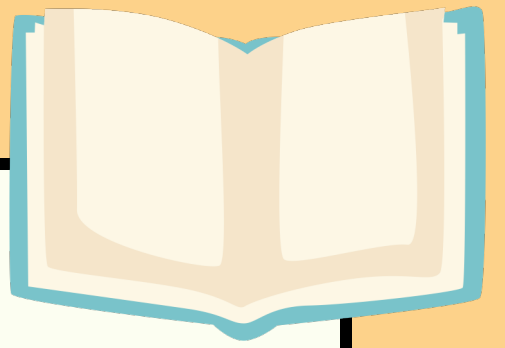


Ask four helpful questions.

- What does the character want?
- What do they think and feel?
- What do they do?
- How might they change?



# Create a Setting



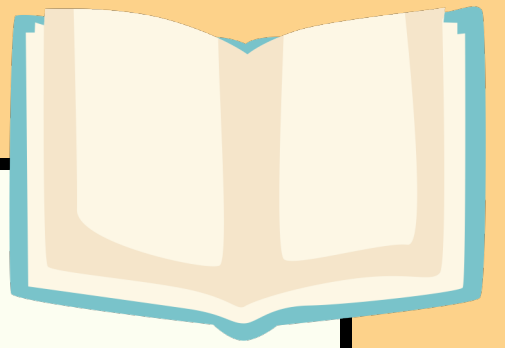
A setting tells WHERE and WHEN

Add details readers can imagine

- sights and colors
- sounds and smells
- weather, time and mood



# Introduce a Problem



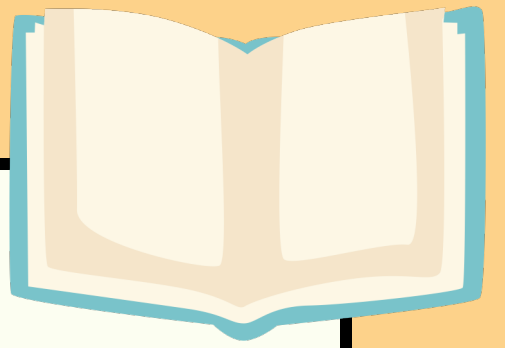
The problem is something that goes wrong.

It gives the character a reason to act.

A clear problem helps readers wonder, "What will happen next?"



# Put Events in Order



Events should follow a sensible path.

Use the correct sequence.

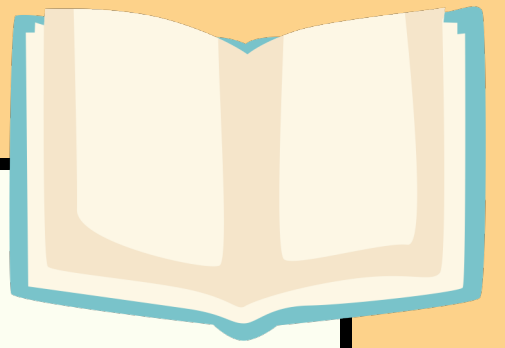
FIRST – begin the process

THEN – show what happens

FINALLY – move towards the solution



# Solve the Problem

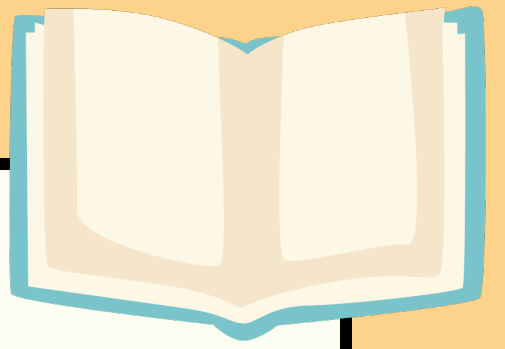


A solution shows how the problem is resolved.

The character might ask for help, use a tool, follow clues, make a plan, or learn something new.



# Paint Pictures with Words



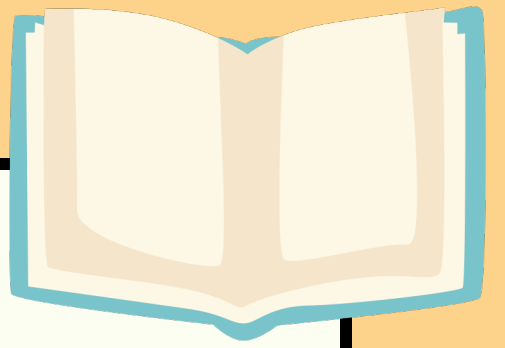
Choose precise describing words.

