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# Lesson Plan: Arturo's Magical Story Mixer

## Materials Needed:

- A small bag or box (the "Story Bag")
- Several smooth, flat stones (or thick cardstock cut into circles)
- Markers or paint pens (for drawing on stones/cards)
- Large sheet of paper or a small whiteboard
- Drawing supplies (crayons, markers, colored pencils)
- A comfortable chair designated as the "Storyteller's Throne"
- Optional: A favorite fairytale book to read first

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## Lesson Plan

### 1. Warm-Up: The Story Bag (5 minutes)

**Goal:** To spark curiosity and review familiar story concepts.

- Begin by reading a short, familiar fairytale to Arturo, like "The Three Little Pigs" or "Goldilocks and the Three Bears."
- After reading, say, "Every story has special ingredients, just like a recipe! Let's see if we can find them."
- Show Arturo the "Story Bag." Tell him it holds the ingredients for the story you just read. Pull out three pre-made story stones/cards one by one:
  - One for a **Character** (e.g., a pig)
  - One for a **Setting** (e.g., a little house)
  - One for a **Problem** (e.g., a wolf)
- As you pull each one out, ask Arturo, "Who was in our story? Where did it happen? What was the big problem?" This helps him connect the concepts to a story he knows.

### 2. Activity 1: Create Your Story Ingredients (15 minutes)

**Goal:** To create a personal set of story elements that will be used for creative storytelling.

- Explain to Arturo, "Now it's our turn to make ingredients for a brand new story!"
- Spread out the blank stones or cards. Together, brainstorm ideas and draw them on the stones. Create three categories:
- **Characters (Who?):** Draw at least 4-5 different characters on separate stones. Think beyond the usual! (e.g., a friendly dragon, a robot, a superhero squirrel, a brave knight).
- **Settings (Where?):** Draw 4-5 different settings. (e.g., a candy castle, a spooky forest, the moon, under the sea).
- **Problems (Oh no!):** Draw 4-5 different simple problems. (e.g., a lost key, a giant storm cloud, a tricky troll, a river that's too wide to cross).
- As you draw, talk about the ideas. "Wow, a robot in a candy castle! What kind of problem could a robot have there?" This builds excitement and models creative thinking.

### 3. Activity 2: The Magical Story Mixer (10 minutes)

**Goal:** To apply understanding of story elements by combining them to create a new, original

story premise.

- Place all the finished story stones into the Story Bag and shake it up.
- Tell Arturo he is now a Story Maker! His job is to reach in without looking and pull out one stone from each category. Have him pull out:
  - One **Character** stone.
  - One **Setting** stone.
  - One **Problem** stone.
- Lay the three chosen stones out in a row. For example, he might pull out the [Superhero Squirrel], the [Spooky Forest], and the [Lost Key].
- Help him form a "story sentence" out loud: "Once upon a time, there was a **Superhero Squirrel** who lived in a **Spooky Forest**. One day, he discovered a **Lost Key**!"
- Cheer for the silly and fun combination! You can do this 2-3 times to show him how a new story can be created every time.

#### 4. Wrap-up & Share: The Storyteller's Throne (10 minutes)

**Goal:** To encourage verbal storytelling and build confidence in sharing creative ideas.

- Let Arturo pick his favorite combination of three stones from the previous activity.
- Invite him to sit in the "Storyteller's Throne."
- Ask him to tell you the story of his three stones. Encourage him by asking questions like:
  - "So, what did the Superhero Squirrel do when he found the key?"
  - "What did the key unlock?"
  - "How did the story end?"
- As he tells his story, you can write it down for him on the large paper or whiteboard. This shows him that his words are important.
- After he tells his story, give him a big round of applause. Then, give him the drawing supplies and invite him to draw a picture of his brand new fairytale.

### Differentiation & Extension

- **For Extra Support:** If Arturo has trouble starting his story, tell the beginning for him using his chosen stones. ("In a spooky forest, a Superhero Squirrel was collecting nuts when suddenly, his foot bumped into something shiny... it was a lost key! He picked it up and wondered...") Then ask, "What do you think happened next?"
- **For an Extra Challenge:** Encourage Arturo to pull a fourth stone from the bag—a "magic item" (e.g., shrinking potion, magic wand, flying boots)—and add it into his story to solve the problem.

### How to Assess Learning

- **Objective Check 1:** Did Arturo correctly identify a character, setting, and problem in the warm-up and during the stone-making activity?
- **Objective Check 2:** Was Arturo able to use the three chosen stones to create a basic story premise (verbally or with help)?
- **Objective Check 3:** Observe his engagement and creative contributions. The goal is participation and creative expression, not a perfectly structured story. His final drawing can also serve as a record of his story creation.

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