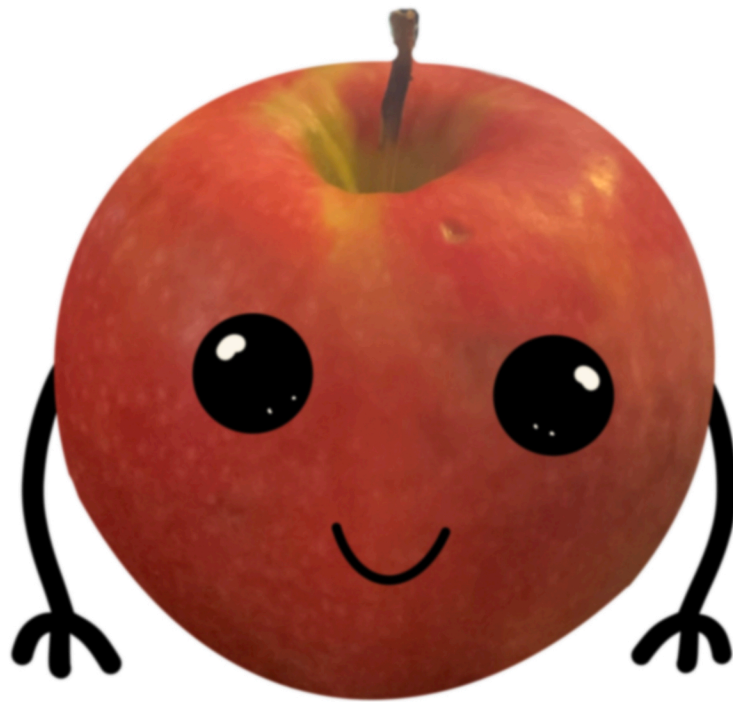


Storytelling for Children

(a visual teaching guide)



R. M. Scott

Story Elements

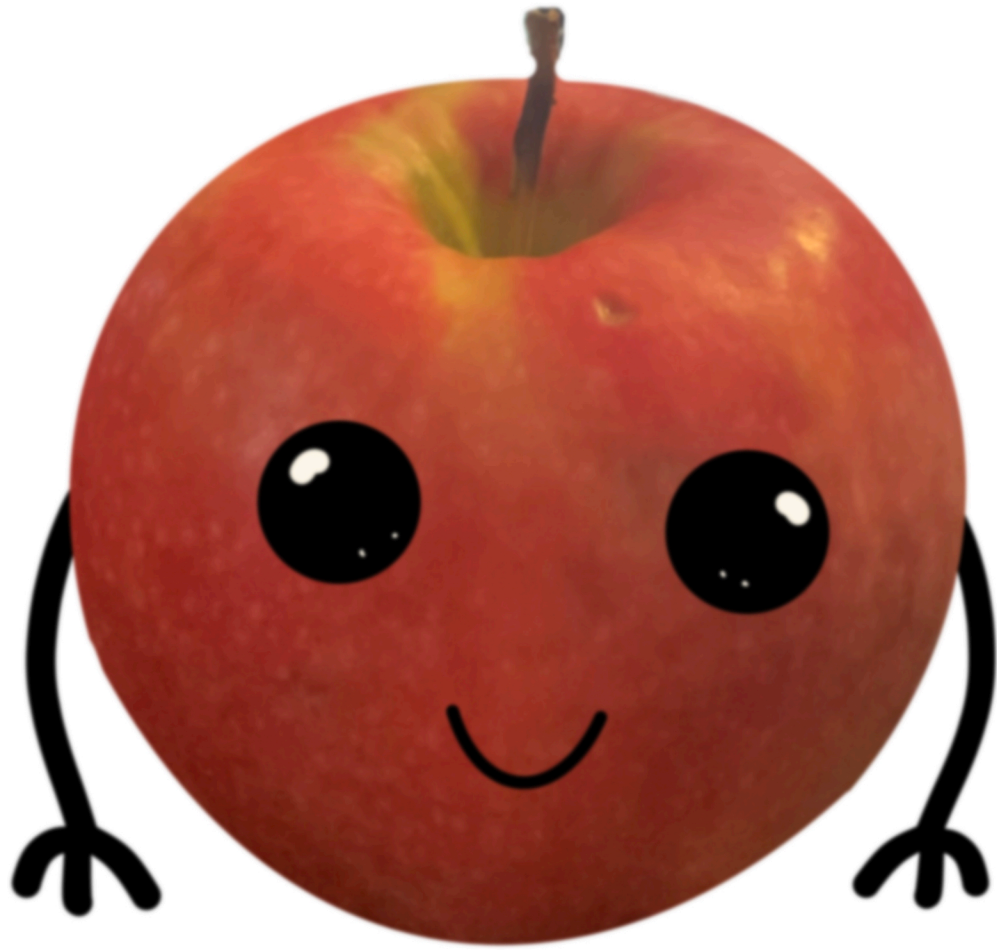
1. Promise
2. Progress
3. Stakes
4. Conflict
5. Payoff
6. Resolution

1. Promise

A promise is what you're telling the reader the book is going to be about.

