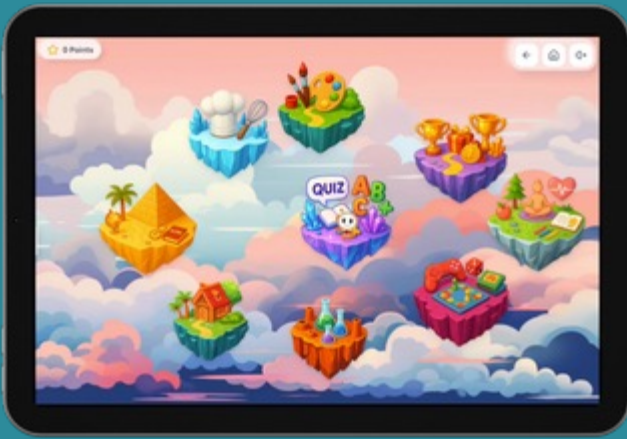


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Retell Comprehension - Foundation

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FIVE RETELL CLUES



RETELL TIME WORDS

FIRST

First, ...



NEXT

Next, ...



THEN

Then, ...



FINALLY

Finally, ...



PIP AND THE WINDY HAT

SEQUENCE CARDS



1 Pip put on his yellow hat.



2 A gust lifted the hat away.



3 The hat caught in a gum tree.



4 Pip asked Kiri for help.



5 Kiri tapped the branch.



6 Pip caught the hat and smiled.

PIP AND KIRI

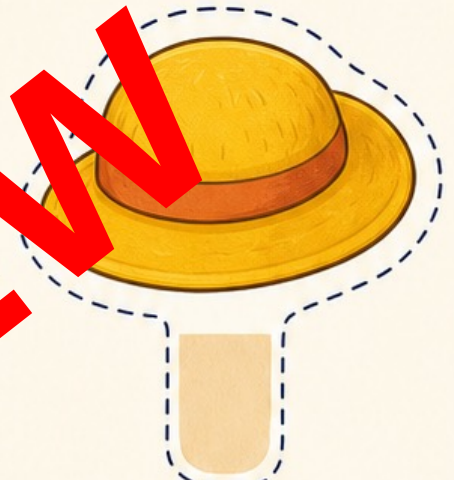
STICK PUPPETS



Pip



Kiri



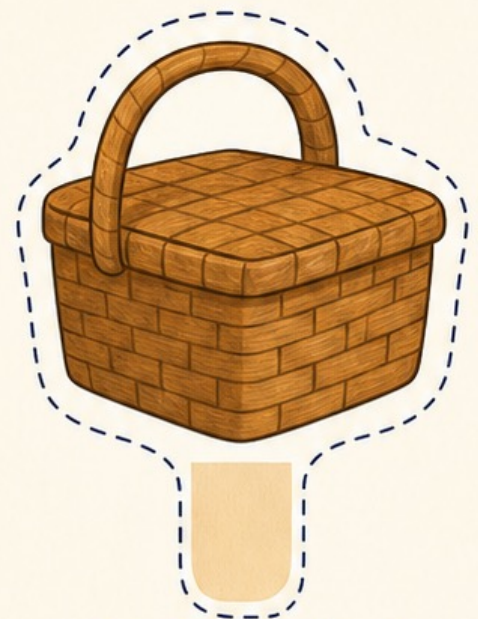
yellow hat



gust of wind



gum-tree branch



picnic basket

PICNIC PARK SCENE MAT

PREVIEW



ROLL A RETELL

Roll a die. Use the matching clue to tell part of the story.



1

Where and when
is the story set?



2

Who are the
characters?



3

What is the
problem?



4

What happens
at the beginning?



5

What happens
in the middle?



6

How does the
story end?



STORY TRAIL



Roll the die and Move. Answer the clue. First to FINISH wins!



- WHO?
- WHERE?
- PROBLEM?
- FIRST?
- NEXT?
- SOLUTION?
- CHANGE IT!



MY FIVE-PART RETELL

Name: _____

Date: _____

Draw or write one idea in each finger.



MY FIVE-PART RETELL

ANSWERS _____

Date: _____

Draw or write one idea in each finger.



Name: _____

Date: _____

SEQUENCE THE STORY

Cut out the pictures. Glue them in story order.

