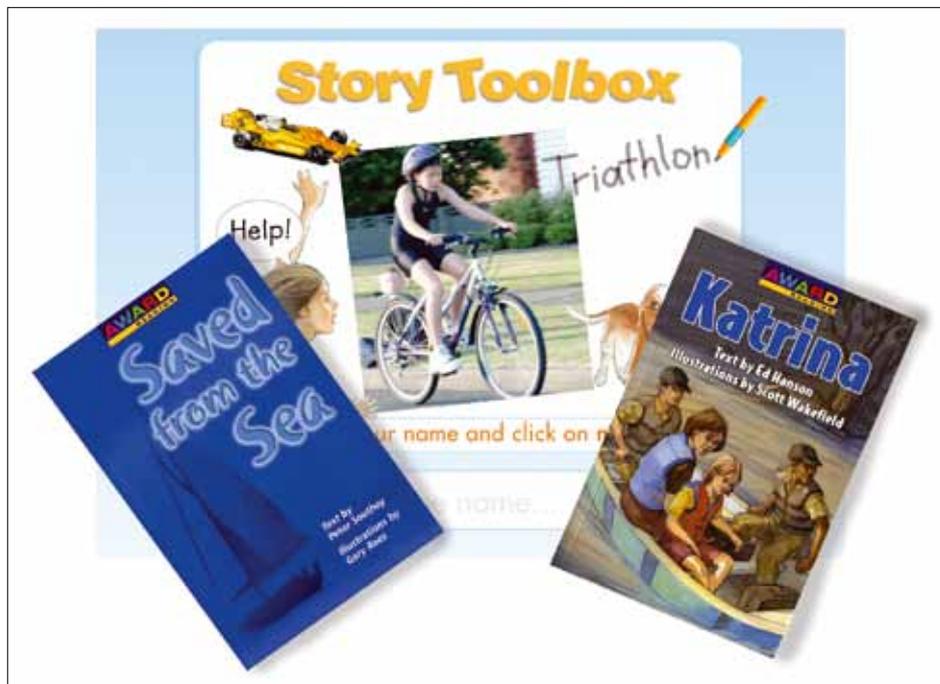


# Story Toolbox Tutorials

## Using The Story Toolbox With *Saved From the Sea* and *Katrina*



A highly effective, open-ended, online activity, the Story Toolbox accompanies many of the Grade 3 AWARD Reading texts, both informational and narrative. Appropriate for grades 3–5, this powerful learning tool was designed to allow students to organize ideas and write stories to support comprehension, critical thinking, and creativity.

### Ideas for demonstrating the Story Toolbox to Teachers

This section provides detailed information for people demonstrating the Story Toolbox to teachers as part of a sales or professional development presentation. It takes into account the fact that demonstrators are giving their audience a taste of what is possible and won't have the time to complete the whole activity. Demonstrators should feel free to pick and choose from these ideas and adapt them for particular audiences and timeframes. Each activity has a skills focus and a description of how the activity might be used in a classroom.

### KATRINA

#### Activity 1: Map of Hurricane Katrina's Path

#### Activity 2: Use a Graphic Organizer to Describe Settings

#### Activity 3: Create a Timeline Worm

### Activity 1: Map of Hurricane Katrina's Path

#### Focus skills

Comprehension, map skills, informational text skills

#### Task

Have students use text clues from Chapters 2-4 to show the track of Hurricane Katrina from its formation over the Bahamas to its arrival in New Orleans. The map should also include information about the increasing intensity of the hurricane from Grade 1 to Grade 5.

## Demonstration

Open the Story Toolbox feature for *Katrina* and *Create a new project*.



Click on the *Backgrounds* button and drag the *Gulf of Mexico* map into the main screen.



Write a title for the map in the text box at the bottom of the screen. Then click on the *Drawing Tools* button and choose a colour.



Alter the thickness and the opacity of the drawing line so that you have a reasonably thick line that is opaque enough to allow viewers to see any words or features that may lie underneath the line.