(A topic sentence)

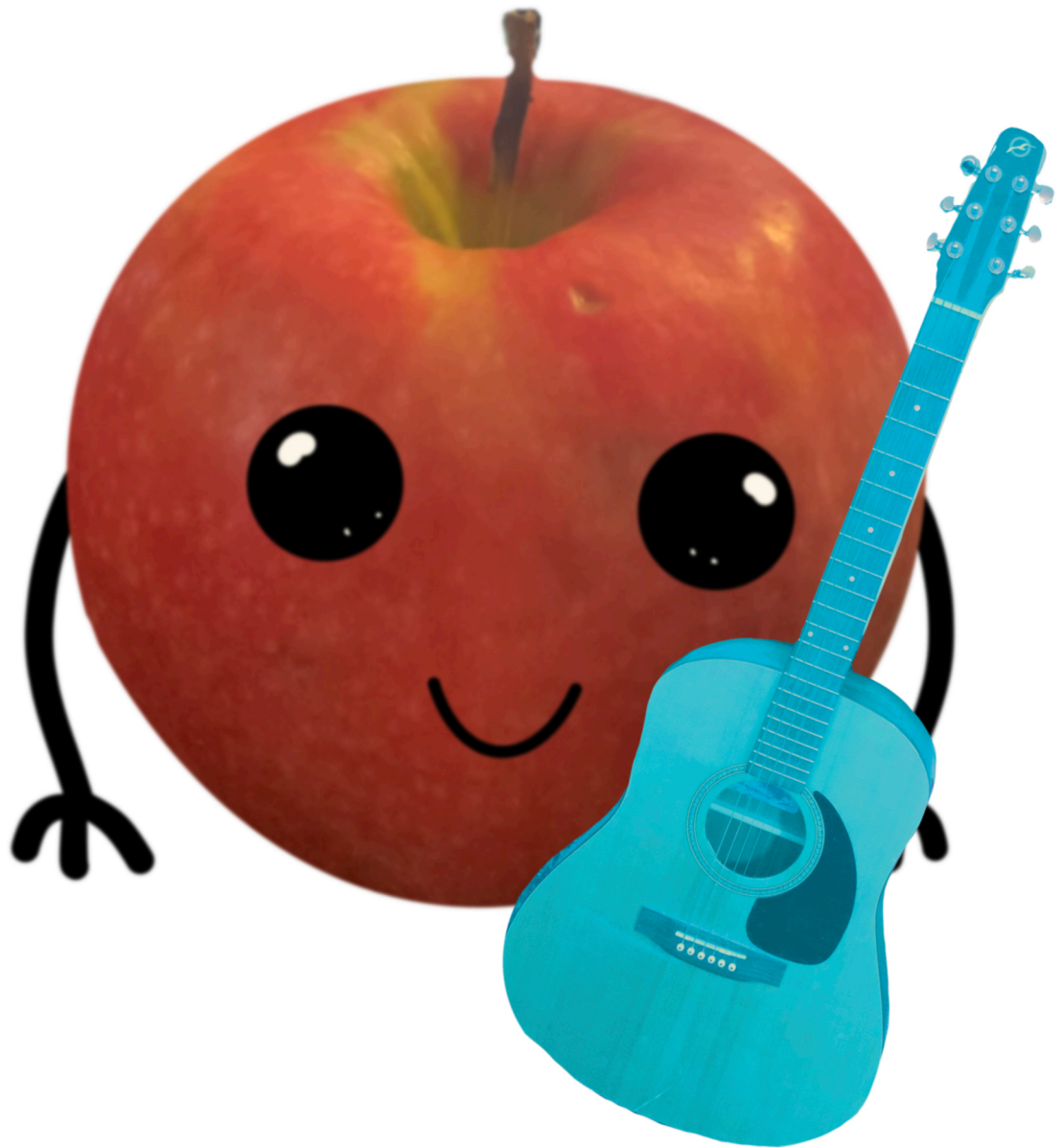
The promise comes at the beginning.



