

I UNDERSTAND THE STORY

**Graphic Organizers with a Question Guide
to Help Identify the Story's
Main Idea, Problem / Solution & Lesson**

CONSTRUCTION INSTRUCTIONS

You can help your child understand any story with these Comprehension Graphic Organizers. Just download & copy as a double-sided document for multiple uses.

You can 3-hole punch the sheets to insert into a notebook for all the stories s/he reads as a reference. It'll be fun for your child to see it get thicker & thicker!

As the collection grows, have your child make a Table of Contents, listing each story into a group : fiction, nonfiction or use the following Genre List for Children's Literature sheet for possible Category Names.

You can, also, include dividers for the genres or your child may want to use categories s/he creates, such as : Chapter Books, Picture Books (Funny, Scary, Holidays, Family, Community, Animals, Nature, etc.) as well as Nonfiction Reads (Science: Earth, Space, Weather, Animals, Plants, Human Body, etc.; Social Studies: Community Helpers, World Cultures, Celebrations, etc.; Geography).

As s/he becomes more confident with understanding the stories s/he is reading, you may want to include other story element graphic organizers, such as a Venn diagram to compare/contrast 2 stories, characters, problem/solutions, or a story's specific new vocabulary list with definitions, or a story "review" .

GENRE LIST FOR CHILDREN'S LITERATURE

You can change these definitions into questions to help your child decide what kind of story s/he is reading.

- **Realistic Fiction ~ This made-up story could happen in real life .**
- **Historical Fiction ~ These made-up characters & their story are living during a real time in history.**
- **Ancient Stories ~ These stories have been told by thousands of people for hundreds of years : Tall Tales, Fairy Tales, Folktales, Myths, Legends & Fables**
- **Science Fiction ~ This story is happening in the future with invented science & technology elements.**
- **Fantasy ~ This story is created with characters that don't exist & events that couldn't happen in real life.**
- **Mystery ~ This story is about a secret or crime that needs to be solved.**
- **Informational ~ This book is a collection of facts on a certain, real-life topic.**
- **Biography & Autobiography ~ This is a true story about a real person's life.**

SEQUENCE

The first Graphic Organizer template set shows your child the order of the story's Main Idea information needed to understand & complete the Main Idea sentence with the Sequence of how the Problem in the story is Solved. The How prompt will help your child identify the Lesson the story is teaching to be written in the Lesson Box. The next Graphic Organizer uses the fable, THE CROW & THE PITCHER, as an example of what information to insert in the boxes. Although, the Main Idea order helps your child construct the sentence, s/he can put the ideas in the boxes in any order. Usually, the Who, or Main Character is recognized first. The last Graphic Organizer template is the one you can copy & double-side for the notebook insert. You may want to make a copy of the first blank organizer as the model for the needed information, putting it in the beginning of the notebook .

PROMPT QUESTIONS

MAIN IDEA: Who is the story mostly about ? Where does the story take place ? When (time, season) is the story taking place ? What is the main thing happening in the story ? Why is this thing happening ?

PROBLEM/SOLUTION/LESSON : What is the big/main problem in the story ? What are some of the ways the problem is trying to be solved ? What finally works to solve the problem ? So, how does the Problem and its Solution work to tell the story ? What do you think the character learned (Lesson) throughout the story ?

Title _____

Author _____

When

Where

Who

Did What

Why

The Main Idea is _____

The Problem

Four vertical lines for writing.

Then

Four vertical lines for writing.

The Solution

Four vertical lines for writing.

How

Four vertical lines for writing.

The Lesson is _____

The Fable of the Crow and the Pitcher by Aesop

**one hot, summer
day**

**outside among the
trees**

a big, black crow

**flew around and landed near a
water pitcher**

**because he was very thirsty
and hoped the pitcher was
filled with water**

The Main Idea is one hot, summer day while flying around outside, a big, thirsty black crow landed near a water pitcher to get a drink.

The Problem

There was only a little bit of water and it was at the bottom of the pitcher. His beak could not reach the water for a drink.

Then

Then, he thought and thought about what he could do to reach that water for a drink. He put a few pebbles in the pitcher & saw the water rising.

The Solution

He continued putting pebbles into the pitcher until the water reached the top and his beak could slurp up a drink.

How

The crow was able to get a drink because he thought about ways he could get the water to come closer to his beak.

The Lesson is never give up! A solution to a problem will come if you just keep thinking about ways to help yourself.

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The Main Idea is _____

Four vertical lines for writing.

Four vertical lines for writing.

Four vertical lines for writing.

Four vertical lines for writing.

The Lesson is _____