Then draw the path of the hurricane as described in Chapters 2-4 in the text.



Click *Next* to proceed to another blank slide or click *Finish*.



## Activity 2: Use a Graphic Organizer to Describe Settings From the Story

### Focus Skills

Comprehension, recall, inference, vocabulary

### Task

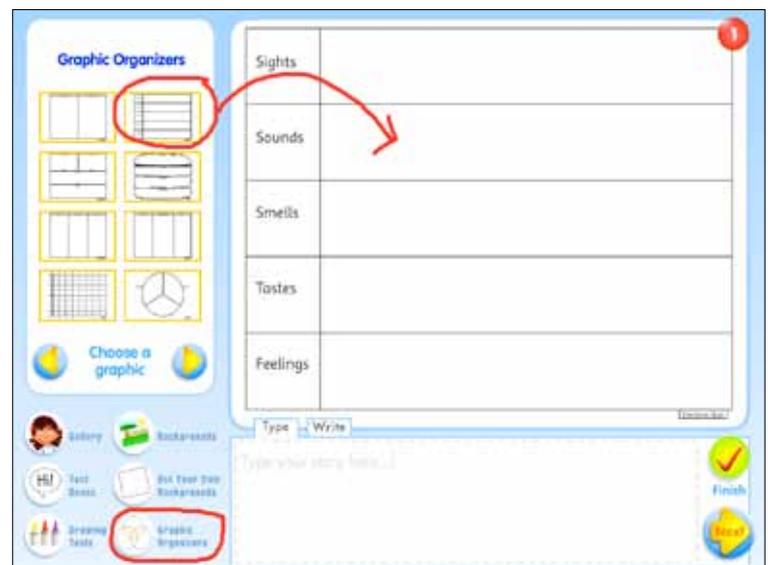
Students use text clues and the graphic organizer three times to describe and infer things about the setting of the story before, during, and after the storm.

### Demonstration

Demonstrate how to create the first slide that will describe the setting before the storm hit. The same method is used to do the following two slides.

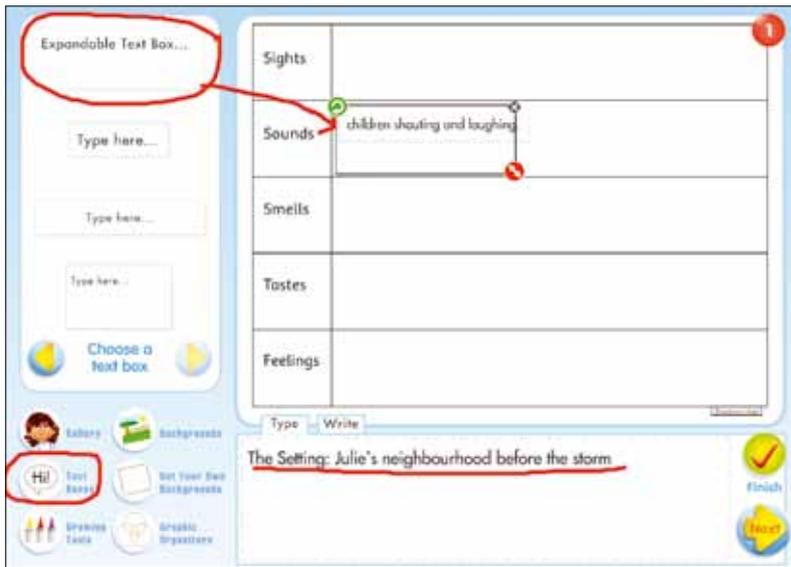
Open the *Story ToolBox* feature for *Katrina* and

*Create a new project*. Click on the *Graphic Organizers* button and drag the *Setting* graphic organizer onto the main screen.