**Apple wants to win
the rockstar
contest.**

2. Progress

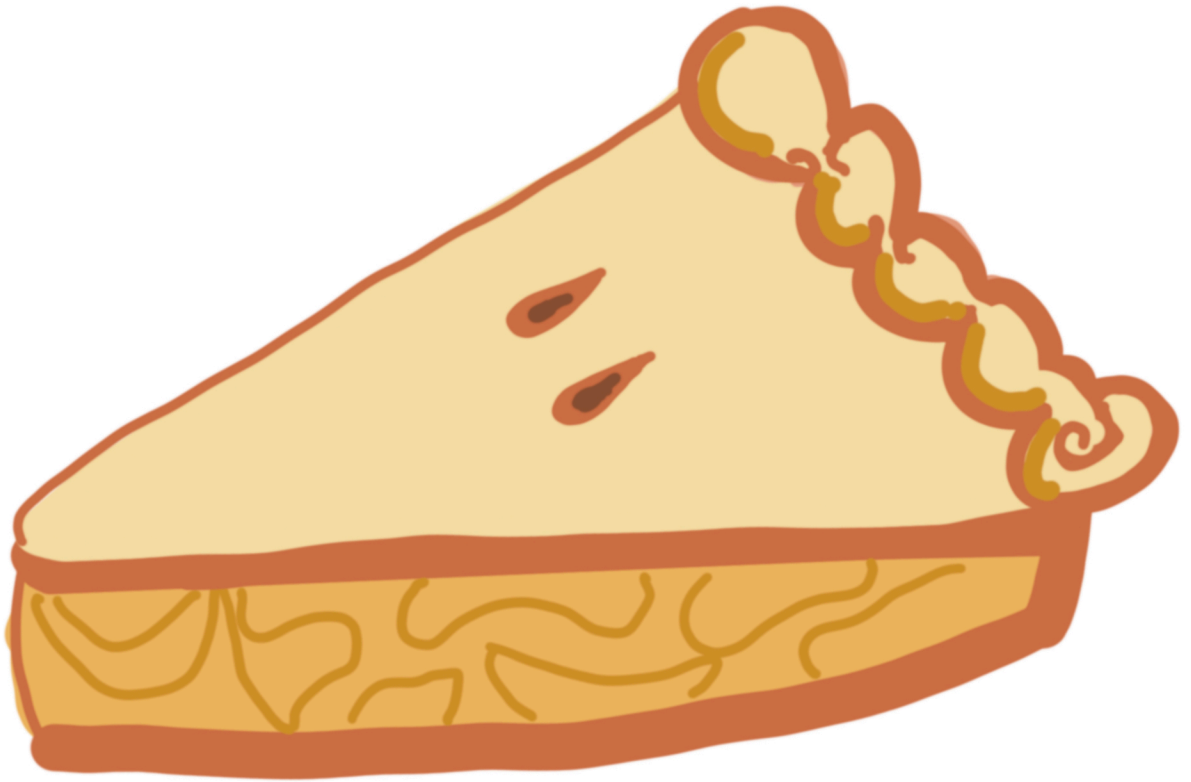
Progress is the steps the character takes to get closer to achieving their goal.



**Apple buys a guitar
and practices for
the contest.**

3. Stakes

Stakes are the consequence a character must face if they fail to achieve their goal.

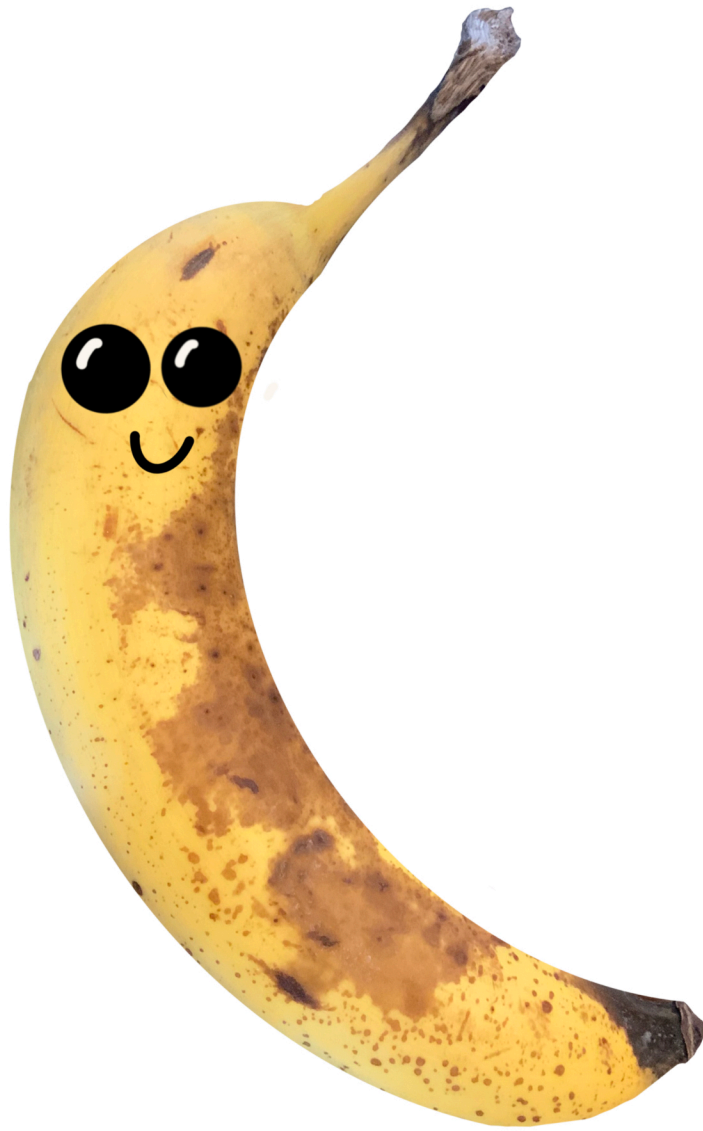


**If apple doesn't win
the contest, it'll be
turned into apple pie.**

4. Conflict

Conflict is what makes it harder for the character to achieve their goal.