Instead of "The river flowed," try:

"The sparkling silver river flowed quickly over smooth stones."



# Predict with Clues



A prediction is a sensible idea about what may happen next.

Look for clues in the text and pictures.

Explain: "I predict ... because ..."



# Retell Important Events



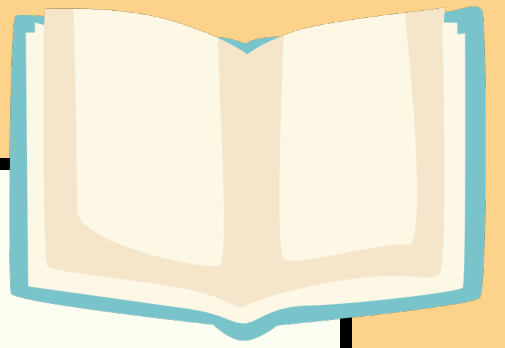
A retell shares the most important events in the same order.

Include the character, setting, problem, key events and solution.

Leave out tiny details.



# Plan Before You Write

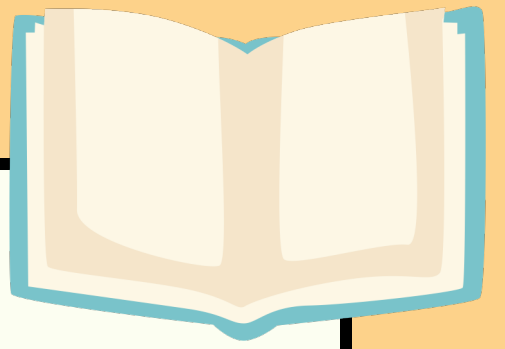


Sketch or note up

- character and setting
- goal and problem
- turning points and events
- solution and ending message



# Write · Improve · Check



WRITE your story from the plan.  
IMPROVE with actions, feelings and sensory details.  
CHECK capitals, full stops, spelling and event order.





**PREVIEW**

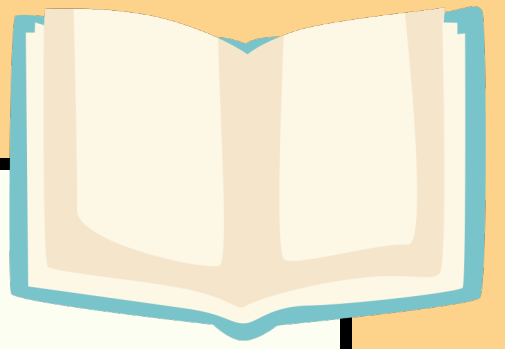
Well Done!



# Narrative Storytelling Quiz



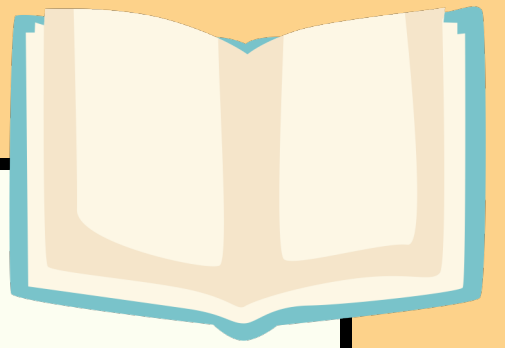
## Question 1 • True or False



Narrative has a beginning, middle and end.



## Answer 1

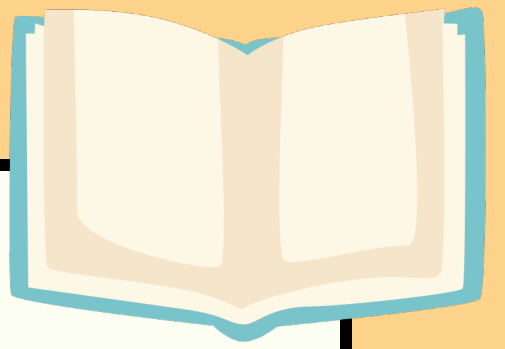


TRUE

The three parts of a story feel complete.