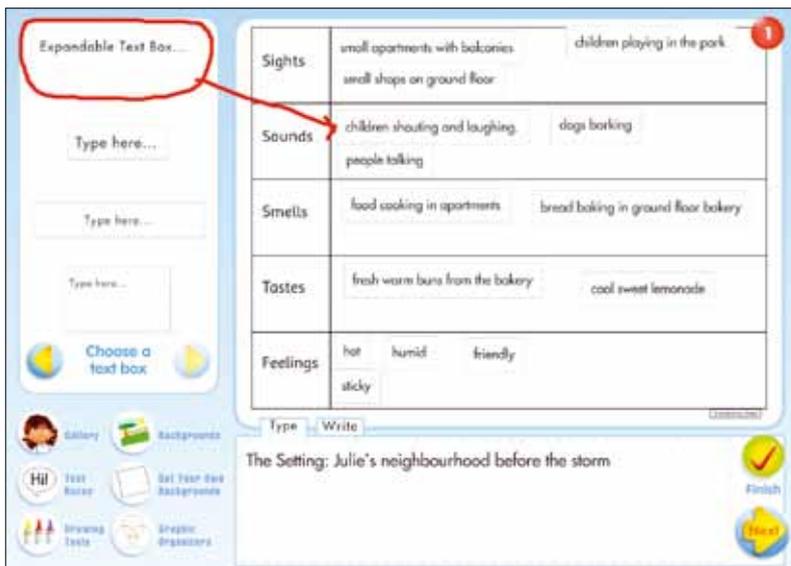


Type a suitable title for the graphic organizer in the text box.

Click on the *Text Boxes* button and drag in the expandable text box to write an example of a student's contribution about the setting before the storm began. Drag the contribution into the appropriate part of the graphic organizer.

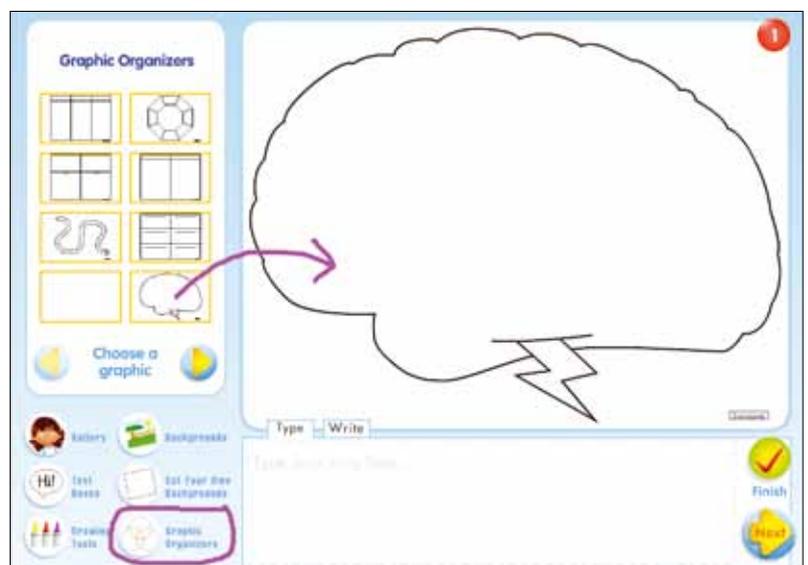


Repeat the process, using a new expandable text box for each contribution.



Click *Next* to proceed to another blank slide or click *Finish* if you want to close or demonstrate the *Edit* and *Save* capabilities of the tool. Here is an example of a *Setting* graphic organizer for "during the storm".

Remind the audience that children's contributions for an exercise like this can be directly supported by the text, or inferred.