1

2

3

4

5

PREVIEW



SEQUENCE THE STORY

Cut out the pictures. Glue them in story order.

1	2
3	4
5	

PREVIEW



CHARACTER OR SETTING?

Name: _____

Date: _____

Cut out each picture. Glue it in the correct box.

CHARACTER

SETTING

PREVIEW



CHARACTER OR SETTING?

ANSWERS

Date: _____

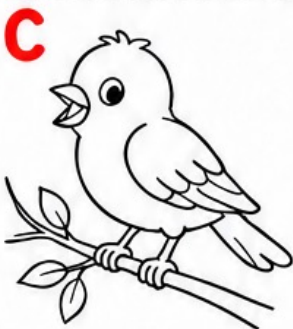
Cut out each picture. Glue it in the correct box.

C = character **S = setting**

CHARACTER

SETTING

PREVIEW



FIRST, NEXT, THEN, FINALLY

Name: _____

Date: _____

Draw and write the important events in order.

FIRST

NEXT

THEN

FINALLY

PREVIEW

FIRST, NEXT, THEN, FINALLY

ANSWERS

Date: _____

Draw and write the important events in order.

FIRST

Pip wore his yellow hat
at the picnic park.

NEXT

A gust blew the hat
into a gum tree.

THEN

A girl tapped the branch
to help.

FINALLY

Pip caught the hat
and smiled.

STORY MAP

Name: _____

Date: _____

Draw or write the important parts.



TITLE

SETTING



CHARACTERS



BEGINNING



MIDDLE



END



STORY MAP

ANSWERS

Date: _____

Draw or write the important parts.



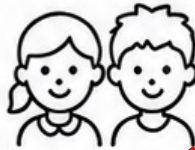
TITLE

Pip and the Windy Hat



SETTING

picnic park



CHARACTERS

Pip and Kiri



BEGINNING

Pip put on his yellow hat. _____



MIDDLE

Wind blew it into a gum tree. _____
Kiri tapped the branch. _____



END

Pip caught the hat and smiled. _____

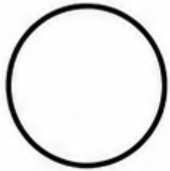
CHANGE ONE PART



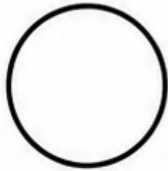
Name: _____

Date: _____

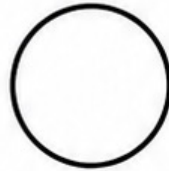
Choose one part to change. Draw and tell your new story.



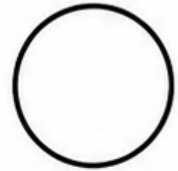
CHARACTER



SETTING



PROBLEM



ENDING

BEGINNING

MIDDLE

END

PREVIEW

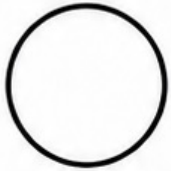
CHANGE ONE PART



ANSWERS

Date: _____

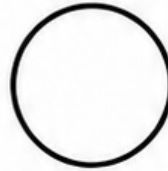
Choose one part to change. Draw and tell your new story.



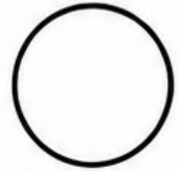
CHARACTER



SETTING



PROBLEM



ENDING

BEGINNING

Pip wore a yellow hat at the beach.

MIDDLE

A gust blew it into a palm tree.
Kiri tapped the leaf.

END

Pip caught the hat and smiled.

RAINY-DAY RESCUE

Look at the pictures. Tell the story in order.





RETELL CHECK



Name: _____

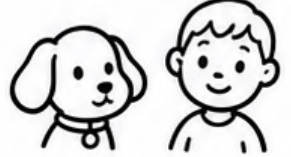
Date: _____

Use the Rainy-Day Rescue pictures. Draw or write the story.

SETTING



CHARACTERS



PROBLEM



SOLUTION



BEGINNING



MIDDLE

END



CHANGE ONE PART



RETELL CHECK



ANSWERS

Date: _____

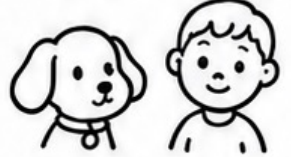
Use the Rainy-Day Rescue pictures. Draw or write the story.