## Question 2 · Multiple Choice



The person, animal or creature in a story is the ...

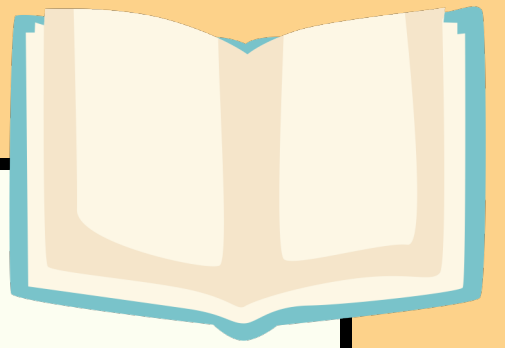
A. setting

B. character

C. solution



## Answer 2

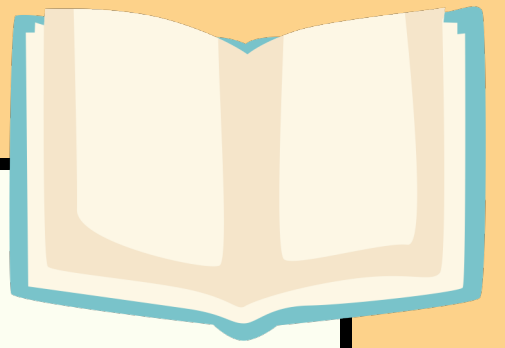


B. CHARACTER

A character who the story is about.



## Question 3 · Short Answer

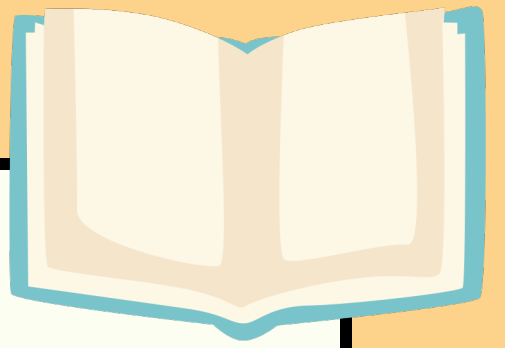


**PREVIEW**

me on details that can describe a setting.



## Answer 3

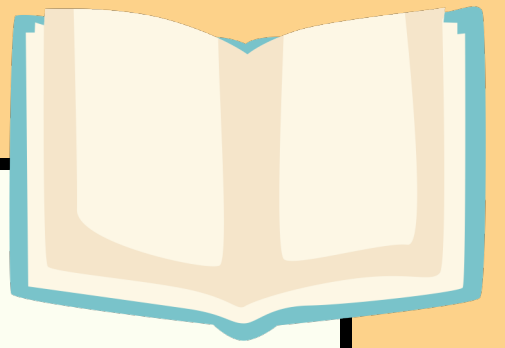


A setting detail could be **WHERE** or **WHEN**.

Examples: place, time, weather, sights, sounds or mood.



## Question 4 · Multiple Choice



A problem is ...

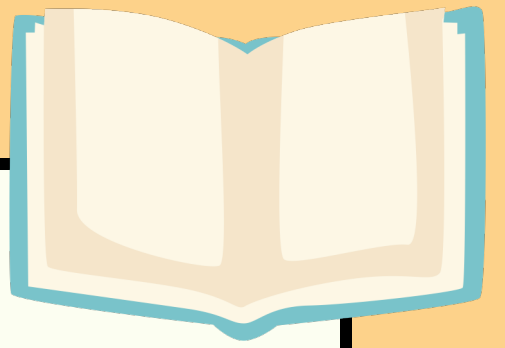
A. something that goes wrong

B. a fact and the cause

C. the last sentence



## Answer 4

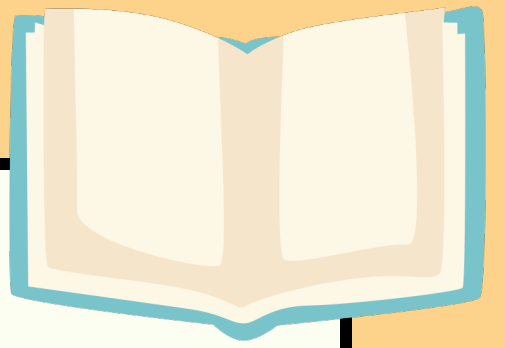


A. SOMETHING THAT GOES WRONG

The problem gives the character a reason to act.



