

Title: Be a Story Innovator	Grade: 2nd Grade
Content: English Language Arts	Duration: 15-30 minutes, can be repeated multiple days with multiple stories

Standard:

- **RL.2.2:** Recount stories, including fables and folktales from diverse cultures, and determine their central message, lesson, or moral.
- **W.2.10:** Demonstrate command of the conventions of standard English grammar and usage when writing.

Objective:

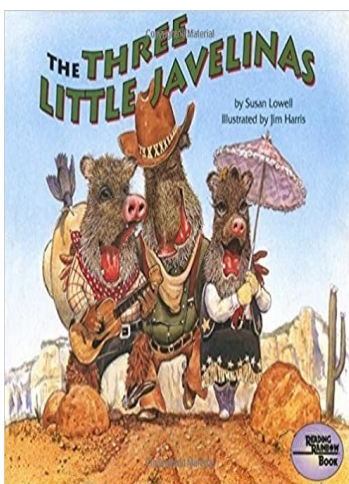
The student will use a familiar story or book to create a story innovation by changing the setting, characters and vocabulary words to write/tell a new version of the story.

Resources Needed:

- A familiar story-either from memory or from a book
- Paper to assemble into a book format
- Pencils, Crayons or Markers
- Story Map to record main elements of the story (an example is provided)

Introduction/Description:

To create a story innovation your student will use a familiar story, or any book around the house, and change the characters, setting, and story elements to make his/her own personalized version of the story. Your student can use the framework of the story and be creative using exciting new characters, vocabulary and how the story develops and ends. Your student can then read the story aloud to practice fluency and speaking skills.

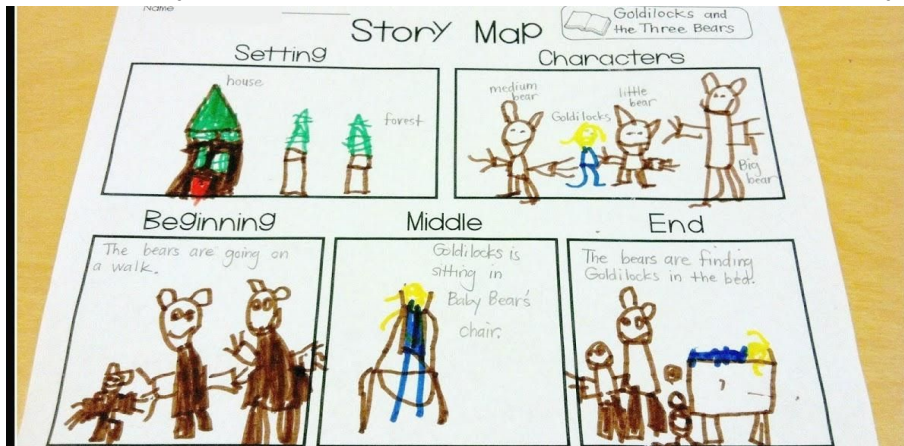


Examples:

Here are a couple of famous examples where an author took the framework of *The Three Little Pigs* and changed the characters to the *The Three Little Javelinas*. The characters, setting and vocabulary words changed to create a new version of a familiar story. Now you can try it!

Steps:

- Think of familiar stories you might know. What about **Goldilocks and the Three Bears** or **The Gingerbread Man**? What other ones do you remember...maybe **Jack and the Beanstalk** or **Cinderella**? Choose a familiar story to use as a pattern for your innovation or pick a book you have.
- Create a Story Map to record the important information from the story.



- Now it's **your** turn to make a Story Map of **your** version of the story.
- Think about what **you** will change and how **your** story will be different.
- Jot down ideas or draw pictures to remember **your** plan for this NEW story.

Where will your story take place?

Who will the characters be?

What will happen in the beginning? How will it be different from the original book?

Think about what will happen in the middle of your story. What will the problem be?

How will your story end?

- After you have finished making your story map you are ready to start writing.
- Will you begin your story with "Once upon a time.....?" You get to decide!
- Let's go Super Innovator! Write your version! Will your story teach a lesson or have a moral? It's your choice! You're the author!

Finished Product:

The student will have a new personalized version of a familiar book to share with others!

Adaptations:

- Encourage your student to brainstorm a variety of words that will expand his/her vocabulary while writing this new story.
- Create a book cover for the book.
- Make a video of your child reading/telling this new version of the story.
- Make the story into a play that the whole family can participate in.

Name _____

Story Map



Setting

Characters

Beginning

Middle

End