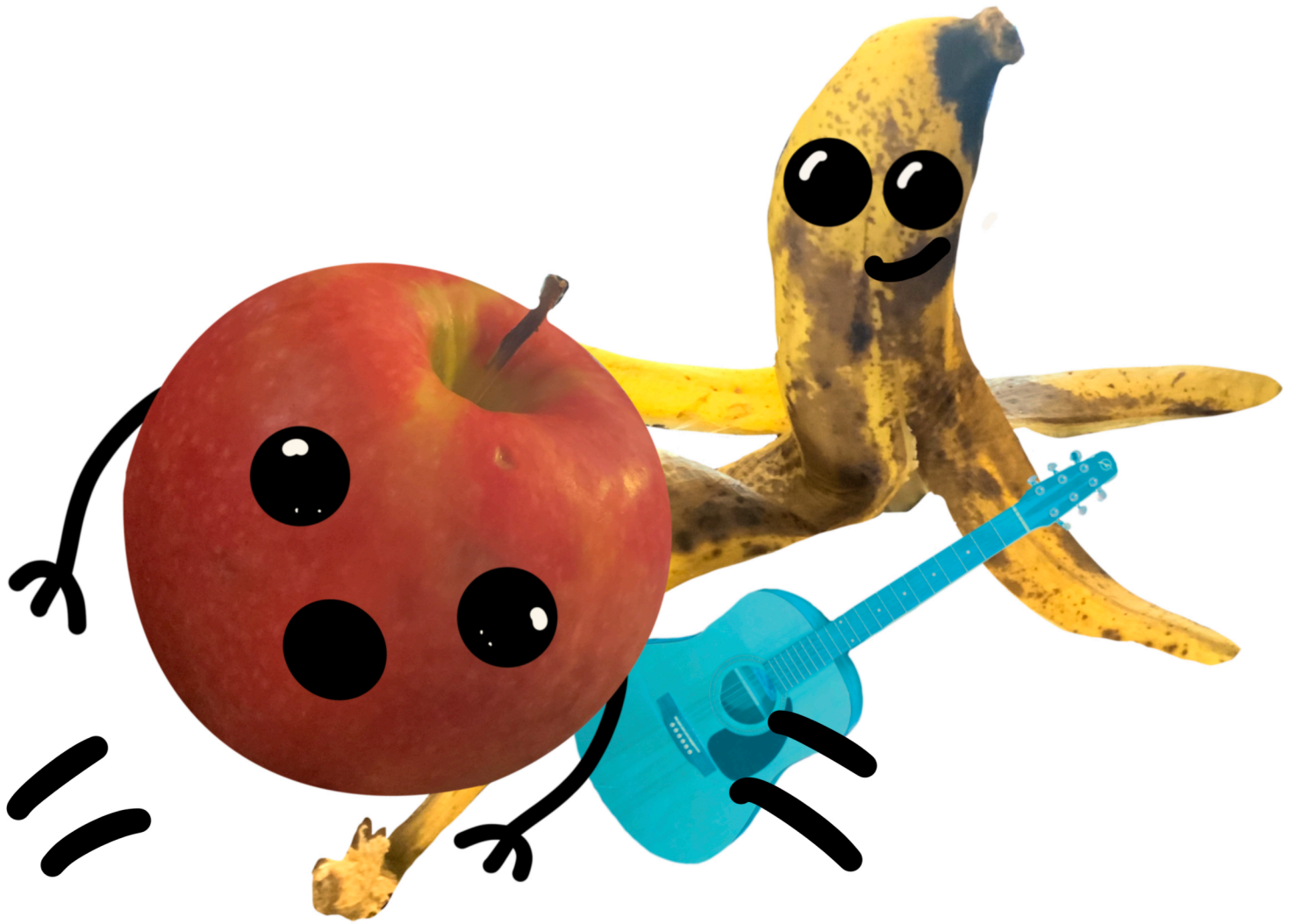
Usually this is caused by a villain, the “bad guy”.



