



### Story Map

Use this story map to continue planning your story. Introduce the problem in the beginning, describe it in the middle, and solve it in the end. Consider how your characters will act in all three sections. Add or change the symbols to illustrate your story ideas.

### Teacher Instructions (Use this graphic organizer as is or customize it for your students)

- 1) Change or add symbols using the library (import your own clip art into a new library).
- 2) Add more boxes for student content and reduce/increase the size of text boxes.
- 3) Change the colors of boxes and lines (white boxes are best for print outs).
- 4) Edit prompt text by double clicking and highlighting the text then typing over it.