

Story Retelling & Mapping Worksheet



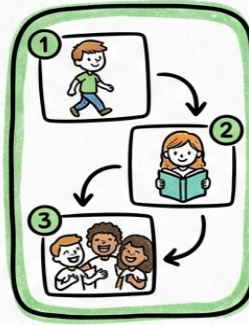
CHARACTERS



SETTING



PROBLEM



EVENTS



SOLUTION

This worksheet will help you understand and retell any story you read. Use this guide to break down the key parts of the story and put them back together in your own words.

Part 1: Story Mapping

Fill in the graphic organizer below to map out the story's main events and characters.

Part 2: Narrative Retelling

Now, use the information from your story map to retell the story in your own words. Use these sentence starters to help you.

Teacher's Answer Sheet for "The Little Robot's Big Idea"

This answer sheet provides a guide for the "Narrative Retelling & Story Mapping" worksheet using the story, "The Little Robot's Big Idea."

Part 1: Story Mapping

1. Characters: Who are the main people or animals in the story? Write their names and a brief description of each.

Character 1

Character 2

Character 3

2. Setting: Where and when does the story take place?

3. Problem: What is the main conflict or problem that the characters face?

4. Events: What are the most important things that happen in the story? List them in the order they happen

Beginning

Middle

End

5. Solution: How is the problem solved?

End

Part 2: Narrative Retelling

Now, use the information from your story map to retell the story in your own words. Use these sentence starters to help you.

The story is about...

(Start by introducing the main characters and the setting. Use your notes from **Part 1, #1 & #2.**)

The main problem is...

(Next, explain the conflict or problem. Use your notes from **Part 1, #3.**)

First, what happened was...

(Describe the first major event.)

Then, ...

(Describe the next important event.)

Finally, ...

(Explain how the problem was solved and how the story ended. Use your notes from **Part 1, #5.**)



The Little Robot's Big Idea

Spark was a little robot with a big idea. He was building the most magnificent flying machine the workshop had ever seen! It had silvery wings, a whirring propeller, and a seat just for him. He had all the parts laid out perfectly on his workbench, except for one.

"Oh dear," he clinked sadly. "I can't find the shiny gear! It's the most important piece of all." Without it, his flying machine was just a pile of metal.

Spark looked everywhere. He peeked under the toolbox, he scurried behind the big, metal cabinet, and he even checked inside an empty oil can. The shiny gear was nowhere to be found. He felt a little tear of rust roll down his cheek.



Suddenly, a friendly voice chirped, "What's wrong, Spark?" It was Pip, the little bird who lived in the rafters.

"Pip!" Spark said, his voice a little squeaky. "I've lost my shiny gear! My flying machine is not finished without it."

Pip flew high up to the rafters and looked down at the messy workshop. "I see something shiny!" she tweeted. "It's tangled in a ball of wire, on that top shelf!"

Spark looked up. He couldn't reach it, but he knew they could get it together. Pip tugged at the wires, and Spark used a long wooden stick to poke at the tangled mess. With a final little tug, the shiny gear tumbled right into his metal hands.

"You found it, Pip! Thank you!" Spark cheered. He quickly put the gear in its place, and with a soft whir, the flying machine came to life. Spark and Pip gave each other a high-five, ready to fly.

Teacher's Answer Sheet for

"The Little Robot's Big Idea"

This answer sheet provides a guide for the "Narrative Retelling & Story Mapping" worksheet using the story, "The Little Robot's Big Idea."



Part 1: Story Mapping (Suggested Answers)

Characters:

- Spark (a little robot)
- Pip (a little bird)

Setting: A dusty workshop.

Problem: Spark is missing a special, shiny gear that he needs to finish building his flying machine.

Events:

- **Beginning:** Spark is building a flying machine, but he realizes he is missing one important part: a shiny gear.
- **Middle:** He looks everywhere in the workshop but can't find it. He is sad until his friend, Pip the bird, asks what's wrong. Pip sees the gear stuck in a ball of wire high up on a shelf.
- **End:** Spark and Pip work together to get the gear down. It falls into Spark's hands.

Solution: With Pip's help, Spark finds the missing gear and is able to finish his flying machine.

Part 2: Narrative Retelling (Sample Response)

- **The story is about...** a little robot named Spark who wants to build a flying machine, and his friend, a bird named Pip, who helps him.
- **The main problem is...** that Spark is missing a special gear he needs to finish his machine.
- **First, what happened was...** Spark looked all over the workshop, but he couldn't find the gear.
- **Then, ...** Pip the bird saw the gear caught in a ball of wire on a high shelf.
- **Finally, ...** Spark and Pip worked together to get the gear down, and Spark was able to finish his flying machine.