

Really Good Stuff® Activity Guide

Question A Good Story Dice Set

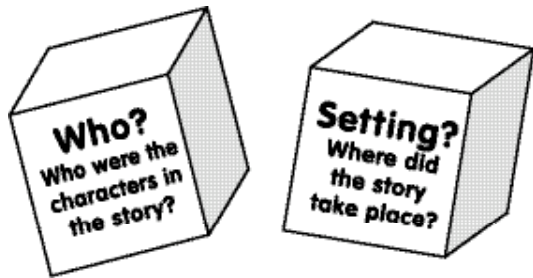
Congratulations on your purchase of the Really Good Stuff® **Question A Good Story Dice Set**—a hands-on learning tool designed to provide students with fun, interactive exercises to reinforce retelling and components of a story.

Included in this Really Good Stuff Set you'll find:

- **Question A Good Story Dice Set**, two hard foam dice, 4" by 4" each
- Die #1 features Characters, Setting, Problem, Events, Solution, and Theme
- Die #2 features Who, What, When, Where, Why, and How
- This Really Good Stuff® Activity Guide

Introducing the Dice

Select the die that best meets the needs of your students. Explain that using these dice will help in retelling the story by making sure all elements are included.



Model Use of the Dice

Be sure to model each element during read aloud or your guided reading lesson. Choose one die based on classroom/group needs. After reading the story, either you or a student rolls the die and reads aloud the words facing up on the die. The group will try to answer the question. Complete the Story Web individually or as a group. You can use the Story Web format on an overhead transparency or enlarge on the easel or whiteboard. Continue rolling the dice until all elements have been completed.

Die #1

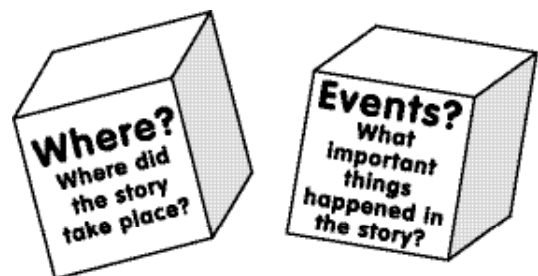
Begin by talking to the students about the various story elements in the books that they read. As you discuss each element, show the corresponding side on the dice.

- **Characters:** Who are the people or animals in the story?
- **Setting:** Where did the story take place? (include location, time of day, season, time period—past, present, future)
- **Problem:** What went wrong in the story? What did the character(s) need/want to fix or solve?
- **Events:** What happened in the beginning, middle, and end, to lead from the problem to the solution?
- **Solution:** How was the problem solved?
- **Theme:** What was the lesson/message the author was trying to teach you from the story?

Die #2

Begin by talking to the students about the various story elements in the books that they read.

- **Who:** Who were the characters in the story?
- **What:** What happened in the story? What was the message from the author? (Ask this question at the end of the story.)
- **When:** When (time period) did the story take place?
- **Where:** Where (location) did the story take place?
- **Why:** Why did the characters behave the way they did?
- **How:** How did the problem get resolved?



Name

Date

Title

Author

Illustrator

Who?
Who were the characters in the story?

What?
What happened in the story?

When?
When (time period) did the story take place?

Where?
Where (place) did the story take place?

Why?
Why did the characters behave the way they did?

How?
How did the problem get resolved?

Question A Good Story Dice Set

Independent/Small Group Use of Die #1

Make a copy of the Story Web for each student. After reading the story, students roll the die and complete the Story Web individually or together as a group.

Younger students can use pictorial diagrams to answer Story Web elements. Older students can use the Story Web to complete a written retelling or summary.

Independent/Small Group Use of Die #2

Make copies of the Graphic Organizer reproducible. After reading the story, students roll the die and complete the organizer individually or as a group.

Alternate use of die #2

Use die 2 as a question starter. Teacher or student rolls the dice. Students take turns asking the group questions about their reading, starting with the word on the dice facing up. If Who was rolled, students might think of the following questions: (Model and encourage a mix of

explicit and inferential questions.) Who was the main character? Who was the character that influenced the main character's decision to behave the way they did? Who was the character's teacher? Have students provide evidence from the text to support their answer. Write questions on the Question A Good Story recording form. Make individual copies for students and have them record the questions, or cut into strips and use with individual question words. Have students share and solve each other's questions.

Use of Die #1 and Die #2 Together

Use both dice to encourage higher level questioning skills. Have students roll both dice. Read the elements that appear facing up. Students create questions using both elements. For example, if Why and Character are rolled, one might ask the question: Why did the character behave the way they did?

Question A Good Story recording form

W	_____

H	_____

O	_____

W	_____

H	_____

A	_____

T	_____

W	_____

H	_____

E	_____

R	_____

E	_____

W	_____

H	_____

E	_____

N	_____

W	_____

H	_____

Y	_____

H	_____

O	_____

W	_____

Story Web