**Banana will do everything
possible to make apple
lose the contest.**

Villain

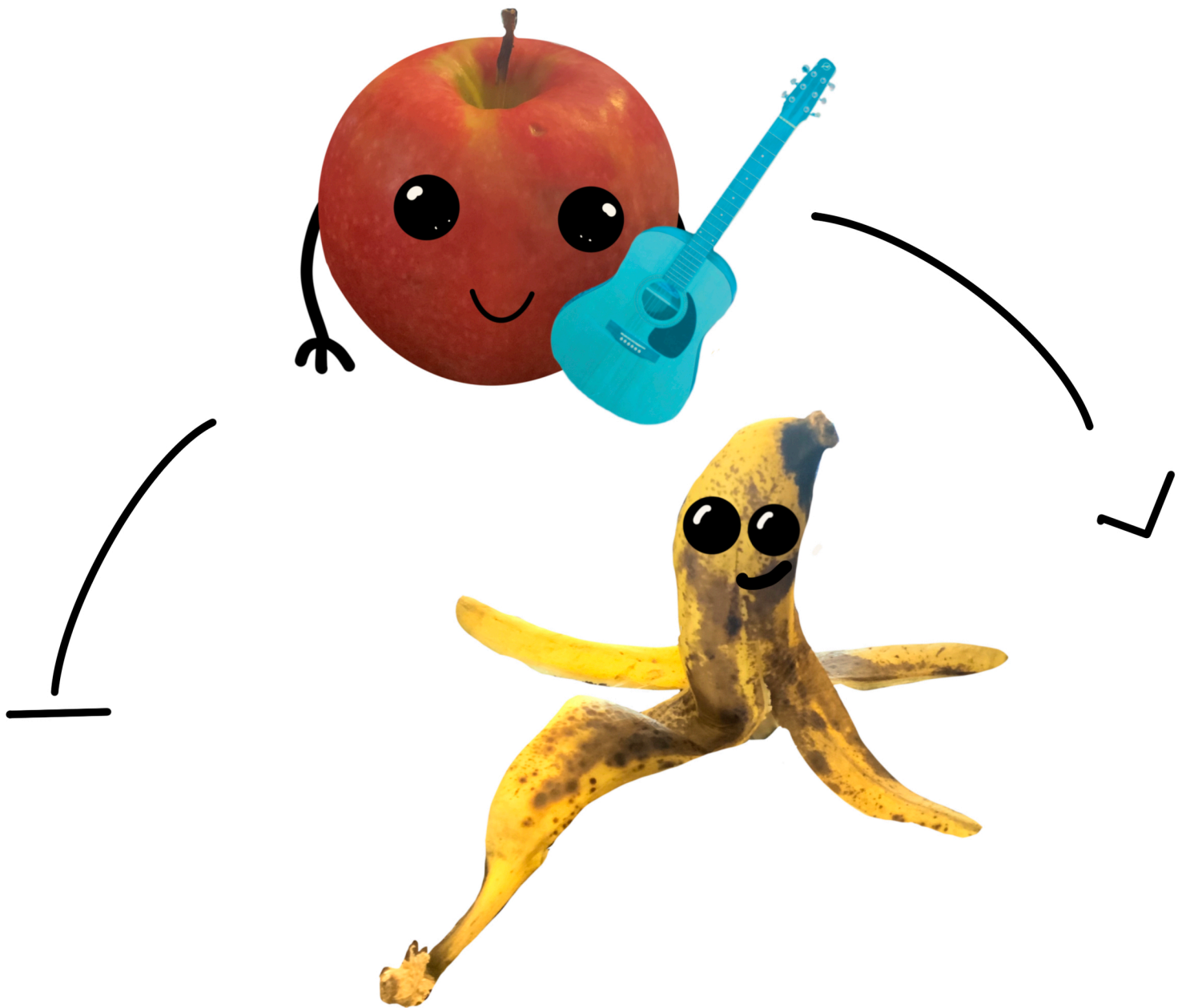
The villain creates obstacles that make it harder for the character to achieve their goal.



