

- → 1. Introductory Sentence
- ◆ 2. BeforeBeginning↓↓3. EventsMiddle↓↓↓↓↓↓
 - ★ 5. Concluding Sentence

Color #1 Put an I in front of Introductory Sentence Put a B in front of the Before sentence Put a 1, 2, 3, 4 in front of each event Put an A in front of the After sentence Put a C in front of Concluding Sentence

Color #2 Circle Transition Words

Color #3 Underline Juicy Words

Cause - Effect

Step-by-Step directions for filling out Story Map

- Read the story.
 On Story Map, fill out:
 Purpose: Cause Effect
 Title
 Characters and Setting
 Label boxes: Before and After
- Ask yourself: "Who or What is this story about? What is that character (or whatever the story's about) like at the beginning of the story?" Write it down in the Before Box.
- Ask yourself: "What is that character or thing like at the end of the story?" Look at the end of the story to make sure. Write it down in the After Box.
- 5. Now you are ready to write the events. Find the place in the story that tells you what is in the BEFORE box. Ask yourself: <u>What happens next that causes</u> <u>everything else to happen?</u> (Before you explain HOW something changes, the first event might need to explain WHY it's going to change.) Write it down as Event #1. Keep reading, and every time something new happens, ask yourself: <u>Does this have to happen in</u> <u>order for everything else to happen that causes the</u> <u>change?</u> OR <u>Does this help cause the change?</u> If the answer is Yes, write it down as an event. Make sure each event leads to the next one in a way that makes sense.
- 6. Stop when your last event leads to the After Box.

Step-by-Step Directions for Writing the Paragraph

- 1. <u>Introductory Sentence</u> has two jobs:
 - Introduce the title of the story
 - Tell what the whole story is about. (You may get a hint from the characters and the setting. You may explain that something or someone is going to change - because your whole paragraph is about something causing a change in something else.)
- 2. Copy the <u>Before</u> from your Story Map.
- Make sure you have picked transition words for your events, and then copy the <u>events</u> in order. Check that each event leads to the next event in a way that makes sense.
- 4. Copy your <u>After</u> from your Story Map.
- 5. Decide what transition word you want to use for your <u>Concluding Sentence</u>. Before thinking of a Concluding Sentence, look back at your Introductory Sentence. Look at what you said the story was about. What was life like for the character at the beginning of the story? Is it different at the end? How so? Is there a lesson to be learned from what happened in the story?

The Cure for "I don't know what to write!" Ask yourself...

	Problem – Solution	Cause – Effect	Character Trait
Introductory Sentence	 What is the purpose of this paragraph? (there is a mystery to solve) Who is the most important character? Where is the mystery taking place? Remember not to give away the problem! 	 What is the purpose of this paragraph? (something or someone changes from beginning to end of the story) Who or what changes? 	 What is the purpose of this paragraph? (to prove a character trait) What is the character like at the beginning of the story? Is he/she the same or different at the end? (Does the character stay the same, or change?)
Beginning Box	What is the problem that the whole story is about solving?	What is different at the end of the story than at the beginning of the story? What is he/she/it like at the beginning of the story?	Think of things that the character does in the story, or that happens to the character in the story, and ask yourself: What kind of person would do that? (If Character stays same throughout story, then put character trait in Introductory Sentence, and don't write sentences for the Beginning and Ending boxes.)
Events	 What happens next that helps solve the problem? What does the character do next to help solve the problem? Does this have to happen in order for the problem to be solved? Does this little problem have to be overcome before the story's big problem can be solved? 	 What happens at the beginning of the story that causes everything else to happen? What happens next that helps cause the change? Does this have to happen in order for everything else to happen? 	 What is the first thing the character does that proves he/she is? What happens next that proves the character is, or that helps explain how the character changes?
Ending Box	If the problem is, then the solution is Make sure it matches the problem.	If the "Before box" is, then the "After box" is Make sure it matches the "Before box."	Is the character the same at the end of the story? Then cross out this box. Is the character different at the end? Did the character change? What is the character like at the end? (Make sure that your events prove the change from beginning to end.)
Concluding Sentence	• Reread the Introductory Sentence, and pick out the key words. The name of a character, the setting, the mystery. Come up with a sentence that uses these words, and lets the reader know that the mystery was solved.	 Reread the Introductory Sentence. Who or what changes in this story? Look back at the first event. What was the first thing to happen that caused everything else to happen in the story? Was the character able to do anything at the beginning of the story that he/she can't do at the end? What can't he/she do anymore? Did any of the characters learn a lesson in the story? Does the story explain why something is the way it is at the end? 	• Reread the Introductory Sentence, and pick out the key words. The name of the character, and the character trait. Come up with a new sentence that uses these words.