### Activity 3: Create a Timeline Worm for the Story

#### Focus Skills

Comprehension, sequencing

#### Task

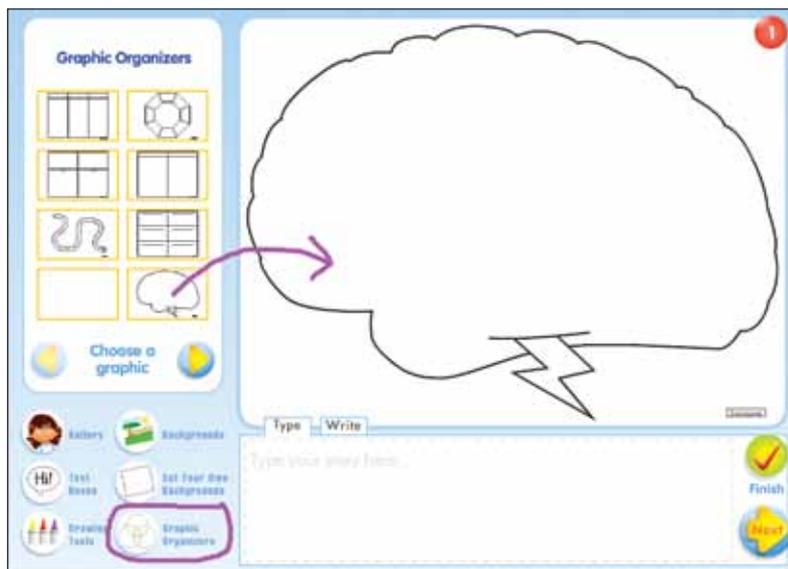
Students brainstorm the main events that happened in the story and then arrange them in sequence on a timeline diagram.

#### Demonstration

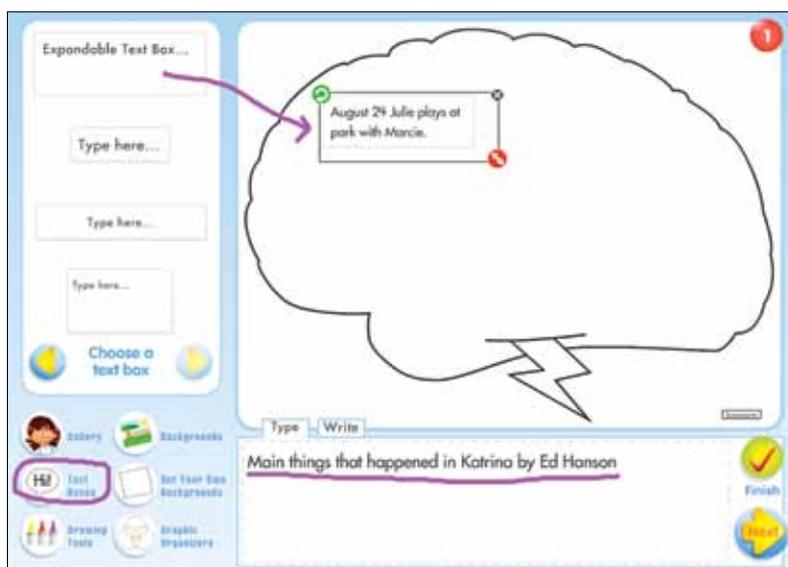
This demonstration is fuller than most demonstrators will have time to do. Feel free to cut back the number of events to three or four instead of the 17 shown here.

Open the *Story ToolBox* feature for *Katrina* and *Create a new project*.

Click on the *Graphic Organizers* button and drag the *Brainstorm* graphic organizer onto the main screen.



Type a title for the brainstorm in the text box. Click on *Text boxes* and drag the expandable text box onto the main screen. Write an event that happened in the story in the box.



Repeat the process for other important events in the story. Remember that the size and the angle of the expandable text boxes can be altered to suit the size of the number of events that need to fit inside the brain.

When the main events have been brainstormed click on *Graphic Organizers* and replace the *Brainstorm* graphic with the *Worm Timeline*. Give the diagram a new title and then move the event text boxes into chronological order along the worm. (The timeline begins at the tail and ends at the head.)

Click on *Drawing Tools*, choose a colour, and draw lines to show where each text box belongs on the timeline.

Click on *Gallery* and drag in any images that are appropriate for the timeline.

Click on *Text boxes* and drag in and write on text arrows to indicate the start and finish of the timeline.

Click *Edit* or *Save* to demonstrate that functionality.