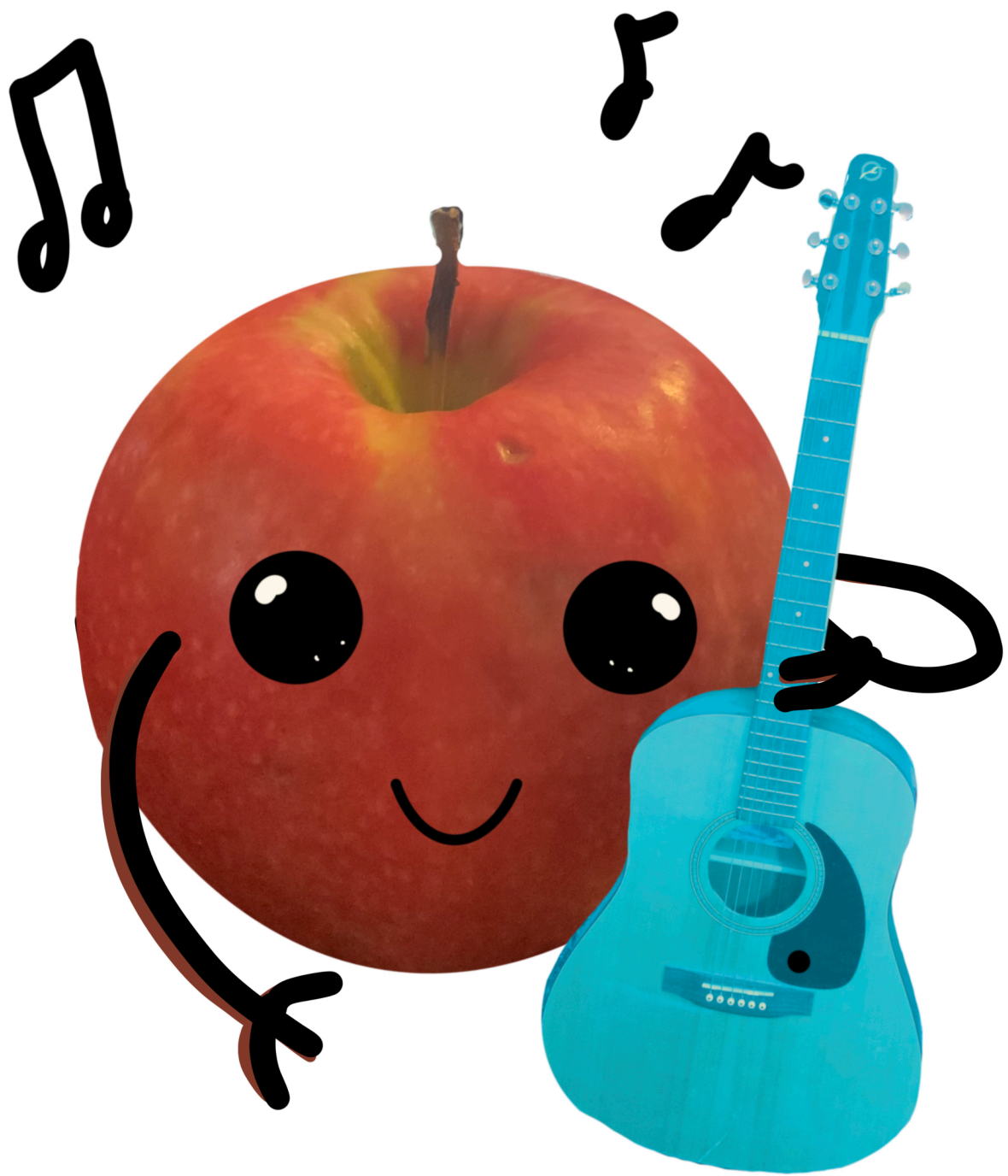
**Every time apple tries to
get on stage to perform
for the contest, banana
splits and trips apple.**

Hero/Heroine

As a character overcomes obstacles, it turns them into a hero/heroine.



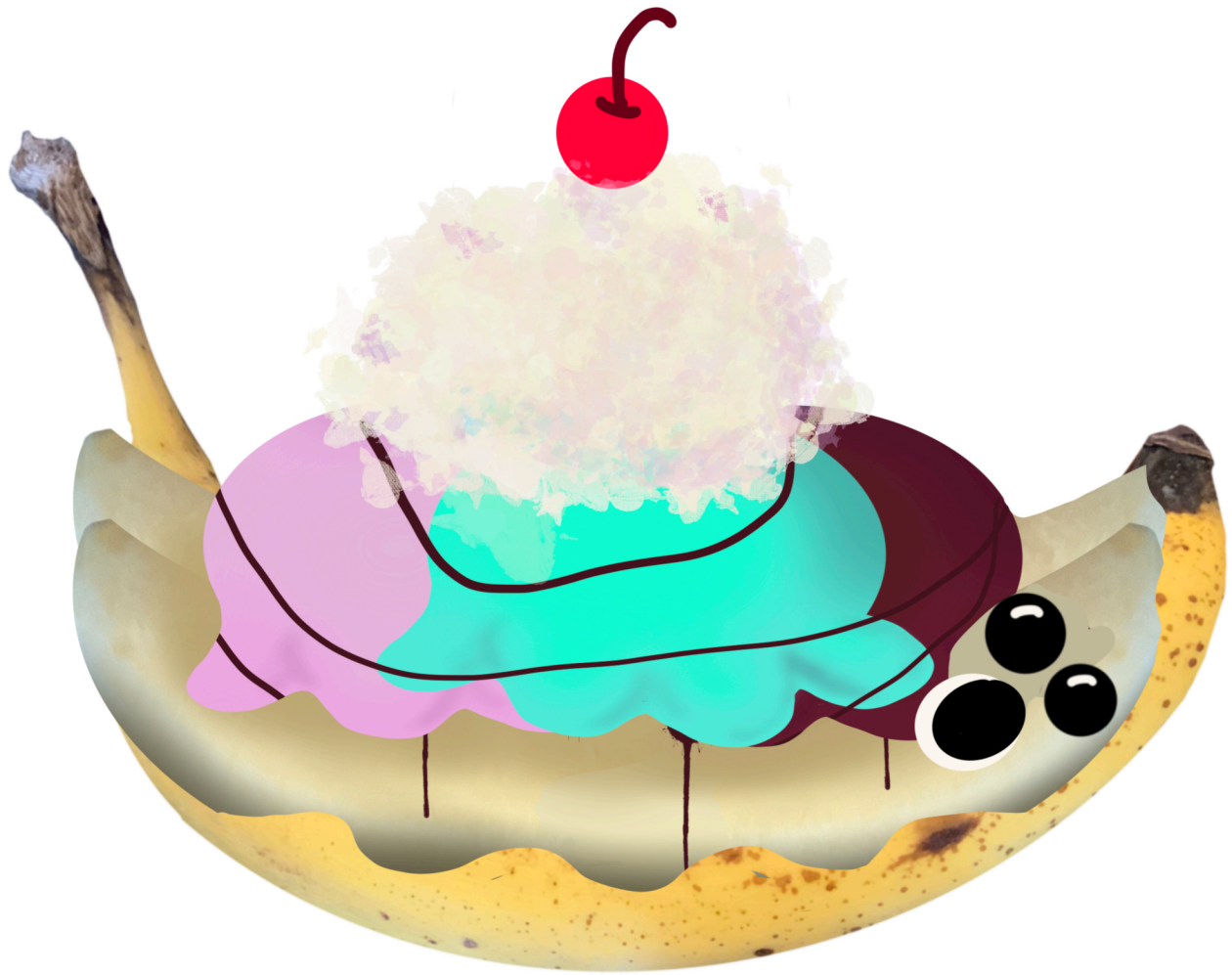
**Finally, apple jumps over
banana, makes it on
stage, and...**