SETTING



footpath after rain

CHARACTERS



a child and a small dog

PROBLEM



the dog was stranded
across a puddle

SOLUTION



the child made a path
of stepping stones

BEGINNING

A child saw a small dog across a puddle.



MIDDLE

The child placed stepping stones. The dog walked across.

END

The child and dog were together and happy.



CHANGE ONE PART

The child uses a little bridge.



RETELL COMPREHENSION RUBRIC



Student: _____

Date: _____

CRITERION	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Characters and setting	Needs support to name them.	Names characters with prompts.	Names characters and setting.	Gives clear details about both.	Explains why each matters.
Sequence of key events	Events are unclear or out of order.	Retells two events with support.	Orders beginning, middle and end.	Orders key events using time words.	Selects and links all important events.
Problem and solution	Needs support to identify both.	Identifies one part with prompts.	Identifies the problem and solution.	Explains how the solution fixes the problem.	Connects causes and results clearly.
Clear retell in own words	Gives a few unrelated ideas.	Retells with repeated prompts.	Retells clearly in own words.	Adds accurate story details.	Retells smoothly with clear links.
Change one element	Needs support to suggest a change.	Suggests a change with prompts.	Changes one story element.	Keeps the new sequence logical.	Explains how the change affects the story.

Retell Comprehension





Learning Intention

We are learning to retell the important parts of a familiar story in order

We can name the setting and characters, explain the problem and solution, and use time words.





What Is A Retell

A retell tells the important parts of a story again in your own words.
It keeps the story in a clear order.





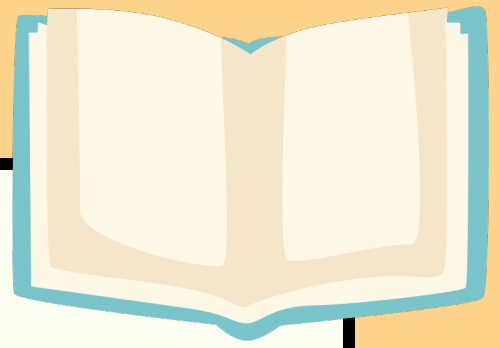
Meet Pip And Kiri

Pip is a small brown wombat with a yellow hat.

Kiri is a friendly kookaburra.

They meet at a sunny picnic park.





Pip And The Windy Hat

Pip put on his yellow hat.

A gust lifted it away.

The hat caught in a gum tree.

Pip asked Kiri for help.

Kiri tapped the branch.

Pip caught the hat and was glad.





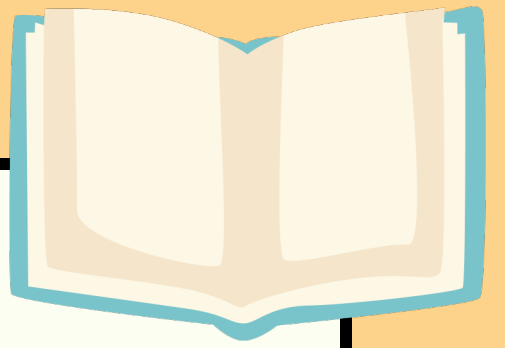
Five Retell Clues

1. Setting — where and when?
2. Characters — who?
3. Problem — what went wrong?
4. Key events — what happened in order?
5. Solution — how was it fixed?

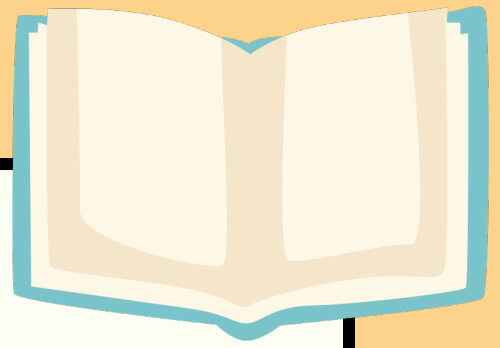


Setting

The setting tells where and when a story happens.
Pip's story is set at a sunny picnic park near a gun tree.



Characters



Characters are the people or animals in a story.
Pip the wombat and Kiri the kookaburra are the main characters.