View *Saved show* to show the final product.

## Correlations from Teachers' Guides to Story Toolbox

To help teachers use the graphic organizers and the other assets in the Toolbox, here is a table with ideas where the Toolbox can be used in lessons from the Teachers' Guide.

Skill	Scope and sequence	TE Page Reference	Graphic Organizer	Skills Chart Reference
Find and Record Contractions	identify contractions	360	2-column chart	Phonics: identify contractions I'll, I've, can't, it's
Write Contractions	identify contractions	360	2-column chart	
Make Inferences to Figure out Meaning	make inferences	361	2-column chart	Comprehension: make inferences
Research Pet Rescue	search for information	361	Venn diagram	
Find Out About Storms	consult print/electronic sources	361	brainstorm	
Find Images	acquire graphics information	363	maps	
Create Picture Dictionaries	understand and use content and vocabulary	362	2-column chart	Vocabulary: Understand and use content and concept vocabulary

## SAVED FROM THE SEA

### Activity 1: Illustration Labeling

### Activity 2: Inferring from Text and Picture Clues

### Activity 3: Creating a Character Diagram

### Activity 1: Illustration Labeling

#### Focus skills

Comprehension, vocabulary, image labeling using text and illustration clues

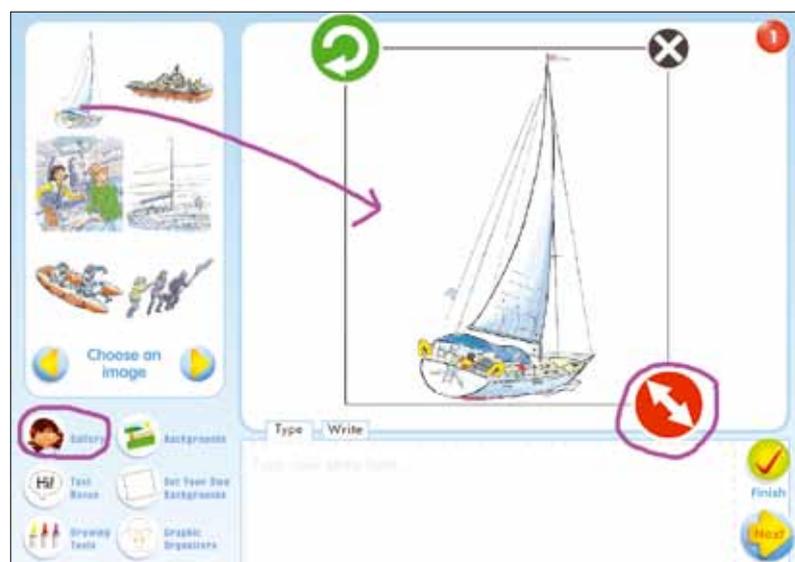
#### Task

Have students create a labeled illustration of the yacht, *Ocean Maid*, that features in the story.

#### Demonstration

Open the *Story ToolBox* feature for *Saved From the Sea* and *Create a new project*.

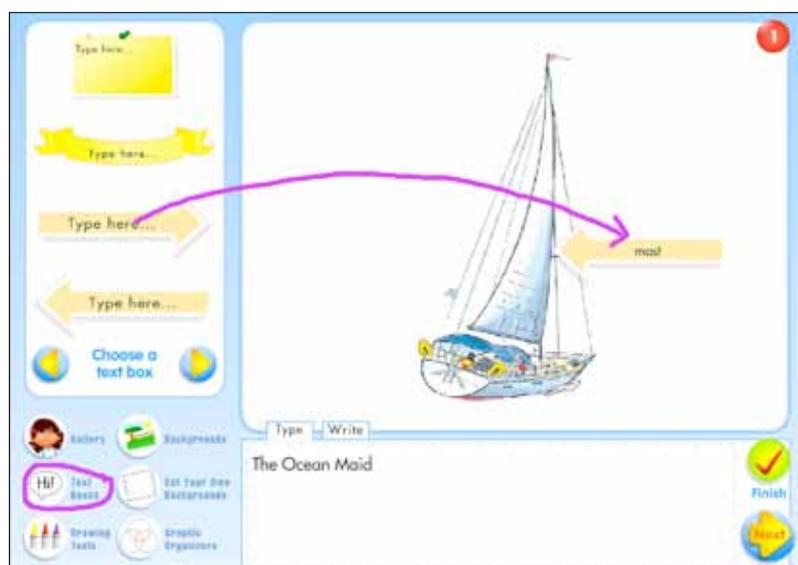
Click on the *Gallery* button and drag an image of the *Ocean Maid* onto the main screen. Drag the bottom right corner of the image to make it bigger.