**rocks out and wins the
contest!**

5. Payoff

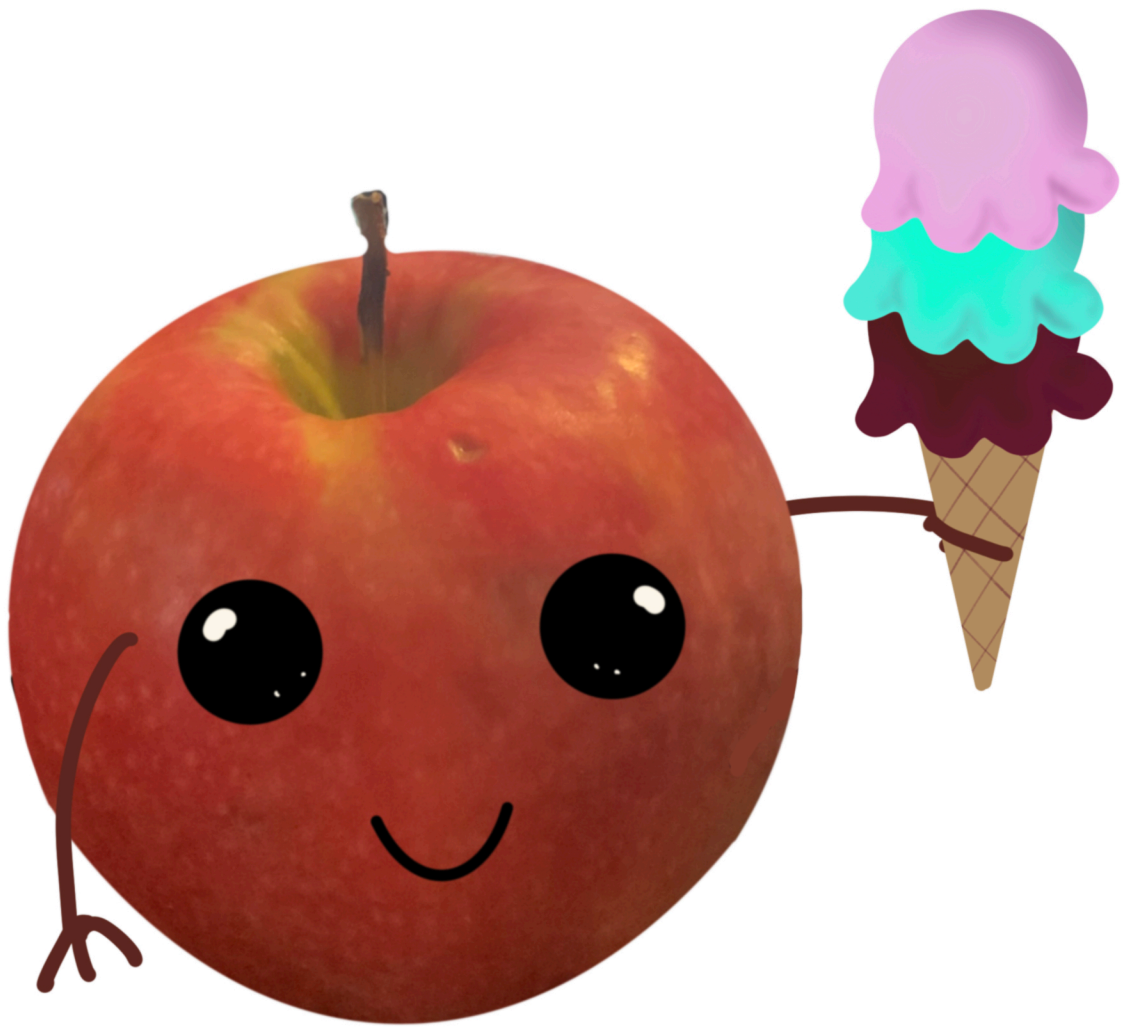
Payoff is what the character gains by achieving their goal.