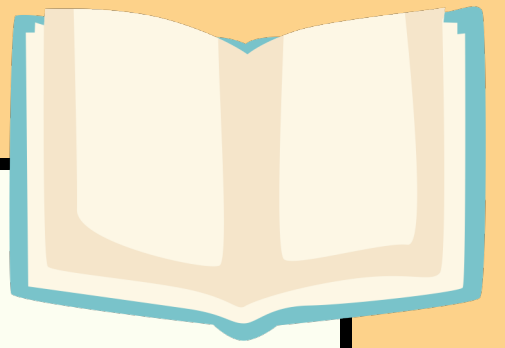
## Question 5 · True or False



Strong evidence leaves the problem unexplained.



## Answer 5



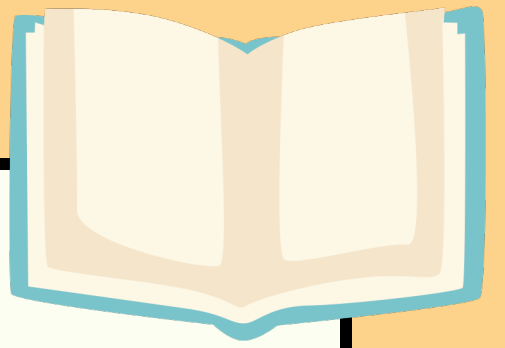
FALSE

A wrong ending just resolves the problem and completes the  
story



PREVIEW

## Question 6 • Multiple Choice



Which sequence of events occurs?

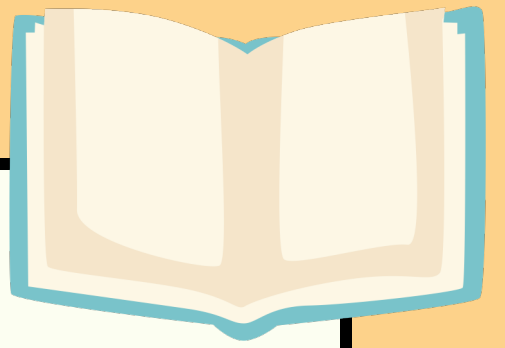
A. Initially • Then • First

B. Problem • First • Finally

C. Problem • Character • Setting



## Answer 6

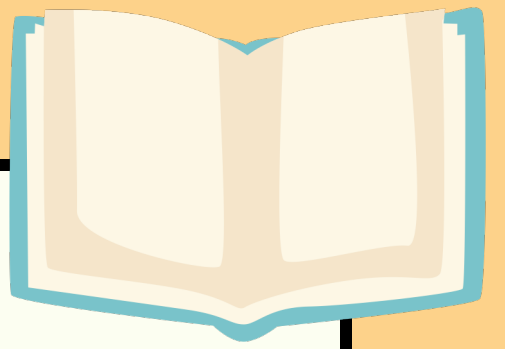


B. FIRST, THEN, FINALLY

Sequence words help readers follow events in order.



## Question 7 · Short Answer

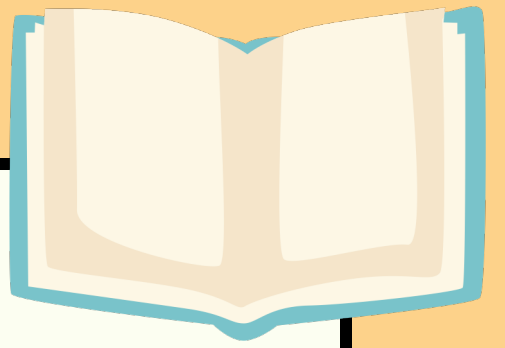


PREVIEW

Choose one describing word for a stormy night.