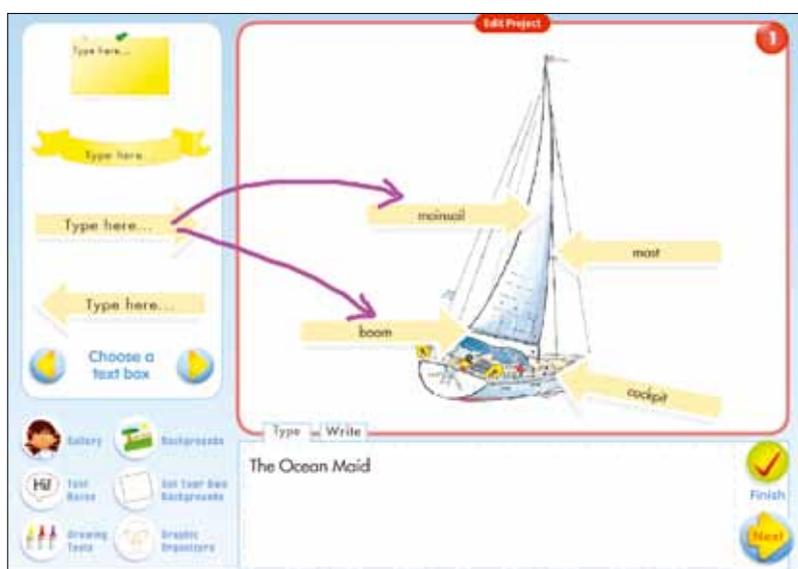
Type a title for the illustration in the text box.



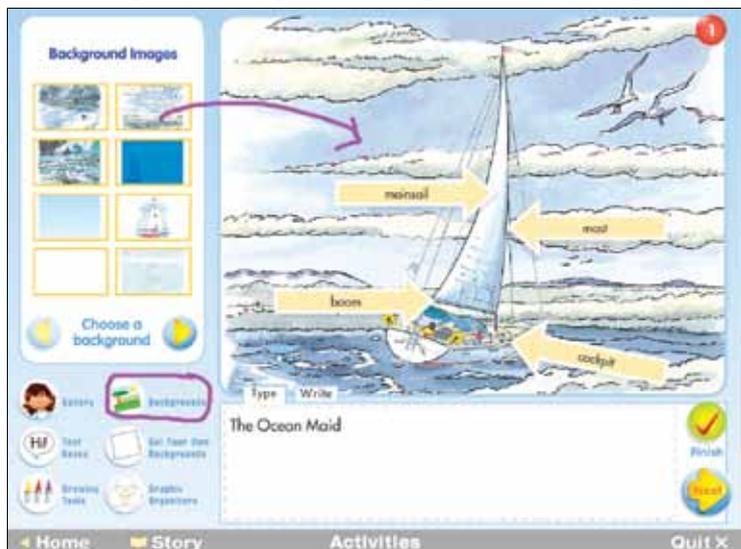
Click on *Text Boxes* and drag a text arrow onto the main screen. Type a label.