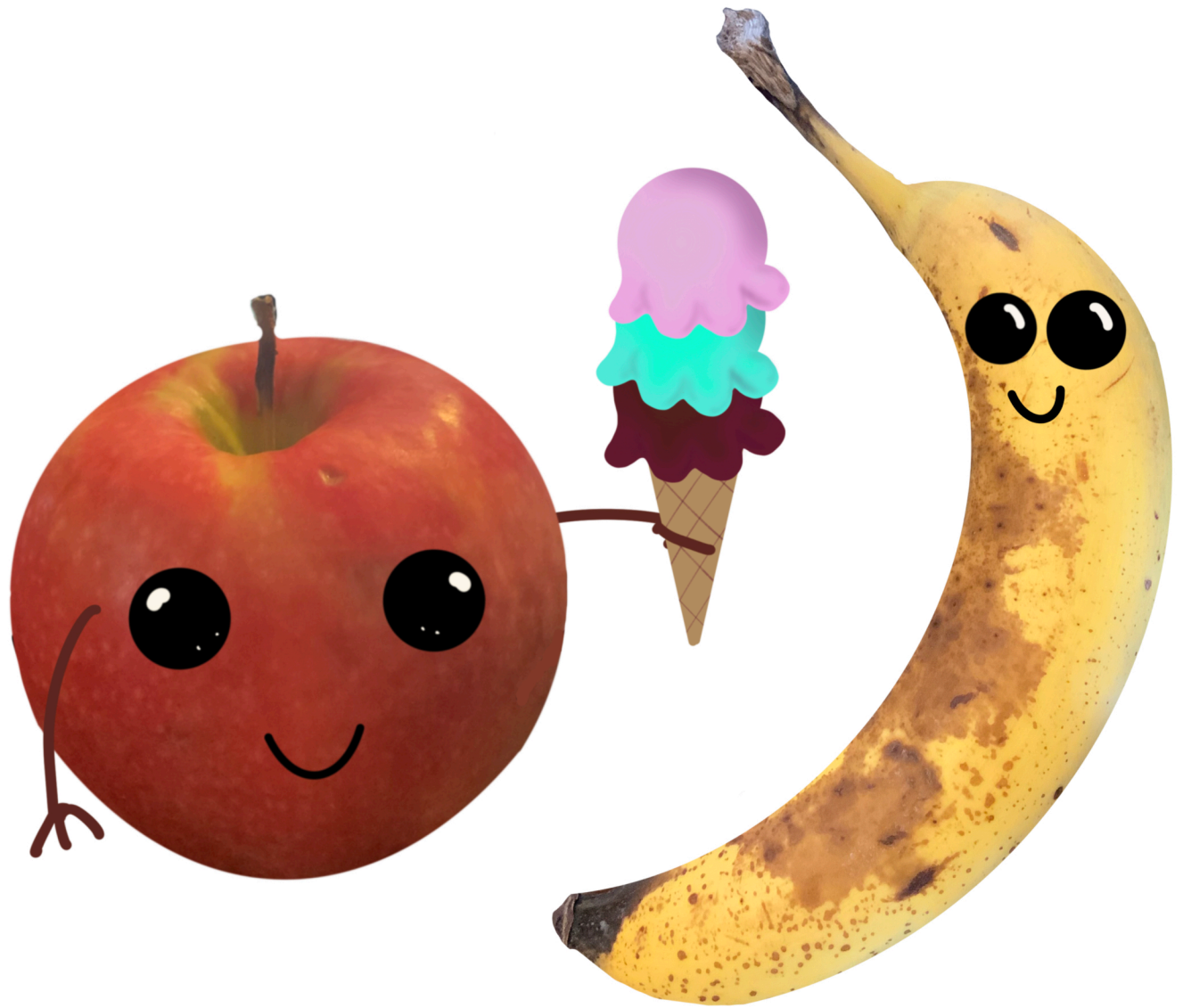
**Apple earns the prize of
a banana split.**

6. Resolution

The character learned and grew throughout the story and uses this new knowledge to be a hero/heroine.



Apple says, "I know how scared I was to be turned into apple pie, so I'll just take the ice cream."



The End