## Answer 7

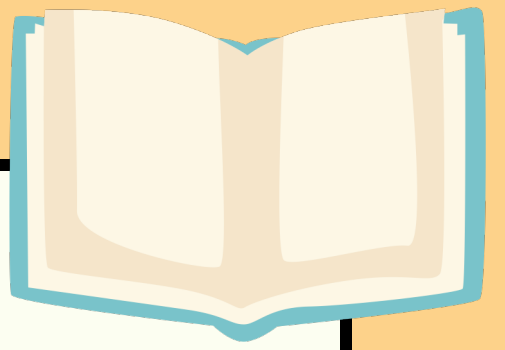


Possible answers include:

deafening • windy • thunderous • frightening



## Question 8 • Multiple Choice

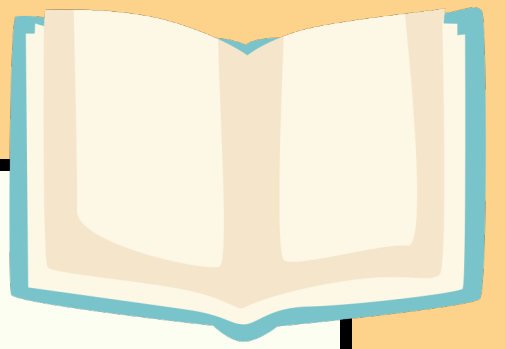


Dark clouds gather above the playground. What may happen next?

- A. Rain may fall.
- B. Snow may fall.
- C. Snow may melt.



## Answer 8

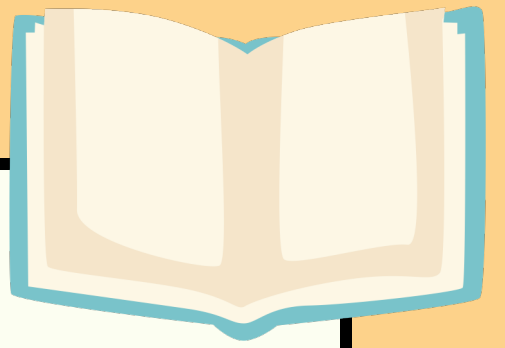


A. RAIN MAY FALL

Do not be surprised if rain could come next.



## Question 9 • True or False

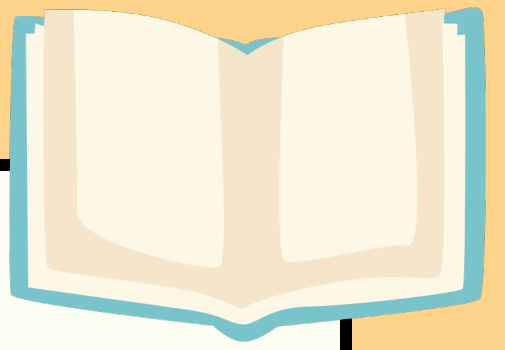


PREVIEW

etell should change the order of important events.



## Answer 9

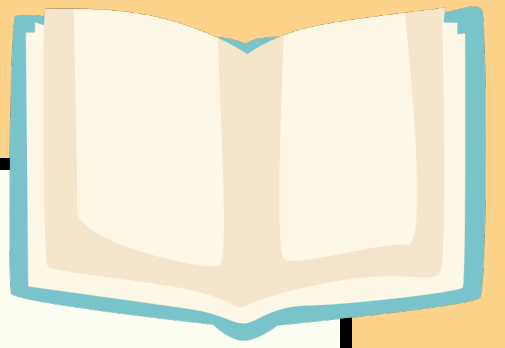


FALSE

A timeline keeps important events in the same sensible order.



## Question 10 · Short Answer

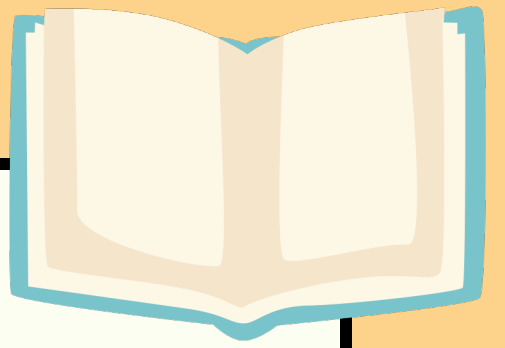


**PREVIEW**

one two useful parts of a story plan.



## Answer 10



**PREVIEW**

g two: character, setting, goal, problem, events, solution or ending.





**PREVIEW**

Well done!

