

Comprehension: Story Elements Grade: 1

LESSON INFORMATION	PASSAGE INFORMATION
Goal: Students learn to identify story elements and use this knowledge to build their mental model and respond to questions about the text. Time: 35 minutes Class Size: 1–6 students Sample Passage Title: <u>City Mouse and Country Mouse</u> Materials Needed: Copies of passage and story maps	Genre: Fiction Grade: 1 Passages: When selecting passages, begin with passages where story elements are easily identified and move to passages where the elements need to be inferred.

Introduction (3 minutes)

1. Preview the text

• Provide a brief explanation of the text.



We are going to read a new passage today. It is about a mouse that lives in the city and a mouse that lives in the country.

2. Explain the skill

• Provide a brief explanation of the target skill for the lesson.



Today we are going to pay attention to the parts of our story. In every story there are important parts — Setting, Character, Problem, and Solution.

Close Reading (30 minutes)

1. Model the skill

• Provide a brief description of each of the story elements.



A setting is where and when your story takes place. A character is the person, animal, or thing your story is about. There is usually a problem in the story. It's what the character wants or needs, but cannot have. A solution helps a character solve the problem. As we read, we'll look for the parts of the story and note them in our Story Map.

Amplify.

- Begin reading the text as a group. Randomly call on students to read portions of the text. Ensure your pattern of calling on students is unpredictable so all students continue to read along.
- When you come to the first story element, provide the most support for identifying the element. Pause. Name the element. Ask students to stop and write the story element in the correct box on their story maps.



After reading page 1. Let's pause for a minute! I think we just found at least one of our story elements. We found a setting — where the story takes place. The setting is the city. Draw a picture of (or jot down a note to describe) the setting in the setting box on your Story Map.

2. Practice the skill

- Continue reading the text as a group.
- When you come to later story elements, provide less support. Pause. Ask students to stop and write the story element in the correct box on their story maps.

Example for introducing a later story element:



After reading page 4. Let's pause for a minute! I think we just found one of our story elements. Draw a picture of (or jot down a note to describe) the story element on your Story Map.

• Call on students to share. Provide positive and corrective feedback.



Which story element did we learn about on this page? What is it?

• Continue reading the story and pause to identify and discuss each story element listed below. Then, add it to the Story Map.

Story Elements

Page	Element	Definition	Description
1	Setting	The setting tells where and when the story takes place.	The city
1	Character	Character is the person, animal, or thing the story is about.	City Mouse
3	Character	Character is the person, animal, or thing the story is about.	Country Mouse

Amplify.

3	Problem	The problem is what the character needs or wants but cannot have or something the character doesn't like.	City Mouse doesn't think he will like the country.
4	Setting	The setting tells where and when the story takes place.	The country
4	Problem	The problem is what the character needs or wants but cannot have or something the character doesn't like.	City Mouse doesn't think there will be much to do in the country.
6	Problem	The problem is what the character needs or wants but cannot have or something the character doesn't like.	Even after they have fun during the day, City Mouse thinks he won't have fun at night.
5–7	Solution	The solution is how the problem in the story is solved.	The mice have fun picking and eating apples. The mice have fun swimming, fishing, and riding horses. The mice have fun at a dance.

3. Ask text-dependent questions



Now that we read the whole story and found our story elements. Let's use what we learned to answer some questions.

1. What is the setting in this story?

a. The story starts in the city and ends in the country.

2. Who are the main characters in the story?

a. City Mouse and Country Mouse

3. How does City Mouse change in the story?

a. First he thinks he will not like the Country but then he tries all of the country activities and loves the country.



4. What was the problem in this story? Share some examples of the problem.

a. Country Mouse invites City Mouse to visit him in the country. City Mouse doesn't think he will like the country

5. What is the solution to the problem?

a. City Mouse tries all of the country activities like picking apples, swimming fishing, riding a horse, and going to a dance. He enjoys everything.

Wrap Up (2 minutes)

1. Encourage use of the skill outside of the lesson

• State the target skill and define the story elements.



Today we learned about different parts of a story. The setting is where and when the story takes place. The character is the person, animal, or thing the story is about. The problem is what the character needs or wants but cannot have or something the character doesn't like. The solution is how the problem in the story is solved. Look for these parts while you're reading to help you understand!

Common Core Anchor Standards:

CCSS.ELA-LITERACY.CCRA.R.1

Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text.

CCSS.ELA-LITERACY.CCRA.R.3

Analyze how and why individuals, events, or ideas develop and interact over the course of a text.

STORY MAP