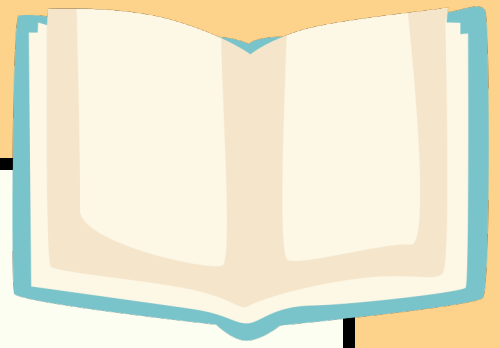
Problem And Solution

Problem: a gust blew Pip's hat into a gum tree.

Solution: Kiri tapped the branch and Pip caught the hat.



Beginning, Middle And End



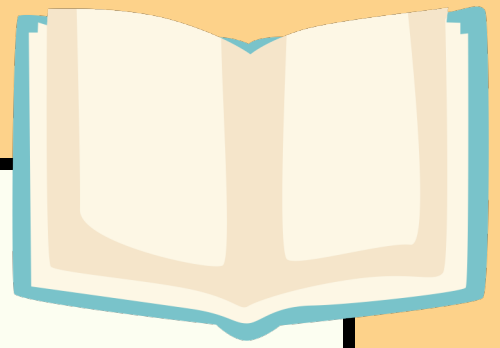
Beginning: meet the characters and setting.

Middle: tell the problem and key events.

End: explain the solution.



Retell Time Words



FIRST tells how the story begins.

NEXT and THEN tell what happens in the middle.

FINALLY tells how the story ends.





A Model Retell

First, Pip wore his yellow hat at the picnic park.

Next, a gust blew it into a gum tree.

Then, Kiri tapped the branch to help.

Finally, Pip caught the hat and smiled.





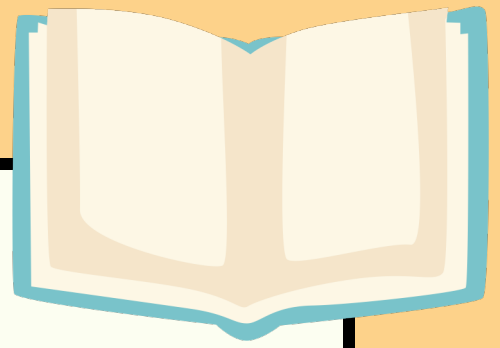
Change One Part

You can change one familiar story element and keep the order of the story the same.

Example: move the picnic from the park to the beach.



Practise Your Retell



Choose a way to retell: speak, act, draw or write.

Check the five clues.

Use time words.

Tell the important parts in your own words.





Well Done!



PREVIEW

Retell Comprehension Quiz





Question 1

True or false: A retell tells the important parts of a story.





Answer 1

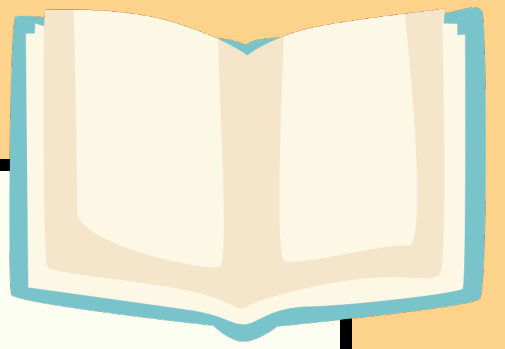
True. A retell includes the important story parts.



Question 2

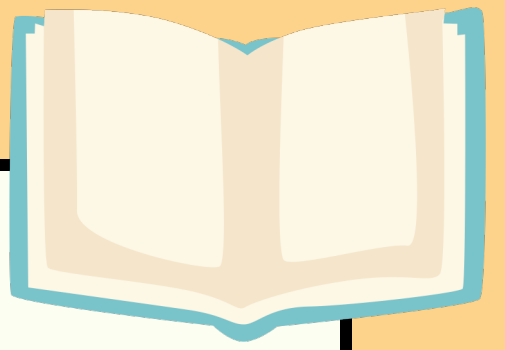
What does the setting tell us?

- A. who tells the story
- B. where and when the story happens
- C. what the problem is
- D. how the story ends



Answer 2

B. The setting tells where and when the story happens.





Question 3

Short answer: Who are the two main characters in Pip and the Woodcock?



Answer 3

Pip the wombat and Kiri the kookaburra.





