



Story Elements: Characters, Setting, Problem/Solution, BME

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Language Arts
Grades K-2



Introduction

Teachers will choose a text the class has been working on. Students will then complete a story cube and discuss with a partner or by using an iPad.

After reading a text, students will use a story cube to identify story elements such as characters, setting, problem, solution, beginning, middle, and end.

Learning Objectives

- [2.RL.7](#)
- Use Information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, or plot.

Materials Needed

- Book, story cube template, partner or iPad

Procedure

Teachers will introduce that students are going to be completing an activity with the text they have been working on. Students will receive a story cube. The teacher will model how to put the cube together. Then, students can either:

1. Break off into partners. Partners will take turns rolling the cube and answering the question that appears face up (example: Problem: "The problem of the story was that the wolf kept blowing the pig's house down").
2. Students will take their iPad and record themselves rolling the story cube and answering the questions.

Evaluation

For option A, teachers can walk around and monitor student responses, have students take a self-evaluation reflecting on how on-task they were, or have students record their answers to the questions on a piece of paper.

For option B, teachers can have students submit their recorded video using a platform such as Seesaw, Google Classroom, or email.