Really Good Stuff® Activity Guide

Story Beginning, Middle, and End Pocket Chart

Congratulations on your purchase of this Really Good Stuff® **Story Beginning, Middle, & End Pocket Chart**—a hands-on resource for displaying the story components found in the beginning, middle, and end of classroom stories and books.

Inside this Really Good Stuff® set you'll find:
- 26" by 31" Pocket Chart, with magnetic strip
- Removeable storage pocket
- 100 lined sentence strips 24" by 1.5" each
- This Really Good Stuff® Activity Guide

Suggestions for Storage and Care:
- Fold the pocket chart lengthwise for easy storage
- Keep pocket chart clean by wiping with a damp sponge

How to assemble:
Hang the pocket chart in the desired location in your classroom for whole class, group, or individual instruction. Cut the cards apart and store them in the storage pocket on the back of the pocket chart. Place the appropriate cards in the pocket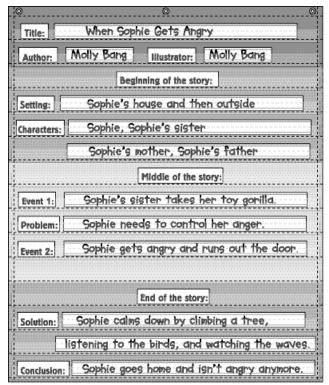s on the blue, green, yellow, and red sections (see illustrations below.) Have several sentence strips and markers ready for use.

Introducing the Story Beginning, Middle, & End Pocket Chart
Choose a favorite classroom book to demonstrate using the pocket chart. (See example below for *When Sophie Gets Angry* by Molly Bang.) Label sentence strips with the title, author, and illustrator (if appropriate) and place them in the blue section. Begin by telling students that you are going to look at three different parts of the story as you point out the *Beginning* of the story, the *Middle* of the story, and the *End* of the story cards on the pocket chart. Explain that in the beginning of the story, you are going to talk about the setting and the characters. In the middle of the story, you are going to identify events that happen and problems that arise. At the end of the story, you are going to identify how the problem was solved and what happened at the end.

Title:	
Author:	**Illustrator:**
Beginning of the story:	
Setting:	
Characters:	
Middle of the story:	
Event 1:	
Problem:	
Event 2:	
End of the story:	
Solution:	
Conclusion:	

Title:	When Sophie Gets Angry
Author: Molly Bang	**Illustrator:** Molly Bang
Beginning of the story:	
Setting:	Sophie's house and then outside
Characters:	Sophie, Sophie's sister
	Sophie's mother, Sophie's father
Middle of the story:	
Event 1:	Sophie's sister takes her toy gorilla.
Problem:	Sophie needs to control her anger.
Event 2:	Sophie gets angry and runs out the door.
End of the story:	
Solution:	Sophie calms down by climbing a tree,
	listening to the birds, and watching the waves.
Conclusion:	Sophie goes home and isn't angry anymore.

Beginning of the story

Read the chosen book out loud to students, reminding them to think about the beginning, middle, and end of the story as you read. After you have finished reading, have students talk about the setting. Be sure to remind them that a setting can include a place, a time, a season, a historical period, particular objects, or a mood. Choose a student to define "setting" and then identify the setting in the story. Once the student has shared, label a sentence strip with the setting and place it next to the Setting card. Choose a student to define "characters" and then identify the main character or characters in the story. Once the student has shared, label a sentence strip with the names of the characters and place it next to the Character card.

Middle of the story

Ask students to think about the middle of the story and name something that happened that caused a problem. Explain to students that this is called an event and, often, there is more than one event in a story. Choose a student to share the first event. Write the student's response on a sentence strip and place it next to the Event 1 card on the pocket chart. Next, have a student identify the problem that was caused by the event as you label a sentence strip and place it next to the Problem card. Have students brainstorm additional events that are important to the story as you label sentence strips with their answers.

End of the story

Review the middle of the story sentence strips and then have students think about the end of the story. Choose a student to tell how the problem was solved at the end of the story. Label a sentence strip with the response and place it next to the Solution card on the pocket chart. Have a student tell the conclusion to the story. Label a sentence strip with the response and place it on the pocket

chart next to the Conclusion card. You can reinforce the story mapping skills for the story by choosing students to review each section on the pocket chart.

Classroom Story Maps

Create a folder of classroom story maps to get your students interested in reading lots of books. Make several copies of the Story Map Reproducible found in this guide. Each time your students create a story map on the pocket chart, have a student copy the information from the pocket chart onto a Story Map Reproducible and draw an illustration. Place the story maps in a folder marked Our Classroom Story Maps and place it in a reading center for students to use when looking for an interesting book.

Summarizing Fun

Show your students how to use the completed pocket chart to create short summaries of classroom books. Make an overhead copy of the Story Summary Reproducible found in this guide and place it on your overhead projector. Tell students that you are going to use the information on the pocket chart to help you write a summary for the story. Be sure to explain to students that a summary is a short paragraph that tells the important things that happen in a story. Use a marker to fill in the appropriate sections on the overhead and think out loud as you read them to the class. Write a quick summary at the bottom of the page to reflect the information. Each time you map a story on the pocket chart, have students complete copies of the Story Summary sheet. If desired, choose a student's Story Summary sheet, attach it to the corresponding Story Map sheet, and file in the Classroom Story Maps folder.

Draw an illustration for the story here.

Story Map

Title: _____

Author: _____ Illustrator: _____

Beginning of the story:

Setting: _____

Characters: _____

Middle of the story:

Event 1: _____

Problem: _____

Event 2: _____

End of the story:

Solution: _____

Conclusion: _____

Title: _____

Author: _____ Illustrator: _____

Beginning of the story:

Setting: _____

Characters: _____

Middle of the story:

Event 1: _____

Problem: _____

Event 2: _____

End of the story:

Solution: _____

Conclusion: _____

My Story Summary:

_____

_____

_____

_____

_____

_____

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