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# Storymaker

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## Farm Tales

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STORYMAKER  
VOLUME

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# For the Teacher

When students are encouraged to create stories, they become fascinated by the way the words bring shape to their imagination. Blackbird & Company’s Storymaker empowers students to discover the skills of writing naturally as they engage in the art of constructing ideas with words. Students who think imaginatively not only improve their ability to write, but also their ability to stretch their imaginations as they concoct new worlds with endless possibilities.

## Why Creative Journaling?

There should never be a time when a student does not enjoy the process of writing. Creative journaling is not the time for teachers to tell students what to write, but rather to encourage writers to construct ideas utilizing skills learned and mastered so far.

Creative journaling enables students to practice making ideas and begin to gain writing fluency.

## Get started

Over the course of 20 weeks, your student will engage in the art of story making. Each week students will choose a character in a situation, and a setting, from the Storymaker Deck to craft the story hook. From there, the sky’s the limit. Whether they are more interested in focusing on the situation or the motivation of their character, they’ll get plenty of creative ideas as they are supported in the work of constructing their stories.

## Storymaker components you will need:

- » **Storymaker: Farm Tales Student Journal**
- » **Storymaker: Farm Tales Deck**
- » **Storymaker: Farm Tales Object Tin**
- » **Pencil and Eraser**

## How to

Each week students will write and illustrate a story in several easy steps. For each step, students can use the Storymaker components, their own ideas, or a combination of both.

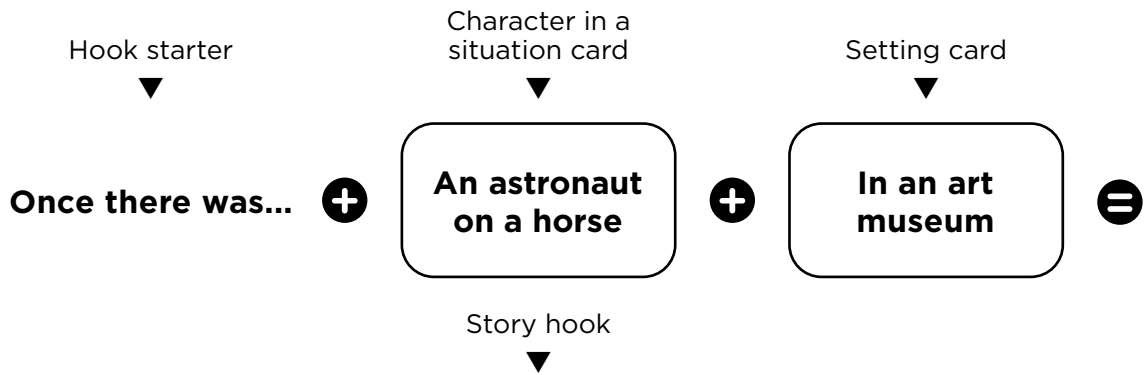
- 1. Choose a hook starter** (pg. 15)
- 2. Choose a character in a situation**
- 3. Choose a setting**

Prompted by the Storymaker components or the student’s own imagination, a hook is then crafted. The hook is the sentence that gets the story started. It’s the small story embedded in the hook that makes us want to know the rest of the story.

From this sentence on, the student will imagine and craft an original story. Those are the only constraints. We have included a “5-Ws” checklist in the brainstorm section of the weekly journal to help students include pertinent information — who, what, where, when, why — as they write from the hook forward. This simple checklist reminds writers that they need to construct stories with the details that enable readers to understand their idea. After all, the purpose of words on a page is to give a good gift to a reader.

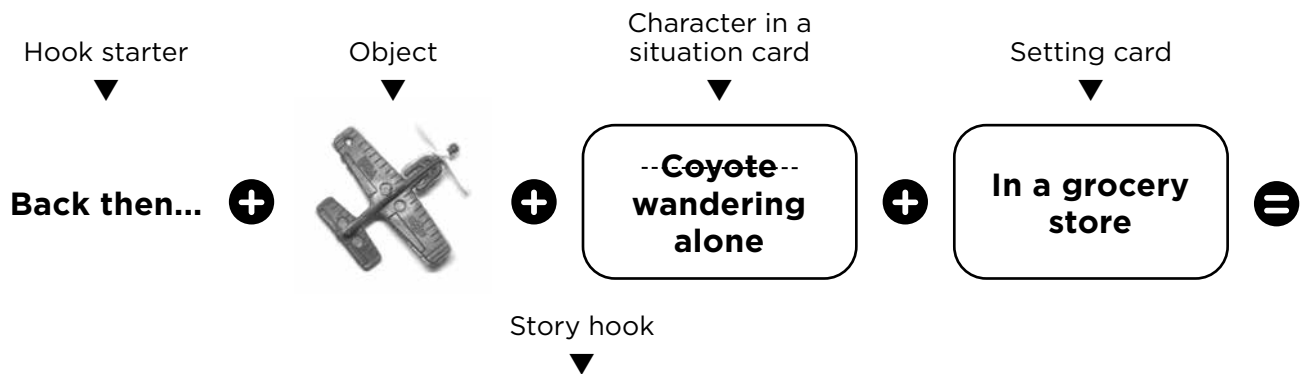
## Examples:

1.



**“Once there was an astronaut on a horse in an art museum.”**

2.



**“Back then an airplane was wandering alone in a grocery store.”**

*Not every combination will work perfectly as is, the student may have to add words or change the tense of one or more item with the teacher's help if needed. In example 2 above, the article “an” and the verb “was” is added. The hook starters, objects, and cards are not meant to fit together as puzzle pieces, but, rather, are intended for inspiration of imagination. Making the pieces work grammatically is part of the constructive learning process and will become more and more natural as time goes on.*

Once your student has completed the story, you will read the entry. This is an exceptional way to assess student mastery of phonics, spelling, punctuation, and grammar. Use the opportunity to point out areas where they might improve next week. If the student is not using capitals at the beginning of sentences, end marks, or has consistent mis-spelling, give a gentle reminder. This is not the place to use a heavy-handed red pen. Use ongoing edit notes and give reminders before each week's writing exercise: “Don't forget your capitals and end marks,” or “Remember to keep everything either in the past or the present,” or “Let's review these three spellings: when, people, surprise.” Then set your student happily on the writing journey.

Be creative! Mix them up! Have fun!

# Week 1

Story Date: \_\_\_\_\_

Hook Starter: \_\_\_\_\_

+

Character: \_\_\_\_\_

+

Situation: \_\_\_\_\_

+

Setting: \_\_\_\_\_

=

Story Hook: \_\_\_\_\_

Who     What     Where     When     Why

Title:

~ THE END ~

# Week 2

Story Date: \_\_\_\_\_

Hook Starter: \_\_\_\_\_

+

Character: \_\_\_\_\_

+

Situation: \_\_\_\_\_

+

Setting: \_\_\_\_\_

=

Story Hook: \_\_\_\_\_

Who     What     Where     When     Why

Title:

~ THE END ~