Question 4

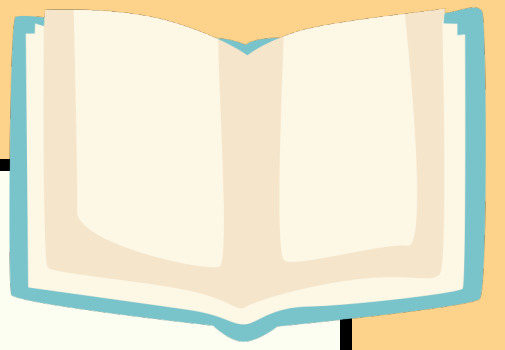
What is the problem in Pip's story?

- A. The picnic ends early.
- B. Kiri flies away.
- C. Wind blows the hat into a tree.
- D. Pip loses the picnic basket.



Answer 4

C. Wind blows Pip's hat into a tree.





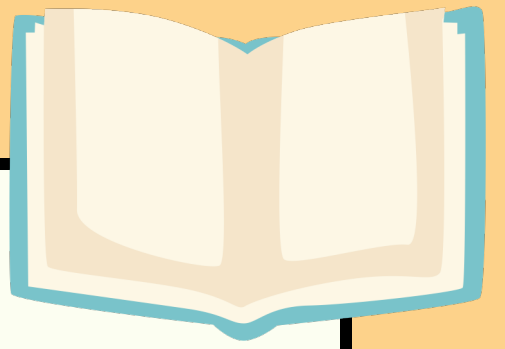
Question 5

True or false: A good retell copies every word from the story.



Answer 5

False. A good retell uses your own words.





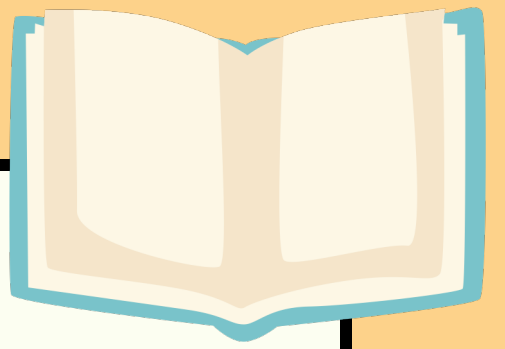
Question 6

Short answer: Name four time words that can help order events.



Answer 6

First, next, then and finally.



Question 7

How is the problem solved?

- A. Pip climbs the tree.
- B. Kiri taps the branch.
- C. The wind stops.
- D. The hat stays in the tree.



Answer 7

B. Kiri taps the branch, and Pip catches the hat.





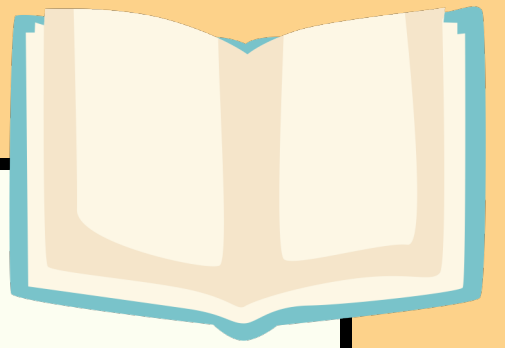
Question 8

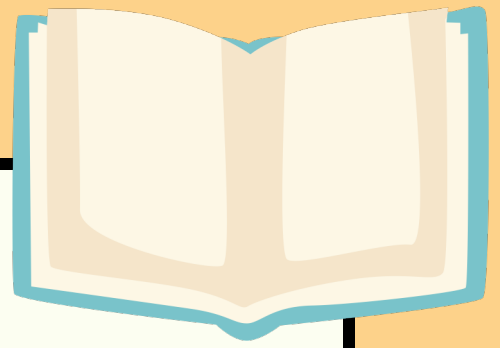
True or false: You can retell a story by speaking, drawing, or writing.



Answer 8

True. All four ways can show a clear retell.





Question 9

What changes when the picnic park becomes a beach?

- A. Every word is copied.
- B. The setting changes.
- C. The ending is removed.
- D. The events are mixed up.



Answer 9

B. The setting changes.



Question 10

Short answer: Name any three of the five retell cl





Answer 10

Any three: setting, characters, problem, key event and solution.





Well Done!



PREVIEW