

Lecture Notes: Narrative Organizer

Narrative Lecture Notes		
<u>Setting</u> When? Where?	<u>Character</u> Who?	<u>Plot</u> What is the problem, moral or lesson?
<u>Beginning</u>	<u>Middle</u>	<u>Ending</u>

Purpose: To provide students with an interactive prereading activity for narrative text utilizing a consistent organizer.

Directions: To begin the lecture, the teacher states the book or story title and author: *We are going to learn about the story, "The Great Ball Game" written by Joseph Bruchac.*

The students ask, *What's the big idea?*

Teacher: *The big idea has three parts: setting, character and plot. The setting tells us when and where; the character tells us who is in the story; and the plot tells us what's happening.*

The teacher tells students about the big idea parts, while drawing icons on the organizer to represent the information. Throughout the lesson, the teacher stops, points to the notes, and models how to read them, using academic language (sentences structure like a textbook). Students then read their own notes to their buddies.

After the big idea is taught, the teacher then tells the students about the beginning of the story, only providing enough information to comprehend the story, but not reveal too much. This particular class (in the sample on the next page) needed the big idea and the beginning part of the story. Some classes may need more, some less.

During the lesson the teacher will include vocabulary. For example, in this lesson she stated, *The problem in the story was that the animals and birds had an argument. Argument? Hmmm...I wonder what argument means. Maybe a fight, a disagreement? Turn to your buddy and tell them what argument means.* Next, the teacher and students record the vocabulary word on their organizers, then draw a drop box (below it) to record the meaning of argument.

After the lesson, students write a summary of the big idea and beginning. After reading the story, the students will complete their organizers and written summaries.

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<p>Setting When? Where?</p>	<p>Character Who?</p>	<p>Plot What is the problem or moral?</p> <p>Problem: Argument</p> <p>Fight</p> <p>Goal: Best</p>
<p>Beginning</p> <p>WAR</p>	<p>Middle</p> <p>GAME</p>	<p>Ending</p>

Long ago in the wilderness the Birds and Beasts had an argument over how was the best. In the beginning the Birds and Beasts almost went to war then a Bat appeared. He asked if he could play on the Bird's team they said no because he had sharp teeth. Then he went to the Beast's team

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