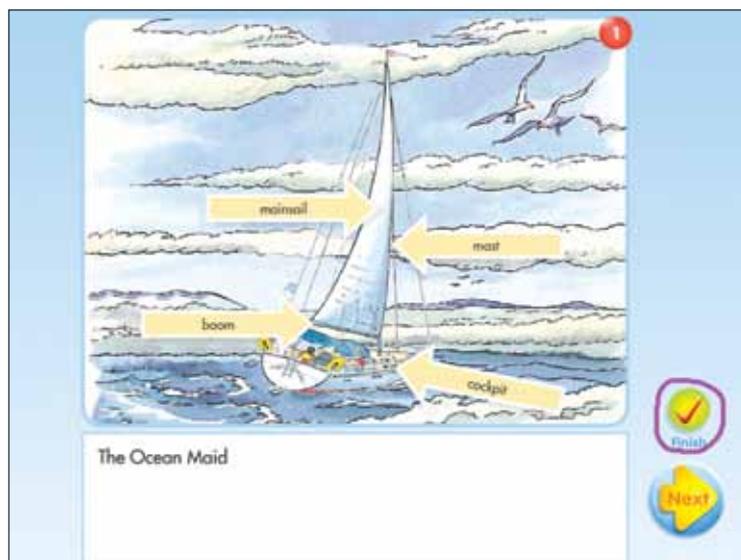
Repeat the process to label other parts of the yacht. Remember that the green rotate button on the top left corner of an image can be used to tilt the arrow.



Click *Background Images* and drag a suitable background to sit behind your diagram.



Click *Finish* to view the labeled illustration. Click *Edit* or *Save* to demonstrate that functionality.



## Activity 2: Inferring from Text and Picture Clues

### Focus skills

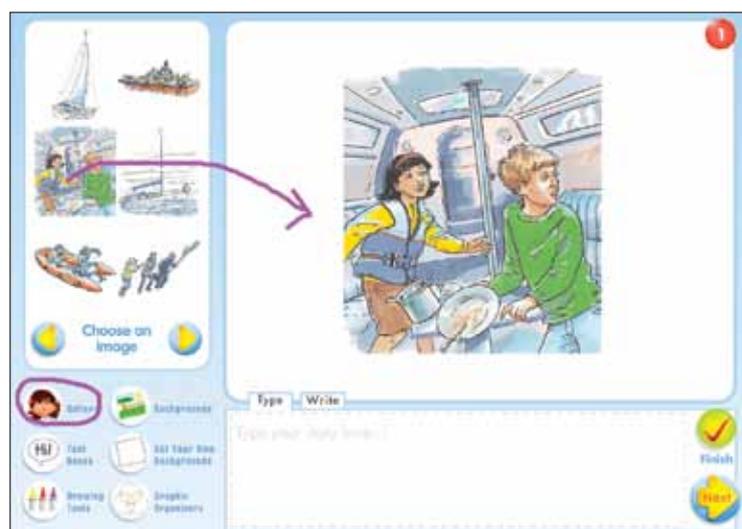
Comprehension, vocabulary, image labeling using text and illustration clues

### Task

Have students use text and illustration clues from pages 24–25 in the book to infer what the two main characters were thinking at the time. Have them express those thoughts in thought bubbles above the characters' heads.

### Demonstration

Open the *Story ToolBox* feature for *Saved From the Sea* and *Create a new project*.



Click on the *Gallery* button and drag the illustration from page 25 onto the main screen. Drag the bottom right corner of the image to make it bigger.

Click on *Text Boxes* and drag a thought bubble for each character onto the illustration.

Write appropriate text in each thought bubble.

Type a title for the illustration and click *Finish* to preview the page. Click *Edit* or *Save* to demonstrate that functionality.

### Activity 3: Creating a Character Diagram

#### Focus skills

Comprehension, inference from text and illustrations

#### Task

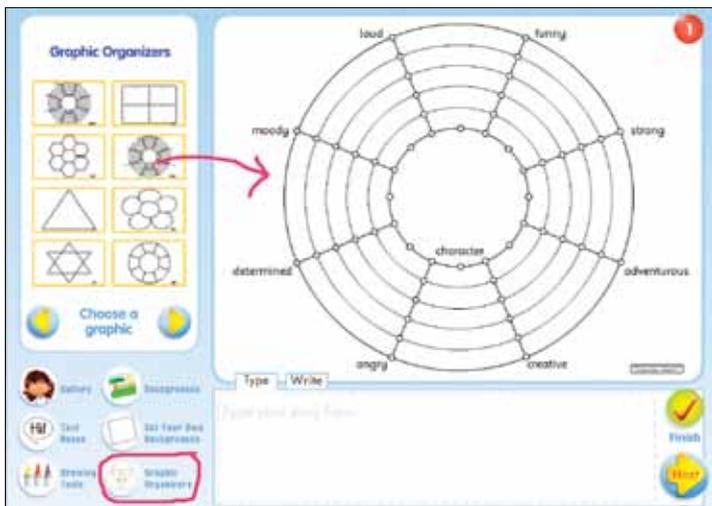
Have students use text and illustration clues from the book to build a character diagram for one of the main characters in the story.

#### Demonstration

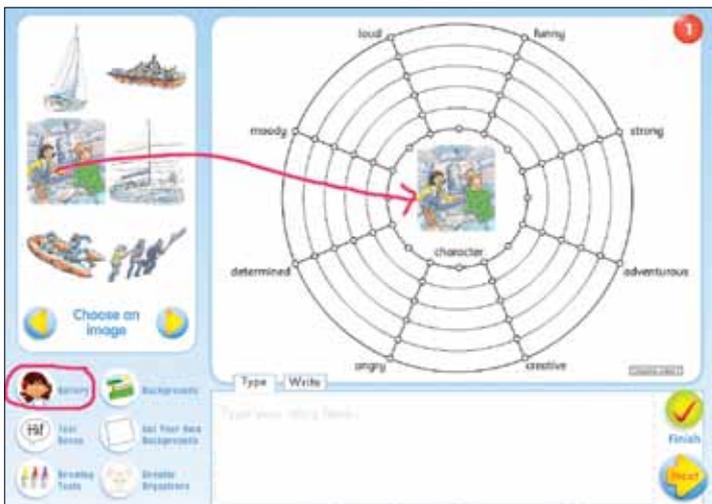
Open the *Story Toolbox* feature for *Saved from the Sea* and *Create a new project*.



Click on *Graphic Organizers* and drag a character diagram onto the main screen.



Click on *Gallery* and drag a picture of Sam into the centre of the diagram.



Click on *Text Boxes* and drag a text box onto the screen.  
Write "Sam" in the text box and move it under the illustration.



Click on *Drawing Tools* and draw an arrow to show which of the two characters in the picture is Sam.



Write a title for the character diagram in the text box.



Click on *Drawing Tools* and choose a color and a line thickness to draw the graph. Fill in a dot where you think the character trait fits for this character. The highest ratings are farthest from the center of the circle. In this example, Sam is very determined but not very angry.



Use the drawing tool to connect the dots. When the diagram is complete click *Finish* to display it. Click *Edit* or *Save* to demonstrate that functionality.



### Correlations from Teachers' Guides to Story Toolbox

To help teachers use the graphic organizers and the other assets in the Toolbox, here is a table with ideas where the Toolbox can be used in lessons from the Teachers' Guide.

Skill	Scope and sequence	TE Page Reference	Graphic Organizer	Skills Chart Reference
Review Long a Vowel Sound	recognize/match vowel sounds	264	3-column chart	Phonics: recognize/match vowel sounds long a
Research the Route	gather information using online sources	264	maps	
Use Long a Words	recognize/match vowel sounds	264	2-column chart	
Study a Character	make inferences	265	character wheels	
Make a Character Diagram	use graphic organizers	265	character wheels	
Make a Character Map	make inferences	265	character wheels	Comprehension: make inferences
Use a Dictionary	understand/use content vocabulary	266	3-column chart	Vocabulary: understand/use content vocabulary